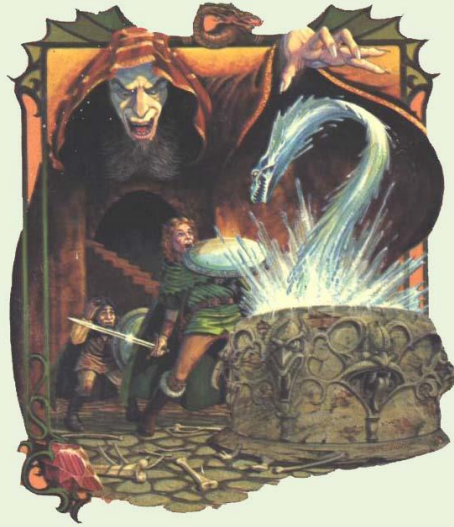


Fatemaster

"Bound by Fate" Campaign Backgrounder



Version 1.1

Collin Terrell



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Setting & Flavor:

An adventure series set in the *Fatemaster* campaign setting.

This campaign is intended to run over the course of several in-game years and involves taking a party of adventurers from *Novice* rank all the way to *Legendary*.

Characters are members of the *Fated*, a group of individuals selected by providence to provide the motive force for an age. Also called *Star-Marked*, the Fated are closely tied to the movement of celestial bodies in space.

This campaign features overland adventuring more than dungeon crawling. Players should be involved in the political events of the world and should be doing considerable travel. On those occasions when a dungeon or dungeon-like environment needs to be explored, it should be no more than 4-6 rooms in size. Keep it fast and furious.

This document is for Game Master's eyes only.

The Back Story:

A new Age has dawned on Skaern and with it a new echelon of *Fated* individuals are coming into their celestially ordained powers. The player characters are counted amongst these paragons, though they do not know it yet. There are, however, people in the world who know the truth; they know what the *Fated* are and, more importantly, who they are. As you can imagine, the possessors of this dangerous knowledge are up to no good.

A scholar and astronomer named *Valder Harlock* has figured out that by observing the movements of celestial bodies through his telescope, he can identify and track all 53 of the *Fated*. His explorations into Celestial Infinity have steadily driven him mad. Filled with a sense of insane purpose, Valder created a Cult venerating the alien beings of the Void and set about architecting a plan to achieve godhood by harnessing the power of the *Fated*. This "Cult of the Starstrider" is Valder Harlock's instrument to bring about his ascendancy.

Recently, the Player Characters have fallen under Harlock's gaze. He has dispatched forces to kidnap the party members so that he can utilize them in one of his experiments...

Getting Started:

As each player generates their character for the campaign, have them draw a card from a standard deck of playing cards to determine their "star sign". Consult Appendix A below to see which power set the character inherits. These powers do not begin to manifest until the player achieves *Seasoned* rank but for now take note of who has what power and keep the information secret from the player.

Next, refer to Appendix B and cross off the entries that correspond to the players' star signs. The player characters will take the place of these non-player characters. In some cases, this may eliminate a character that is important to the overall story of the campaign. If this occurs, you can keep those characters in the story as normal *Wild Cards* but they will not have any *Fated* powers.

Play begins with the first adventure *SS1: Bad Stars*. It would seem that a certain leader of a certain cult has discovered something special about the party members and is going to great lengths to capture them... I wonder what for?

Running the Campaign:

The first adventure series, *Cult of the Starstrider*, is intended to get the campaign off the ground and to introduce the party members to their new powers gradually over the course of four modules. By the end of this initial series, the party members should be *Seasoned* rank and should have figured out what's going on with the *Fated*. At this point it will be up to the party to decide what they want to do and where they want to go next – perhaps they'll decide to kick off their own plot for world domination?

The information in Appendix C is intended to give the Fatemaster a global view of what's going on in the world at large during the first year of the campaign. The other *Fated* will not remain idle while the party sorts out its business. If they choose to drag their heels and let the world come to them, use the events in this calendar to drive conflicts that might pique the party's interest.

Killing a *Fated*:

If one of the *Fated* is slain by another *Fated*, a transference of power occurs between the two individuals that leaves the survivor stronger than before. Some measure of the victim's life energy transpires into their slayer granting them permanent statistical bonuses. Draw on the table below every time a player kills another *Fated* to see what their reward is.

A *Fated* who dies by the hand of a normal person or through misadventure simply expires. There is no transfer of power in this case.

When a *Fated* kills one of their brethren, the death is permanent. A character slain by another *Fated* cannot be resurrected because a critical portion of their soul has been absorbed by their slayer.

Card	Effect
2	Gain 1 <i>Experience Point</i>
3	Gain 2 <i>Experience Points</i>
4	Permanently gain one die of <i>Strength</i>
5	Permanently gain one die of <i>Agility</i>
6	Permanently gain one die of <i>Smarts</i>
7	Permanently gain one die of <i>Spirit</i>
8	Permanently gain one die of <i>Vigor</i>
9	Gain one rank of any <i>Skill</i> the victim knew
10	Gain one rank of <u>every</u> <i>Skill</i> the victim knew
J	Gain any <i>Edge</i> the victim possessed. If the victim has no <i>Edges</i> you want, gain 2 <i>Experience Points</i> instead.
Q	Gain any <u>two</u> <i>Edges</i> the victim possessed. If the victim has no <i>Edges</i> you want, gain 2 <i>Experience Points</i> instead for each <i>Edge</i> you don't take.
K	Gain a Level
A	Gain all of the <i>Powers</i> of the defeated <i>Fated</i> (see <i>Powers of the Fated</i> below)
Joker	Gain all of the <i>Powers</i> of the defeated <i>Fated</i> (see <i>Powers of the Fated</i> below)

Convergence of *Fated*:

When one of the *Fated* puts their banner in the ground, things around them change; when a number of *Fated* choose to cooperate with one another and jointly work toward some goal they can alter the destinies of nations. The synergy produced by this union is called a *Convergence*. Not every *Fated* realizes that *Convergences* are possible, but those who learn this fact will often seek out other *Fated* of like minds to form super groups that can accomplish world-shaping tasks.

Whenever *Fated* are within 12 squares of each other, they can freely share *Bennies*. Additionally, when a group of *Fated* elects to spend *Bennies* simultaneously they can do one of the following things:

Bennies Spent	Effects
2-3	<i>Minor Convergence:</i> <ul style="list-style-type: none"> <i>In Combat:</i> The entire party gains a +1 to all rolls for 3 rounds <i>Out of Combat:</i> The next roll made by a single party member gains a +4 bonus
4-5	<i>Convergence:</i> <ul style="list-style-type: none"> <i>In Combat:</i> Force your opponents to pass a <i>Spirit</i> -2 check or become <i>Awed</i> by your presence. <i>Awed</i> targets cower in supplication and disengage from combat. Other <i>Fated</i> are immune to this power. <i>Out of Combat:</i> Something unexpectedly lucky happens to the party (i.e. they find a clue that helps to solve a problem, find extra treasure, stumble across a helpful NPC, etc.)
6+	<i>Major Convergence:</i> <ul style="list-style-type: none"> <i>In Combat:</i> You can either force your opponents to pass a <i>Spirit</i> -4 check or become <i>Awed</i> <u>or</u> your entire party gains an extra action for 3 rounds. <i>Out of Combat:</i> You create a <i>Locus</i>, a place where world-shaping events will take place in the future. Like a beacon, the locus begins attracting hirelings and henchmen from the surrounding area at a rate of 1d6+4 per week. These followers are <i>Extras</i> who are willing to swear themselves into the party's service. The party can only create one locus at a time; a new <i>Locus</i> replaces the old one. If the party splinters apart, the followers are divided amongst the members and the <i>Locus</i> is terminated.

Everyone in the party must spend a *Benny* to trigger a *Convergence*. For example, in a party of six, you can't just have 2 decide to spend *Bennies* for the benefit of the whole group.

To keep players in suspense about the true nature of being *Fated*, don't explain *Convergences* right away. Let the players gradually figure out how it works, providing small clues along the way. For example, whenever someone in the party uses a *Benny* have everyone else feel a strange, pulling sensation as if being magnetically attracted to that person. Over time, the party should figure out that *Bennies* have additive effects, and this should lead to an exploration of why that is the case.

Dealing with Character Death and Inter-Party Conflict:

Once the players figure out what their characters are, it won't take long for the more devious members of your gaming group to contemplate mass murder in the name of gaining additional powers. To offset this selfish attraction, the Game Master should accentuate the benefits of a *Fated Convergence*. When *Fated* choose to work together, they are able to do things that a powerful loner cannot.

If a character dies or retires, they do not come back as a "new" *Fated* with their subsequent character. There are only a set number of *Fated* in the world and they are selected at birth. If the character was not murdered by another *Fated*, it is possible to be restored via *Resurrection* but this can be costly and difficult to arrange.

A merciful Game Master may desire to have a player in good standing return to the game as another one of the remaining *Fated* left in the campaign. This would require an agreement on the player's part to play the character as it was intended and would require some narrative prestidigitation to allow the returned player to re-join the adventuring party.

A player can always return to the game as a "non-*Fated*" character who just happens to travel with or support the party.

Appendix A: Powers of the *Fated*:

As a *Fated* grows in experience, their capabilities mature and develop. Consult the table below to see what powers each *Fated* gains as they proceed through the ranks of Seasoned, Veteran and Heroic.

All *Fated* have an inherent ability to detect others of their kind. They can detect the presence of any other *Fated* within a 12 square radius (usually felt as a rising of the neck hairs or a tingling sensation). This ability improves as the character gains in level.

Card	Seasoned	Veteran	Heroic
All	<i>Improved Detect Fated:</i> You can detect <i>Fated</i> over a 24 square radius	<i>Greater Detect Fated:</i> You can detect <i>Fated</i> over a city-wide area (1d4 miles)	<i>Superior Detect Fated:</i> Your detection sense is fine-tuned enough to track <i>Fated</i> across any distance.
2♣	<i>Book Smart:</i> +1 to any <i>Knowledge</i> roll	Gain a one-step increase to your <i>Smarts</i> die.	<i>Prescient:</i> You can spend a <i>Benny</i> to cause someone else to re-roll an action
3♣	<i>Handy:</i> Gain <i>Repair</i> as a Class Skill and a +2 bonus to all <i>Repair</i> checks	<i>Master Crafted:</i> Spend a <i>Benny</i> to improve a crafted item, increasing its value by 250 gold pieces and granting it a +1 bonus (if applicable)	<i>Quality Control:</i> All finished goods made in your city of residence gain a +1 bonus (if applicable)
4♣	<i>Skill Savant:</i> Each game session you can give yourself a d6 in the <i>Skill</i> of your choice. This skill goes away at the end of the session.	Gain a one-step increase to your <i>Spirit</i> die.	<i>Renaissance:</i> Your city of residence experiences a <i>Golden Age</i> of learning. The city produces 25% more mages and priests.
5♣	<i>Beatitude:</i> Gain a +1 bonus to all <i>Spirit</i> checks	<i>Hibernation:</i> You can enter into a deep meditative state that accelerates natural healing. You can make a <i>Natural Healing</i> check every day.	<i>Pacification:</i> In <i>Mass Battle</i> , your presence causes enemy armies to suffer a -1 penalty to their <i>Battle Roll</i> due to sudden, unexplainable pacifistic urges.
6♣	<i>Light Sleeper:</i> You can always awaken from a deep sleep immediately and are fully rested in 1/2 the time (4 hours vs. 8 hours). You are immune to magically induced <i>Sleep</i> .	<i>Dream Speaker:</i> While you are sleeping, spend a <i>Benny</i> to send a verbal message to any other person you know regardless of distance. Message can be of any length but is one-way only.	<i>Dream Walk:</i> Spend a <i>Benny</i> to travel out of body while sleeping. You are <i>Invisible</i> and <i>Intangible</i> and can move at your normal <i>Pace</i> . If your body is disturbed the effect ends immediately.
7♣	<i>Night Vision:</i> You gain the ability to see in the dark.	<i>Company of Wolves:</i> Spend a <i>Benny</i> to summon a pack of 1d6+1 Wolves to fight for you.	<i>Lycanthropy:</i> You become a <i>Werewolf</i> (see MONSTERS for more details)
8♣	<i>Ancient Loremaster:</i> You gain a +2 bonus to any <i>Knowledge</i> checks involving ancient history. You are	<i>Trivia Master:</i> Spend a <i>Benny</i> to learn one interesting and relevant fact about any relic or ruin that	<i>Artifact Sense:</i> You can locate and track <i>Magic Gear</i> .

	conversant in all of the major events of previous Ages.	you come into contact with.	
9♣	<i>Device Savant:</i> You can use any <i>Magic Item</i> regardless of your arcane background. If you have the <i>Dabbler</i> Edge you gain a +2 to this ability.	<i>Arcane Appraiser:</i> You can identify any <i>Magic Item</i> after briefly studying it.	<i>Artifact Creator:</i> You can combine the effects of any two pieces of <i>Magic Gear</i> into one item. Once an item has been combined it cannot be re-combined.
10♣	<i>Displacement:</i> Gain a +1 <i>Dodge</i> bonus	<i>Phase Shift:</i> Spend a <i>Benny</i> to become <i>Intangible</i> for 3 rounds.	<i>Dimensional Jaunt:</i> You can spend a <i>Benny</i> to instantly teleport up to <i>Spirit</i> x 2 miles away.
J♣	<i>Temporal Control:</i> You are immune to <i>Slow</i> effects and unnatural <i>Aging</i> .	<i>Initiative Thief:</i> You can swap <i>Initiative</i> cards with anyone else at the table.	<i>Time Stop:</i> Spend all of your remaining <i>Bennies</i> to freeze time for 3 rounds.
Q♣	<i>Alien Mind:</i> You are immune to all <i>Mind Affecting</i> spells	<i>Eyes of Madness:</i> Spend a <i>Benny</i> to cause a target to become psychotic for 3 rounds, attacking the nearest creature regardless of whether it is friend or foe. The target must pass a <i>Spirit</i> -2 check to resist the effect.	<i>Mass Hysteria:</i> Spend all of your remaining <i>Bennies</i> to cause panic and mayhem over a city wide area (1d4 miles). Law and order completely breaks down for 2d12 hours until peace can be restored.
K♣	<i>Potion Tester:</i> You can identify any <i>Potion</i> without wasting doses. You are immune to ingested <i>Poison</i> .	<i>Potion Master:</i> Given proper equipment, you can spend a <i>Benny</i> to brew any <i>Potion</i> you are familiar with.	<i>Transubstantiation:</i> Spend a <i>Benny</i> to convert an inorganic substance into another inorganic substance (i.e. lead into gold, etc.) The amount of material that can be changed is a number of pounds equal to your <i>Spirit</i> die.
A♣	<i>Prodigal Mage:</i> Gain 10 <i>Power Points</i> and the <i>Arcane Background: Sorcery</i> Edge if you do not already have it. Also, you may select spells from any Sorcerous class.	<i>Mana Font:</i> Gain 10 <i>Power Points</i> ; Recover <i>Power Points</i> at twice the normal rate	<i>Archmage:</i> Gain 10 <i>Power Points</i> ; Spend a <i>Benny</i> to cast any spell you know as a <i>Free Action</i>
2♦	<i>Musical Aptitude:</i> Gain <i>Perform</i> as a class skill and a +2 bonus to all <i>Perform</i> checks.	<i>Charming Raconteur:</i> Gain a general +2 <i>Charisma</i> bonus	<i>Celebrity:</i> You are arguably the most popular and well-liked person in your city of residence. You enjoy a +4 <i>Charisma</i> bonus at home. People go out of their way to befriend you.
3♦	<i>Shrewd Negotiator:</i> You can talk merchants into buying for 75% of retail and selling at a 25% discount	<i>Ways and Means:</i> Can trade a <i>Benny</i> for 500 gold pieces	<i>Midas Touch:</i> The economy of whatever city you live in increases by 25%
4♦	<i>Hot Streak:</i>	<i>Double Down:</i>	<i>Dicing with Fate:</i>

	Whenever you roll a <i>Raise</i> , gain a +1 on your next roll	Whenever you use a <i>Benny</i> , gain a +2 bonus on the subsequent re-roll	You can use your <i>Gambling</i> skill to try and “luck” yourself through a situation. This roll cannot be re-attempted with a <i>Benny</i> . If it fails, you are <i>Jinxed</i> and suffer a negative result.
5♦	<i>Never Lost</i> : You always intuitively know where you are	<i>Marathon Man</i> : Your overland travel rate is doubled	<i>Master Scout</i> : Any army or party that travels with you has its overland travel rate doubled.
6♦	<i>Political Favors</i> : Spend a <i>Benny</i> to make a non-hostile NPC do a favor on your behalf. It can be anything that is within the NPC's power to do but cannot be anything dangerous or illegal.	<i>Land Lord</i> : Any property, castle or other dwelling that you own can be maintained at 1/2 the cost. Taxes, tithes and other duties are similarly halved.	<i>City Father</i> : Your city of residence never experiences civil unrest and the crime rate is reduced by 50%. The city's sphere of political influence doubles in size.
7♦	<i>Born Lucky</i> : Gain one additional <i>Benny</i> per game session. Stacks with the <i>Luck Edge</i> .	<i>Fortunate</i> : Roll a d6 whenever you use a <i>Benny</i> , on a result of 6 you keep the <i>Benny</i>	<i>Benny Farmer</i> : Gain one <i>Benny</i> per day up to your maximum allotment.
8♦	<i>Passive Resistance</i> : When you are not in combat you gain a +2 bonus to <i>Parry</i> and <i>Dodge</i> .	<i>Calming Touch</i> : You can make a touch attack to calm a hostile enemy. A calmed target will not attack you unless you attack them first. Effect lasts for 1 Day.	<i>Armor of Faith</i> : Calculate your <i>Toughness</i> using your <i>Vigor</i> combined with your <i>Spirit</i> .
9♦	<i>Detect Lies</i> : With a successful <i>Notice</i> check you can discern when someone is lying to you. Paladins with this power gain a +2 to their roll.	<i>Detect Crime</i> : You can locate and track criminals, bandits and thieves guilds.	<i>Regulators</i> : Spend a <i>Benny</i> to summon 1d4+2 <i>Wild Card Thief-Catchers</i> to perform a specific mission for you.
10♦	<i>Undead Sense</i> : You can locate and track large concentrations of <i>Undead</i> creatures.	<i>Ultravision</i> : You can see in absolute darkness, see through <i>Illusions</i> and see <i>Invisible</i> beings	<i>Vampirism</i> : When you die you rise as a full-strength <i>Vampire</i> . You do not relinquish your powers as one of the <i>Fated</i> . If your vampire form is destroyed you are permanently dead.
J♦	<i>Sailing Master</i> : Gain <i>Boating</i> as a Class Skill and a +2 bonus to all <i>Boating</i> checks.	<i>Favorable Winds</i> : You always enjoy the best possible conditions when sailing and travel at double the normal speed.	<i>Legendary Admiral</i> : In ship-to-ship combat you always go first and you can spend <i>Bennies</i> to make <i>Soak</i> rolls for your vessel (using your <i>Boating</i> skill)
Q♦	<i>Smooth Talker</i> : Gain <i>Persuasion</i> as a Class Skill and a +2 bonus to all <i>Persuasion</i> checks	<i>Art of Persuasion</i> : When determining an NPC's <i>Reaction</i> level, increase the initial reaction by one step (i.e. <i>Neutral</i> targets are	<i>Tongue of Gold</i> : Spend a <i>Benny</i> to make even the most bald-faced lie sound believable.

		automatically <i>Friendly</i> , etc.)	
K♦	<i>Quick Learner:</i> Gain 1 bonus <i>Experience Point</i> every gaming session.	<i>Inspire:</i> Spend a <i>Benny</i> to turn an <i>Extra</i> into a <i>Wild Card</i>	<i>Beacon of Excellence:</i> All soldiers in your city of residence are considered <i>Veteran</i> (i.e. Foot Soldiers have the same statistics as Sergeants or Lieutenants)
A♦	<i>Underworld Connections:</i> You gain a +2 <i>Charisma</i> bonus when dealing with criminal types.	<i>Treasure Sense:</i> You can locate and track large accumulations of gold.	<i>Thieves Prosper:</i> Spend a <i>Benny</i> to summon 1d4+2 <i>Wild Card</i> Rogues to perform a specific mission for you.
2♠	<i>Tempered:</i> Gain +4 <i>Toughness</i> vs. Fire damage and spell effects. You are immune to the environmental effects of heat.	<i>Light Bringer:</i> Your attacks inflict an extra 1d6 points of <i>Holy</i> damage against <i>Demons</i> and the <i>Undead</i> .	<i>Righteous Zeal:</i> In a <i>Mass Battle</i> , spend a <i>Benny</i> to whip your side into a frenzy. Your troops do not need to make any <i>Morale</i> checks.
3♠	<i>Dauntless:</i> You are immune to the effects of <i>Fear</i> and <i>Insanity</i>	<i>Adventurer's Wits:</i> You can re-roll any <i>Notice</i> check one time without spending a <i>Benny</i> .	<i>Lead by Example:</i> In <i>Mass Battle</i> , your presence bolsters your army, imparting a +2 <i>Morale</i> bonus and a +1 to your side's <i>Battle Roll</i> .
4♠	<i>Blood Thirsty:</i> Add +1 to all <i>Damage</i> rolls.	<i>Merciless:</i> Gain a +1 bonus to your <i>Fighting</i> roll for every <i>Wound</i> your opponent has.	<i>Helter Skelter:</i> The murder rate of whatever city you live in increases by 100%. Law enforcement resources are stretched to their absolute limits.
5♠	<i>Resilient:</i> When you are <i>Incapacitated</i> , gain a +2 bonus on the ensuing <i>Vigor</i> check. Also, whenever you roll on the <i>Injury Table</i> apply a -2 to the result.	<i>Steel Skin:</i> Spend a <i>Benny</i> to gain immunity to one of the following damage types for 3 rounds: <i>Bashing</i> , <i>Slashing</i> or <i>Piercing</i>	<i>Siege Proof:</i> Your city of residence becomes hardened against sieges. It gains a +1 <i>Protection Bonus</i> and consumes supplies at 1/2 the normal rate.
6♠	<i>Load Carrier:</i> You are not easily encumbered. Your <i>Load Limit</i> is 10x your <i>Strength</i> die. If you have the <i>Brawny Edge</i> , your <i>Load Limit</i> is 16x.	Gain a one-step increase to your <i>Strength</i> die.	<i>Physical Specimen:</i> Gain a +2 bonus to all <i>Strength</i> rolls and <i>Strength</i> related activities (such as <i>Climbing</i>). This bonus extends to melee damage as well.
7♠	<i>Warrior's Skill:</i> Gain a +1 bonus to all <i>Fighting</i> rolls.	<i>Warrior's Soul:</i> Gain a +2 bonus to all <i>Fighting</i> rolls.	<i>Sword Saint:</i> You can spend a <i>Benny</i> to focus all of your will into a single attack that inflicts <i>Double Damage</i> . The <i>Benny</i> must be spent before the attack roll is made.
8♠	<i>Sharp Eyes:</i> Gain a +2 bonus to all <i>Tracking</i> checks	<i>Deadly Aim:</i> Gain a +1 bonus to all <i>Shooting</i> and <i>Throwing</i> rolls.	<i>Peerless Tracker:</i> You can locate and track any individual that you put your

			mind to.
9♠	<i>Rally:</i> Spend a <i>Benny</i> to remove the <i>Shaken</i> condition from all of your allies.	<i>Recruiter:</i> Spend a <i>Benny</i> to attract 1d6+4 <i>Novice</i> warriors to your banner.	<i>Legendary General:</i> You gain <i>Knowledge: Battle</i> as a class skill and can make <i>Knowledge: Battle</i> checks at +4
10♠	<i>Flaw Seeker:</i> All of your attacks have an <i>Armor Pierce</i> rating of +2	<i>Siegemaster:</i> When you are <i>Sieging</i> a fortification, your side gains a +2 bonus to their <i>Battle Roll</i> .	<i>Army Breaker:</i> In <i>Mass Battle</i> your side always gets one uncontested free shot at the start of the battle.
J♠	<i>Savage Wounds:</i> Whenever you cause a target to <i>Bleed Out</i> , they suffer a -2 penalty to all Stabilization Checks.	<i>Horrible Wounds:</i> When you <i>Wound</i> a target you can spend a <i>Benny</i> to make that wound <i>Horrible</i> . All adjacent targets (friend or foe) must make a <i>Spirit</i> -2 check or be <i>Shaken</i> .	<i>Morale Killer:</i> In <i>Mass Battle</i> , your presence causes enemy armies to suffer a -2 penalty to <i>Morale</i> checks.
Q♠	<i>Effortless Pace:</i> Increase your <i>Pace</i> by +2	Gain a one-step increase to your <i>Agility</i> die.	<i>Wind Walker:</i> Spend a <i>Benny</i> to Fly at twice your normal <i>Pace</i> for 1 hour.
K♠	<i>Corpsemaker:</i> Any target you injure must add +4 to their <i>Injury Roll</i> .	<i>Touched by Death:</i> +2 <i>Toughness</i> ; +2 to recover from <i>Shaken</i>	<i>Soul Eater:</i> Every time you kill someone, you heal one <i>Wound</i>
A♠	<i>Pain Eater:</i> Gain a +2 bonus to all <i>Soak</i> rolls	<i>Juggernaut:</i> You can sustain one additional <i>Wound</i> before falling incapacitated (total of 5 <i>Wounds</i>)	<i>Avatar of War:</i> Spend a <i>Benny</i> to turn all <i>Wound</i> penalties into bonuses for the duration of one combat.
2♥	<i>Woods Lore:</i> +2 <i>Knowledge</i> bonus to identify plants and animals	<i>Tree Speaker:</i> Spend a <i>Benny</i> to speak with plants and sense what they sense	<i>Awaken:</i> Spend a <i>Benny</i> to turn a tree into a <i>Treant</i>
3♥	<i>Earth Wise:</i> Whenever you are underground, you always know which way the surface is. You can appraise gems on sight.	<i>Ore Sense:</i> You can locate and track rich veins of metal and gemstones.	<i>Mother Lode:</i> The mines around the city you live in produce 50% larger yields.
4♥	<i>Waterborn:</i> You are a naturally gifted swimmer. Gain <i>Swimming</i> as a Class Skill and a +2 bonus to all <i>Swimming</i> checks	<i>Amphibious:</i> You can hold your breath four times longer than normal (<i>Vigor</i> x 2 + 4 rounds)	<i>Water Caller:</i> Spend a <i>Benny</i> to summon a <i>Greater Water Elemental</i>
5♥	<i>Plague Resistant:</i> You are immune to all <i>Diseases</i>	<i>Festering Wounds:</i> Any time you inflict a <i>Wound</i> on a target, they must succeed a <i>Vigor</i> check. If they fail, the <i>Wound</i> cannot be healed naturally.	<i>Plague Carrier:</i> Spend all of your remaining <i>Bennies</i> to unleash a plague over a city wide area (1d4 miles). All targets in this area must succeed a <i>Vigor</i> check or gain a <i>Fatigue</i> level for a day. Each day another check must

			be made until the target rolls a <i>Raise</i> .
6♥	<i>Hot Blooded:</i> Gain +4 <i>Toughness</i> vs. Cold damage and spell effects. You are immune to the environmental effects of cold.	<i>Freezing Touch:</i> Spend a <i>Benny</i> to imbue your attacks with +1d6 points of Cold damage for 3 rounds. Targets struck by <i>Freezing Touch</i> suffer a -2 to <i>Pace</i> for 1 round.	<i>Cold Snap:</i> Spend all of your remaining <i>Bennies</i> to dramatically decrease the temperature over a city wide area (1d4 miles). Water freezes and all people in range must deal with the effects of extreme cold.
7♥	<i>Bread Breaker:</i> Spend a <i>Benny</i> to summon a week's worth of rations.	<i>Hearth Keeper:</i> Spend a <i>Benny</i> to sanctify a camp sized area for 1 day. <i>Power Point</i> recovery is doubled within this space and anyone who sleeps here can make a <i>Natural Healing</i> check.	<i>Bountiful:</i> Your people in your city of residence are healthier than normal. They all gain a +2 bonus to <i>Natural Healing</i> rolls and to resist <i>Disease</i> .
8♥	<i>Polite Company:</i> When meeting an NPC for the first time, their <i>Reaction</i> to you is no worse than <i>Neutral</i> .	<i>Diplomatic Immunity:</i> Spend a <i>Benny</i> to remove yourself from a legal or political entanglement.	<i>Ambassador:</i> Whenever you travel to a new place, you are treated as a <i>Noble</i> and accorded all the courtesies of a visiting emissary.
9♥	<i>Weather Proof:</i> You are not adversely affected by rain, wind and fog. Suffer no travel or visibility penalties in these conditions.	<i>Electrifying Touch:</i> Spend a <i>Benny</i> to imbue your attacks with +1d6 points of Electricity damage for 3 rounds. Metal targets suffer an additional 1d6 points of damage.	<i>Stormbringer:</i> Spend all of your remaining <i>Bennies</i> to unleash a storm over a city wide area (1d4 miles). Everyone within the area of effect has <i>Light Cover</i> and a -2 penalty to <i>Pace</i> .
10♥	<i>Desired:</i> Gain a +2 <i>Charisma</i> bonus with members of the opposite sex	<i>Manipulate Attraction:</i> Spend a <i>Benny</i> to cause a target to become hopelessly attracted to another person or object. The target must pass a <i>Spirit</i> -2 check to resist the effect.	<i>Powerful Suitor:</i> Someone very powerful and influential has become enamored with you. They are willing to spend great blood and treasure on your behalf to win your affection.
J♥	<i>Survivalist:</i> Gain <i>Survival</i> as a Class Skill and a +2 bonus to all <i>Survival</i> checks.	<i>Beast Whisperer:</i> Spend a <i>Benny</i> to speak with animals and sense what they sense	<i>Shape Change:</i> Spend a <i>Benny</i> to polymorph into an animal form (no larger than a bear). You can maintain this form as long as you wish.
Q♥	<i>Detect Water:</i> You can locate and track underground springs of water.	<i>Calm Weather:</i> Spend a <i>Benny</i> to moderate the weather over a city wide area (1d4 miles). Winds, temperatures and precipitation all become pleasant as a spring day.	<i>Revitalize:</i> The crops around the city you live in produce 50% larger yields. Non-arable land becomes fertile.
K♥	<i>Natural Healer:</i>	Gain a one-step increase to	<i>Fecund:</i>

	You gain a +4 bonus to all <i>Natural Healing</i> rolls	your <i>Vigor</i> die.	The birth rate of whatever city you live in increases by 50%
A♥	<i>Healing Touch:</i> Your touch can heal up to 3 <i>Wounds</i> per day	<i>Cleansing Touch:</i> Your touch can cure poison, disease, permanent injuries and curses. Uses an application of <i>Healing Touch</i>	<i>Breath of Life:</i> You can inflict 3 <i>Wounds</i> upon yourself to <i>Resurrect</i> someone.
Joker	<i>Untraceable:</i> You cannot be tracked by magical means. This includes the use of any <i>Detect Fated</i> abilities.	<i>Joker's Friend:</i> When you spend a <i>Benny</i> you get a +2 bonus to the subsequent re-roll	<i>Locus Master:</i> Spend all of your remaining <i>Bennies</i> to create a <i>Locus</i> , without the participation of other <i>Fated</i> . See " <i>Convergence of Fated</i> " for more details.

A number of *Powers* give characters the ability to track people and objects. These tracking powers do not reveal the target's precise location but work like a compass: they indicate direction and proximity. In cases where more than one potential target are present, the ability homes in on the strongest signal.

Appendix B: The Fated

There are 53 *Fated* in every Age. Below is a list of the current crop of Fated. When the party members are created, have them draw a card and consult the table below. The party members will replace whichever *Fated* is listed under that entry. Replaced characters are still active in the campaign; they merely will not be one of the *Fated*.

Some sages have learned how to locate and track the *Fated* by paying close attention to stellar movements. The science of *Astronomy* has become especially important as a means for the learned to keep tabs on the movements and actions of the *Fated*. Anyone who learns this skill and has the necessary equipment can eventually learn how to zero in on a particular *Fated's* location.

The *Fated* progress in level at roughly the same rate the party does. As the party members become *Seasoned*, the *Fated* will also increase in rank.

Card	Name	Starting Location	Description
2♣	Uthrid Nasan	Nightglass, Denshen	Uthrid is an astronomer working out of the <i>Nightglass Observatory</i> in Denshen. He has recently devised a method for tracking and cataloging the movements of the Fated and is in the middle of writing a book about it.
3♣	Ironbane	Merkish, Middlemark	A commoner who worked in the slag factories of Merkish, the man named Ironbane has become disgusted with how mechanized and dehumanized his city has become. He is the mastermind behind <i>The Tinkers</i> , a worker's rights party dedicated to the destruction of the Arcanocracy's arcane infrastructure.
4♣	Nimsaenne Mardora	Merkish, Middlemark	"Nim" as she likes to be called is a Theurgist who is studying the true nature of the spirit world and afterlife. She is a researcher at the <i>University of Merkish</i> working for a mysterious benefactor.
5♣	Saleica Kiuren	Talishanter, Denshen	Saleica is a martial artist trained in <i>Water Style</i> , a technique that turns an attacker's energy against itself. She lives and trains with her master <i>Sutairu</i> in Philosopher's Square, which is the heart of the martial arts world.
6♣	Baneth	Merkish, Middlemark	Baneth is a Battle Mage in the <i>Iron Regiment</i> of Merkish. Her duties include maintaining the golem soldiers of that famed company. She's been having strange dreams lately and has felt an inexplicable desire to resign her commission in search of some strange rune she keeps seeing in her sleep.
7♣	Sulzerga the Defiler	At large, Eastern Middlemark	A hobgoblin wizard of considerable power who has constructed a secret lair from which he builds an army of Beastmen and abominations. His ultimate plan is to forge a new Empire of Monsters.
8♣	Tragen Domzoth	Galagorn, Cinlu	Tragen is an academic from the <i>University of Merkish</i> who sidelines as an adventurer. He has made the incredibly risky journey to Cinlu in search of ancient dragon relics.
9♣	Azdolph the Strange	Arlhagen, Middlemark	This ambitious inventor has devised a new type of alchemical machine that converts base ores into energy that can be used to drive machinery. He hopes to see his

			invention installed in all manner of devices -- and secretly desires to break the <i>Arcanocracy's</i> monopoly on dweomercraft goods.
10♣	Salzak Planestrider	Extra-Dimensional	<i>The Numismatists</i> are a group of opportunistic conjurers who run a high-end, extra-planar banking service. Salzak is a full partner of this organization. He is famously eccentric and spends most of his time living in a pocket dimension.
J♣	Tarjax Selael	Talishanter, Denshen	Tarjax is a practitioner of a very rare and ancient martial artform called <i>The Way of the Withering Fist</i> . Masters of this art are said to have been able to control the passage of time. He seeks to prove that his fighting style is the best and wants to defeat every other martial arts school on Skaern.
Q♣	Valder Harlock	At large, Middlemark	Charismatic leader of the <i>Cult of the Starstrider</i> , a group of religious fanatics who want to absorb all the powers of the <i>Fated</i> . They are known for their blue robes and tattooed faces. They've begun showing up in cities all over Middlemark.
K♣	Lorlux Melinder	Merkish, Middlemark	The fact that Lorlux is the new <i>Alchemy</i> chair at the <i>University of Merkish</i> is a remarkable achievement for one of her young age. The Headmasters at the University expect great things from this prodigy.
A♣	Belzigar Unius	Merkish, Middlemark	Belzigar is a prominent member of the <i>Twilight Congress</i> , the ruling organization of Merkish. He desires to expand the <i>Arcanocracy</i> and wants to found a new City-State. He is maneuvering his nation on a path that will lead to war with the <i>Kingdom of Rookport</i> .
2♦	Roelle Marona	Ishmoor, Middlemark	Roelle is a low-born thief and spy who works in the employ of the <i>Duke of Ishmoor</i> . The Duke found her as an orphan and trained her up to be his personal intelligence officer. He sends Roelle out to live amongst the peasants in his duchy so that he can keep one finger on the pulse of his people.
3♦	Balto Cornelius	Denfast, Middlemark	One of the board members of the secret business cabal called <i>The Plunderbund</i> , Balto wants nothing short of absolute control over every financial market in Middlemark. His outward persona is that of a very wealthy mead producer and distributor. He has powerful connections to several Thieves' Guilds.
4♦	Katlyn Sheldrake	At large, Northern Middlemark	Katlyn is a hard-drinking gambler who also happens to be a <i>Paladin of Skelper</i> . She is on a quest to retrieve some relics stolen from her parish by a band of goblin thieves. She loves taking chances and pressing her luck -- miraculously this hasn't killed her yet.
5♦	Arkiel Morvay	At large, Middlemark	Arkiel is a bard from the <i>League of the Lute</i> . He's an avid traveler that is currently doing a circuit of every major city in Middlemark, collecting songs and stories as he goes. His fondest wish is to do a tour of the <i>Nightlands</i> .
6♦	Bonn Rieger	Lashmere, Middlemark	One of the <i>Pirate Lords</i> of Lashmere. Unlike his brethren Bonn has big ideas for Lashmere's future. He'd like the city to go legitimate and become a trading power in the

			East but in order to do this he realizes he needs to clean up his city's dark reputation.
7♦	Waylon Devgood	At large, Northern Middlemark	A treasure hunter and tomb-robber that specializes in <i>Caledwyrrian</i> and <i>Pre-Empire Alshadarian</i> archaeology. He's a flamboyant rogue with a talent for avoiding the sort of traps and guardians you typically run into in his line of work.
8♦	Asigbrax <i>The Beggar King</i>	Saxborg, Varsaxia	This former warrior has turned away from the life of violence and devoted himself to Phalen, God of Peace. He is trying to spread his new religion throughout war-like Varsaxia and has found some willing ears amongst Saxborg's downtrodden and destitute.
9♦	Jezana Kavette, <i>The Stone Lady</i>	Denfast, Middlemark	Known around Denfast as <i>The Stone Lady</i> , Jezana is a pitiless Thief-Catcher who is neck-deep in a Gang War between several of the city's gypsy clans. She doesn't always bring her targets in alive.
10♦	Zaphil Malirac	Nyth Drimmen, Cinlu	This evil Theurgist is the <i>High Priest of the Arachnaurs</i> , a breed of vile man-spider hybrids. Though he is human himself, he has formed a cult venerating a <i>Spider Deity</i> and has convinced the Arachnaurs that he is Her true prophet. Zaphil operates out of an ancient temple deep in the jungles near <i>Nyth Drimmen</i> .
J♦	Katinzia Relov <i>The Sharkwife</i>	At large, Sundered Seas	The Captain of the <i>Red Sails</i> , a mysterious band of pirates who have been raiding all sea traffic between <i>Lashmere</i> and <i>Stro Machai</i> . She has been targeting Merkish freight in particular and is building up an island lair in order to make preparations for a formal declaration of war against the <i>Arcanocracy</i> .
Q♦	Sulena Saasis, <i>The Queen of Lies</i>	Principality of Sabine	This cultured, well-born freelance assassin hails from the <i>Principality of Sabine</i> . She's always had a gift for talking her way out of legal entanglements, a fact that has earned her the sobriquet of the <i>Queen of Lies</i> back home. Sulena is often hired to perform special jobs abroad.
K♦	Savil Banlios	Denfast	An orphan girl raised by <i>Scarlet Syndicate</i> assassins, Savil has decided not to follow that career path and instead uses her prodigious dagger fighting skills to cleanse the Ratman plague from Denfast's sewers.
A♦	Wren	Rookport City, Middlemark	Wren is a master burglar and leader of the Thieves' Guild known as <i>The Starlings</i> . She is an art-lover and antiquities collector that uses her powers for wealth accumulation. Her ambition is to break into Noble society.
2♠	Mithdiel Balstus	Nainarv	Mithdiel is a <i>Paladin of Halzar</i> who has received a vision from his deity to purge wickedness from the world. Fired by divine zeal, it is his ambition to raise an army of the faithful and bring about a <i>Second Age of Cleansing Fire</i> .
3♠	Barala Domani	Ten Shards, Stro Machai	Originally from Lashmere, Barala is a sell-sword and adventurer who has relocated to Stro Machai to try and establish an <i>Adventurer's Guild</i> . Her vision is to open chapterhouses in every major city that would provide services for relic hunters and fortune seekers.
4♠	Coetta Zinzilar	Rookport City, Middlemark	One of the most notorious <i>bravos</i> in Rookport's dueling scene, Coetta is beautiful and bloodthirsty. She always

			goes the extra mile to try and humiliate her opponents. Her family was murdered by the gang called <i>The Merry Satyrs</i> and she has devoted her life to getting revenge on the blue-blooded members of that gang.
5♠	Benadene Broken-Shield	Arlhagen, Middlemark	Originally from Arlhagen, this member of the <i>Sworn Shields</i> has undertaken a personal quest to protect the common folk of Middlemark from the predations of <i>Lord Blacksheaf</i> . A few of her battle-brothers have offered to lend assistance, but she will need a lot more help to make a dent in <i>Blacksheaf's</i> <i>Reavers</i> .
6♠	Sir Roban the Red	Rookport, Middlemark	Sir Roban is currently lighting up the tourney circuit in Rookport. This unheralded knight from an insignificant house is winning honor and attention. Several influential nobles are already jockeying to secure him to their households, but he has his eyes set on higher prizes.
7♠	Brin Caleth	At large, Middlemark	Brin Caleth had been one of the best longsword instructors at the <i>Royal Weapons Academy</i> in Rookport City but grew tired of training fatuous nobles the art of not stabbing themselves during a duel. He wants to put his skills to better use in the adventurer's trade.
8♠	Arhanna Snowlock	At large, Middlemark	This <i>Pilgrim of Anwyn</i> wanders seldom traveled paths in Middlemark's wild places, hunting game and providing assistance to people who live off the land. Her quest is to achieve <i>Sainthood</i> by committing three Great Works in the name of her Lord.
9♠	Palander	Southern Middlemark	Palander is the newest member of the exclusive order of Warrior-Monks, <i>The Ninety Nine</i> . His specialties are intelligence gathering and sabotage. Palander's instructors are impressed by his grasp of tactics and believe he has the makings of being a great General someday.
10♠	Wulfghahn Crow-Feeder	At large, Varsaxia	This Varsaxian Carl is an ex-soldier who cemented his reputation by conducting a successful one man siege against a rival's stronghold. He refuses to serve any Thane now and is a soldier-of-fortune in the wild places of his bitter homeland.
J♠	Lord Sevren Blacksheaf	At large, Middlemark	This bastard son of a Rookport noble is a brigand who has styled himself as a feudal lord. He is actively conquering other bandit gangs and forming them into an irregular army so that he can overtake poorly defended towns and castles. Authorities from both <i>Rookport</i> and the <i>Benling League</i> have placed large bounties on his head.
Q♠	Finn Morkar	Arlhagen, Middlemark	One of the Rangers of the <i>Concordium</i> , Finn is urging his fellows to get more involved in politics. He thinks the Concordium needs to be a more active force for total freedom, not just "the Police Force of Neutrality". He wants to overthrow all organized government.
K♠	The Void	Khosteji, Nainarv	A super assassin who has learned about the benefits of killing the <i>Fated</i> . He now actively hunts for them and wants to become the most powerful man in the world. To this end, he has created an organization called <i>The Black Circle</i> to help him in this aim.

A♠	Zendigorn <i>The Blood Dragon</i>	Sarcross Kiel, Cinlu	A war-chief among the <i>Cinlu</i> people, known as the Blood Dragon. He's knocking off his rivals so that he can be dubbed the <i>Supreme Warlord</i> and initiate a campaign against Middlemark.
2♥	Rilyn Greeneyes	Dawnwood, East Middlemark	Rilyn is a nature-loving Benling hermit who dwells in the <i>Dawnwood</i> east of Denfast. She is reputed to have the gift of prophecy and has foreseen a time when Nature will reclaim the world of Men. She has made herself an instrument of Nature's Will and exhibits strange magical powers over plants and beasts.
3♥	Eldan Dorn	Arlhagen, Middlemark	Eldan is a con-artist who works as a mining speculator for a private investor in Arlhagen. He uses his talents to scam claims off of competitors and to turn slender profits into sizeable margins. What he doesn't realize is that his employer is actually an <i>Elemental Prince</i> from the <i>Plane of Earth</i> who is plotting an invasion of Skaern.
4♥	Esarwick the Sea Bard	At large, Small Sea	Esarwick the Sea Bard is a Varsaxian skald who travels the Small Sea on merchant sailing vessels. Sailors consider him something of a good luck token and he's always willing to lend a hand on deck. Esarwick is writing an Epic Poem that he hopes will instill the Varsaxian people with newfound pride and purpose.
5♥	Ostane Kull	Rookport City, Middlemark	A political agitator who is pressing for a constitutional monarchy in <i>Rookport</i> . Ostane is slowly gaining grass roots support for his movement and is public enemy number one for the city's aristocrats.
6♥	Randor Goldgleam	Rimegate, Varsaxia	Randor is a recent graduate from <i>Ravenblack Tower</i> , Saxborg's only wizard school. He has taken his talents for illusion magic north to <i>Rimegate</i> where he knows a gang of shipwreckers turning over a fair bit of coin.
7♥	Annvia Loron	Lonshire, Denfast	Annvia is a charlatan working for the <i>Cult of the Green Man</i> . She is using her talents to pose as a <i>Priestess of Bansule</i> so that her cult can gain the trust of the people of Lonshire and take over the town. From here, the cult has ambitions to spread to other farming villages.
8♥	Tolar Kint	Nainarv	This successful merchant and city father was murdered by the assassin known as <i>The Void</i> .
9♥	Zelzisten Malabaleth <i>The Tempest</i>	Nyth Drimmen, Cinlu	This demon-blooded elemental is a specialist in "storm magic", the weaving of air and fire. He is the most promising new recruit of the <i>Stormcallers</i> and desires to become as powerful as Nyth Drimmen himself.
10♥	Valralla Tordani	Rookport, Middlemark	The daughter of a powerful Duke who is renowned for her loveliness. She is so desirable that several suitors are prepared to come to blows over her hand. Her children will be kings.
J♥	Jebil Asvin	At large, Eastern Middlemark	A solitary monk who lives in the wilderness where he can practice his homegrown martial arts techniques in peace. He is creating a new form of unarmed combat that draws inspiration from animals in nature.
Q♥	Elvalessa Bardramael	Sheska, Nainarv	Elvalessa is an environmental activist who is "greening" the desert in Eastern Nainarv. She wants to make the parched land green and beautiful again, as it once was

			according to ancient tales.
K♥	Elouzon Mamdraoch	Gravsten, Varsaxia	Elouzon is the leader of the <i>Black Elves</i> who have been immigrating to Gravsten recently. His ambition is to carve out a new nation for his people -- by force if necessary.
A♥	Quesban Thrice-Blessed	At large, Nainarv	Word is rapidly spreading across the Nightlands that Quesban the Thrice-Blessed has a healing touch that can cure all maladies. This former potter has become an itinerant faith healer, providing comfort to the poor and sick in exchange for his daily bread.
Joker	The Leveller	At large, Middlemark	A strange wanderer who knows the truth of the Fated and is working through a number of proxies to make sure no one group becomes too powerful. Has hired the <i>Invisible Collegium</i> to be his eyes, ears and arms.

Appendix C: Timeline

Each of the *Fated* has a particular agenda that they are trying to advance. As time passes and as the party begins to unravel the truth of their destinies, the other powers of the world will not remain idle. Use the timelines below to loosely plan out the next year of maneuvers that the *Fated* will make. Some of these events could have far-reaching impacts; others could put different factions of the *Fated* in conflict with each other or with the party.

Fated who have their signs usurped by Player Characters remain in the world and continue to stir up trouble just as if they had been *Star-Marked* – they just won't be able to gain the powers that go along with their celestial inheritance.

Fated Name	Spring, Year 1	Summer, Year 1	Autumn, Year 1	Winter, Year 1
Arkiel Morvay	Sets out on foot from <i>Arlhagen</i> to <i>Rookport City</i> stopping everywhere he can to play music and share news.	Arkiel travels from <i>Rookport City</i> to <i>Denfast</i> , hitting all the little towns along the way.	Hooks up with a caravan in <i>Denfast</i> that is bound for <i>Merkish</i> . Plays for his fare.	Winters in the city of <i>Merkish</i> . Spends his free-time hanging around the <i>League of the Lute</i> chapterhouse there.
Rilyn Greeneyes	Befriends the <i>Fair Folk</i> living in the <i>Dawnwood</i> . Works with them to disrupt <i>Twilgy's</i> lumber operation.	Local sheriffs are stumped; they consult the gypsy clans for aid. A spirit fence is erected to block the <i>Fair Folk</i>	Rilyn stirs up the creatures of the forest to dismantle the spirit fence. They run amok in <i>Twilgy</i> .	As winter falls, Rilyn retreats into the heart of the forest to seek council from <i>Bydgwyll the Sentinel</i> , an ancient treant
Balto Cornelius	Balto monopolizes the mead business in <i>Denfast</i> and runs his competitors as shell companies.	Through his shells, Balto begins buying up real estate infested with <i>Were-Rats</i> . Pays the leader of the <i>Were-Rats</i> to begin raiding new neighborhoods.	Fixes up the ghetto and starts selling gentrified properties for large profits. Sells off his mead interests to business rivals and buys into the <i>Laukastos Combine</i>	Secret annual meeting of the <i>Plunderbund</i> is held. Balto puts a hit out on <i>Savil Banlios</i> . Plans are made to expand into <i>Arlhagen's</i> markets using the <i>Combine's</i> connections.
Uthrid Nasan	Discovers the correlation between the Fated and stellar constellations. Begins charting all 53 <i>Star-Marked</i>	Realizes he is <i>Fated</i> . Through magical channels contacts a friend at the <i>Lyceum of Arghazi</i> to review his data.	Learns of the disaster at the <i>Lyceum</i> . Fearing for his own safety he books passage to <i>Sabine</i> .	Runs out of funds and is stranded in <i>Sabine</i> . Is <i>detected</i> by <i>Katinzia</i> who offers to give him a lift to <i>Stro Machai</i> .
Ironbane	In a flamboyant act of terrorism, <i>The Tinkers</i> destroy a major golem factory in the Foundry District of <i>Merkish</i> .	The <i>Night Watch</i> is detailed to root out the <i>Tinkers</i> . Ironbane scatters his organization and goes to ground.	Contracts some Black Alchemists to develop a <i>Golem Virus</i> in a secret bunker deep beneath the city.	Releases the virus into the city. Golems begin succumbing to an inexplicable rust plague. <i>Merkish</i> puts their best mages on the case.

Savil Banlios	Combs <i>Denfast's</i> sewers in search of the source of the <i>Were-Rats</i> . Collects a record number of bounties.	Notifies a change in the <i>Were-Rat</i> attack patterns – they are being organized. Searches for a leader.	Savil finds evidence connecting <i>Balto</i> to the <i>Were-Rat</i> attacks. Her attempts to use the evidence are stymied	Narrowly avoids getting killed by an amateur assassin. Gets serious about taking down the <i>Plunderbund</i> .
Barala Domani	Emigrates to <i>Stro Machai</i> from <i>Lashmere</i> . Purchases an old tavern called <i>The Barnacle</i> and starts fixing it up.	Grand opening of the <i>Adventurer's Guild</i> . Barala signs up her first members and expands her staff.	To generate additional income, Barala begins leading paid expeditions to the <i>Ruins of Arlech</i> .	Becomes lost during an expedition. Presumed dead. A trusted associate takes over the guild.
Eldan Dorn	Eldan is given specific instructions by his mysterious employer to buy up mine claims around <i>The Seven Sages</i> (a local mountain chain)	Buys a busted claim off a broken old prospector with some drugs. Uses magic to sell flawed gems and base metal for quick cash.	Spooks some rival miners off a richer claim with illusion magic. Offers to take it off their hands at a steal. Starts selling valuable ore.	Begins horning in on <i>Delves Consortium</i> turf. Eldan sabotages some of their shafts with explosive potions using mind-controlled rats.
Mithdiel Balstus	Receives a divine calling from <i>Halzar</i> to purge wickedness from the world. Travels to <i>Zarthik</i> to shut down a corrupt Halzarian Church.	From the re-consecrated altar of <i>Zarthik's</i> temple, Mithdiel issues a <i>Bull</i> calling upon all true Halzarians to join his cause; pilgrims migrate in large numbers.	The Archbishop commands Mithdiel to report. He brings his entourage back to <i>Khosteji</i> and begs the Bishop's Council to take up his holy mission.	Archbishop commands Mithdiel to recover the <i>Aurora Zodiac</i> to earn the church's sanction. Mithdiel forms the <i>Brotherhood of the Sun</i> .
Esarwick, <i>The Sea Bard</i>	Signs on with the <i>Merry Mermaid</i> , a merchant vessel making regular runs between <i>Saxborg</i> and <i>Rookport</i> .	Stays with the <i>Merry Mermaid</i> through the summer. It's smooth sailing all the way. The captain enjoys a very good season.	Catches on with an Alshadian clipper ship named the <i>Northwind</i> . It calls on trading stations located along <i>Winterbright's</i> coast.	Esarwick's ship is wrecked by the <i>Falselighters</i> . He and the survivors fight and defeat the gang. Esarwick detects Randor.
Coetta Zinzilar	Commits a breach of etiquette by killing a nobleman in a duel and looting his signet. Is hunted by his friends.	Uses the signet as bait to challenge and take down five more nobles. A warrant is issued for Coetta's arrest.	Leaves Rookport to evade capture. Lays low in <i>Caelwick</i> . Falls in with <i>Blacksheaf's</i> <i>Reavers</i> as a hired blade.	Works her way into <i>Lord Sevren's</i> confidences; becomes his right-hand and consort. They <i>detect</i> each other.
Wren	Steals a rare painting from Baron Yormond's private collection and punts it through the <i>Geldring</i> in <i>Saxborg</i> .	Posing as the daughter of a fictitious Peer, Wren gains access to an exclusive social club.	Steals a valuable necklace from a Countess. Begins shadowing noblemen who cheat on their	Scams her way into the <i>Royal Ball</i> held on Midwinter's Day at <i>Rook's Roost</i> . Plants the stolen necklace on another

			wives.	noblewoman.
Sulzerga the Defiler	Emerges from the <i>Underworld</i> to establish a lair in an abandoned Alshadarian fort. Brings a platoon of 50 soldiers.	Begins to recon the surrounding area. Grows his army to company strength (100 soldiers).	Repairs to the Fort are complete. An alliance with another tribe brings 100 more soldiers.	Razes a Benling village. His losses are replenished by fresh recruits. Begins conducting experiments on soldiers.
Randor Goldgleam	Completes his studies at <i>Ravenblack Tower</i> and heads north to Rimegate. Joins up with a gang of shipwreckers called the <i>Falselighters</i> .	It's prime shipping season and with Randor's help, the gang's haul has nearly tripled. Local sailors haven't caught on yet but the wrecks are newsworthy	Trade begins to slacken as autumn storms pick up. Randor begins sidelining in counterfeit work for extra gold.	The gang is defeated during one of their salvage missions. Randor <i>detects</i> Esarwick and flees into the winter wilds where none can pursue him.
Annvia Loron	Posing as a <i>Priestess of Bansule</i> , Annvia is scamming farmers in <i>Lonshire</i> for the <i>Cult of the Green Man</i>	Rumors of disturbing sacrifices reach the local Sheriff. People come to Annvia seeking comfort.	The Cult makes a big move during the Harvest Festival, corrupting the rites in the name of the <i>Green Man</i> .	The residents of <i>Lonshire</i> begin falling under the cult's spell. Cult members are insinuated into key positions.
Katlyn Sheldrake	Goblin thieves steal a holy relic from the <i>Temple of Last Chances</i> . Katlyn is charged with hunting them down.	Staying roaringly drunk in the hopes of having a vision, Katlyn loses the goblins somewhere in the <i>Caledwyr Forest</i> .	After months of fruitless searching, Katlyn drowns her sorrows in <i>Kesselmir</i> . By chance a smuggler shares information about the missing relic.	According to rumors, the goblins supposedly have a subterranean town deep in the <i>Singing Caves</i> . Katlyn heads to <i>Arlhagen</i> to follow up on this.
Finn Morkar	Finn is supporting the <i>First Sons</i> , a small time anti-Dwalinarch resistance group in <i>Arlhagen</i> .	Hears about <i>Ostane Kull's</i> demagoguery in <i>Rookport</i> and travels south to make contact with him.	Discovering Ostane's incarceration, Finn orchestrates and pulls off a bold jail-break.	During the <i>Concordium's</i> winter meeting, Finn lobbies to support the overthrow of <i>Rookport's</i> King; a schism forms.
Quesban Thrice-Blessed	Quesban is healing the sick around <i>Arghazi</i> . News of his miracles is spreading across the whole of <i>Nainarv</i> .	Travels east to <i>Sheska</i> . Is followed by an entourage of disciples who believe Quesban is a messiah.	Begins performing miracles in <i>Sheska</i> . Local authorities struggle to deal with the crowds of supplicants.	Is slain by <i>The Void</i> .

Benadene Broken-Shield	Travels from <i>Arlhagen</i> to the <i>Barony of Yormond</i> to investigate rumors of bandit attacks.	Follows the trail of bandit activities south to <i>Caelwick</i> . Makes contact with the local Baron to offer assistance.	Begins a patrol of surrounding villages, pushing back several sorties by <i>Blacksheaf's Reavers</i> .	Cornered by <i>Blacksheaf's Reavers</i> in the <i>Hamlet of Burnfield</i> . Organizes the villagers into a rag-tag militia to make a last stand.
Roelle Marona	Is dispatched to the <i>Village of Elford</i> near Lothiel to search for signs of Merkish infiltration.	Roelle keeps an ear out for war related news. Notes <i>Brin Caeleth's</i> passage through town.	Roelle is recalled by <i>Duke Ishmoor</i> as news of unrest in neighboring <i>Caelwick</i> intensifies.	The Duke sends Roelle into <i>Caelwick</i> without his peer's knowledge to discover the true state of affairs there.
Saleica Kiuren	Saleica is the star pupil of <i>Sutairu</i> , a master of <i>Water Style</i> martial arts. She spends all of her time in training.	Saleica's master is killed in the <i>Massacre of Philosopher's Square</i> . Riven by sorrow she vows revenge against Tarjax Selael.	Challenges Tarjax and is slain.	
Ostane Kull	Delivers an incendiary anti-monarchy speech in <i>Docktown</i> . Evades capture by the constabulary.	While printing seditious leaflets, Ostane is sold out by a confederate. He is imprisoned in the <i>Sea Tower</i> .	The terrorist ranger <i>Finn Morkar</i> breaks Ostane out of prison by scaling the tower. They <i>detect</i> each other.	Hides out with Finn's band in the <i>Caledwyr Forest</i> . Finn encourages him to keep sending coded instructions to his confederates.
Sir Roban the Red	Competes in and wins the games held for <i>Valralla Tordani's</i> cotillion. Catches the maiden's eye.	Is rebuffed in his attempts to call on Valralla. Earns more honor in the lists.	Competes in <i>Duke Norkirk's Harvest Games</i> . Narrowly avoids an assassination attempt by Sir Mander.	Is secretly contacted by Valralla Tordani, who tells him about her father's plots to kill him. They run away together.
Waylon Devgood	Discovers the location of the <i>High King's Barrow</i> in the <i>Skyshield Mountains</i> . Recovers a rare artifact.	Heads to the smuggler's port of <i>Kesselmir</i> to meet with a buyer. Wins a treasure map on a bet.	Takes his chances with the weather and follows the map. Faces Salt Ghouls and Frost Wisps on the way.	As winter begins biting, discovers the <i>Moldritch Mines</i> . He establishes a base camp and begins exploring.
Zelzisten Malabaeth <i>The Tempest</i>	Zelzisten earns his <i>Sigil Tattoo</i> and graduates out of the novitiate ranks as a full-fledged <i>Stormcaller</i> .	Violence breaks out at the Midsummer Conclave. The <i>Stormcallers</i> and the <i>Gloombinders</i> renew hostilities	Zelzisten frames the <i>Gloombinders</i> to pull the <i>Emerald Cabal</i> into the feud. Key members of each faction are killed.	A temporary armistice is declared at the Midwinter Conclave. Zelzisten begins performing dark rites to gain more power.

Brin Caleth	Takes a sabbatical from the <i>Royal Weapons Academy</i> in Rookport and heads to <i>Ishmoor</i> seeking adventure.	Lends a hand to the Army at <i>Lothiel</i> and then decides to push on through <i>Elford</i> .	Bears east into the wilderness on the south bank of the river. Helps pioneers deal with local monster threats.	Arrives at the edge of the <i>Dawnwood</i> . Takes winter in a remote Benling Shire, exchanging labor for sanctuary.
Lorlux Melinder	Teaching Spring term classes at the <i>University of Merkish</i> . Conducting research into <i>Multi-State Potions</i> .	During the summer break, Lorlux takes some vacation in the countryside to harvest rare ingredients for her potions.	Talk around the <i>University</i> is about an <i>Alchemical Engine</i> invented in <i>Arlhagen</i> . Lorlux attempts to correspond with the inventor.	Lorlux is ordered by the <i>Arcanocrats</i> to devise an antidote to the <i>Rust Plague</i> . Her team works without rest through the Winter term.
Arhanna Snowlock	Sets out from her church's woodland shrine in search of a <i>Silver Raven</i> that she saw in a vision.	Passes near <i>Arlhagen</i> on her quest but doesn't tarry long. Local rangers are unable to shed any light on her quarry.	Through ways known only to her priesthood, she slips around the southern edge of the <i>Skyshield Mountains</i> .	Comes into the <i>Dawnwood</i> . Senses that the forest is distressed. Some animals tell her a <i>Silver Raven</i> was seen to the south.
Jezana Kavette, <i>The Stone Lady</i>	Hunts down a pair of the bloodiest Gypsy Captains, <i>Nico Radescu</i> and <i>Costin Dimitriu</i> , in the <i>Vagabond Quarter</i> .	The <i>Radescu</i> and <i>Dimitriu</i> clans swear vengeance against Jezana. Multiple attempts are made on her life.	Backed by a crew of regulators, Jezana breaks the <i>Radescu</i> hold over <i>Blackborough</i> , injuring their matriarch, <i>Mama Narcisa</i> , in the process.	The Clans hire the <i>Storoi Syndicate</i> to kill Jezana. She succumbs to withering poison but lives.
Baneth	Her company of the <i>Iron Regiment</i> is detached to <i>Lothiel</i> to shore up the position there.	Merkish forces on the border suffer a number of losses at the hands of Rookport. Baneth's unit is hard pressed and under resourced.	During a sortie Baneth discovers leaked Merkish intelligence in Rookport's hands. She is furious.	Baneth leaves her unit to confront her superiors with the leaked intel. She is told to forget about it and risks court martial.
Sulena Saasis <i>The Queen of Lies</i>	Accepts a retainer from <i>The Numismatists</i> . Carries out a side job for one of <i>The Sabine's</i> councilors.	Gets involved in a love triangle with a couple of Peers. Plays the two men off each other which results in one of them getting killed.	<i>Salzak</i> transports Sulena to Merkish via dimensional gateways. Puts her at <i>Nimsaenne's</i> disposal.	Accompanies <i>Nimsaenne</i> by ship north to <i>Arlhagen</i> (via <i>Kesselmir</i>). The passage is slow due to the weather.
Azdolph the Strange	Completes a prototype for his <i>Alchemical Engine</i> and unveils it at a <i>Guild of Alchemists</i>	Azdolph returns to tinkering in his workshop.	Thieves break into Azdolph's shop and steal his prototype. His original plans, however, are safe.	Undaunted by recent setbacks, Azdolph proceeds to build a full scale <i>Engine</i> . With the

	meeting. The reception is mixed.			help of <i>Abner Grunholt</i> he hires the <i>Sworn Shields</i> for security.
Salzak Planestrider	Places <i>Sulena Saasis</i> on retainer and conducts a background check. Hides out in his <i>Planar Vault</i> .	Summons <i>Nimsaenne Mardora</i> to present her research, which he has been bankrolling. He demands to try <i>Astral Bottling</i> .	Arranges to have <i>Sulena</i> and <i>Nimsaenne</i> work together. Hires some mercenary muscle to assist them.	Disappears for a time to handle some business affairs in another Plane. Returns with filled coffers.
Palander	Is sent on patrol with a small detachment of senior brothers to explore Eastern Middlemark.	Burns out a war band of Gnolls and a Troll den. Discovers <i>Sulzerga's</i> fortress. Reports back to the <i>Citadel</i> .	Receives orders to do nothing about <i>Sulzerga</i> for the time being. Is granted a promotion to Captain.	The leaders of the 99 announce that they are in talks with a mysterious client. They could take the field next year.
Bonn Rieger	Uses his personal fleet to provide escort for merchant vessels. Cleans up corruption around <i>Lashmere's</i> docks.	Attempts to convince the <i>Pirate Lords</i> to support regulated commerce and taxation.	Convinces <i>Zephriam Nightsail</i> to support his plan but <i>Slortha Graalmok</i> flatly refuses. Skirmishes erupt between the rival crews.	<i>Slortha Graalmok's</i> force is ejected from the city. She vows to return with numbers. Bonn uses his family fortune to bolster <i>Lashmere's</i> defenses.
Zaphil Malirac	With the help of Arachnaur minions, finds and re-sanctifies the <i>Temple of Arkosh-Akalu</i> near <i>Nyth Drimmen</i> .	Discovers a path to the <i>Underworld</i> beneath the temple. Begins sending scouts into the <i>Dark Ways</i> .	Locates an underground city built by a dead race. They used <i>Umber Hulk</i> servitors to build massive expressways.	Arachnaur scouts make contact with <i>Mind Flayers</i> . The abominations share information on how to reach the other side of the world.
Tarjax Selael	Becomes <i>Sifu</i> of the <i>Withering Fist School</i> by slaying his former master in a formal duel. Issues an open challenge to all other schools in <i>Talishanter</i> .	Lacing his fists with contact poison, Tarjax massacres several martial arts masters in <i>Philosopher's Square</i> .	Renegade monks flock to Tarjax's dojo. City officials quickly lose control of the situation. Tarjax locates and kills <i>Saleica Kiuren</i> , discovering that he is <i>Fated</i> in the process.	Establishes his dominance over all martial arts in <i>Talishanter</i> . Begins planning a <i>Grand Tournament</i> and sends messengers to invite fighters from all lands to participate.
Wulfgahn Crow-Feeder	Joins an adventuring party to explore an ancient fort in the <i>Jagged Crown Mountains</i> of <i>Varsaxia</i> . He is the	Leads a second expedition into the <i>Jagged Crown</i> and manages to clear out <i>Sargoth's Hold</i> , the haunted castle	After facilitating the disappearance of his former companions, Wulfgahn sets about turning <i>Sargoth's Hold</i> into	Wulfgahn winters in the Hold and makes contact with the <i>Specter of Sargoth</i> . The powerful ghost possesses him.

	sole survivor of the expedition.	of a long-dead Thane.	a permanent lair.	
<i>The Void</i>	Hunts down and kills <i>Tolar Kint</i> . Begins forming <i>The Black Circle</i> in Khostej.	Agents of the <i>Black Circle</i> find out about <i>Uthrid Nasan's</i> data. <i>The Void</i> goes to <i>Arghazi</i> and kills the scholars at the <i>Lyceum</i> .	Armed with <i>Uthrid's</i> data, <i>The Void</i> hunts down <i>Quesban</i> and <i>Elvalessa</i> . He journeys to <i>Sheska</i> .	Kills <i>Elvalessa</i> and <i>Quesban</i> . Heads north toward <i>Zarthik</i> to find more targets.
Valder Harlock	Arranges the kidnapping of the party members in preparation for a deification ritual that is foiled by agents of <i>The Leveller</i> .	Remains persistent in his desire to capture the party members. Sends fresh waves of blue-robed thralls to pursue them.	From his hideout in the <i>Skyshield Mountains</i> , Harlock scrys the location of other <i>Fated</i> . Purchases <i>Devgood's</i> artifact through agents.	Begins plotting the capture of other <i>Fated</i> . Opens a new temple in <i>Rookport</i> to recruit more members.
Elvalessa Bardramael	Forms an aid group called <i>The Reclaimers</i> and undertakes irrigation projects for small farms on the outskirts of <i>Sheska</i> .	Elvalessa's humanitarian efforts are impeded by the <i>Bronze Hill Raiders</i> . A call for heroes is sent out.	<i>The Reclaimers</i> pay some mercenaries to help with their bandit problem. Autumn storms aid the irrigation project	Is slain by <i>The Void</i> .
Jebil Asvin	Leaves <i>Asero's Monastery of the Four Winds</i> and founds a hermitage in East Middlemark. Studies the moves of prairie cats.	Skirmishes with some of <i>Sulzerga's</i> outriders. Undertakes a thorough study of hawks.	Spends the autumn hunting down grass snakes so that he can imitate their elusive movements.	As the cold months settle in, Jebil meditates on the stolid plains bison. <i>Tarjax's</i> messengers find him.
Elouzon Mamdraoch	The Black Elves are already well established in <i>Gravsten</i> . Elouzon requests a secret audience with the <i>Thane</i> .	The <i>Thane of Gravsten</i> offers to make Elouzon into one of his <i>Carls</i> if he can deal with a nearby <i>Forest Giant</i> tribe.	Using rare poisons, Elouzon defeats the giants and gains the <i>Thane's</i> confidence. Permission to build a Keep is granted.	The Black Elves break ground on their Keep. Work continues round the clock despite harsh winter storms. The Elves prove to be exceptional stonemasons.
Katinzia Relov, <i>The Sharkwife</i>	The <i>Red Sails</i> hit six rich targets: 4 Merkish traders and 2 laden Lashmerian pirates. All are taken as prizes.	Continues to raid the shipping lanes. Waylays the ship carrying <i>The Leveller</i> and takes him hostage. They detect each other.	Is convinced to work with <i>The Leveller</i> and provides him with passage to <i>Nainarv</i> . He supplies her with letters of credit.	Draws large sums against <i>The Leveller's</i> credit in <i>Sabine</i> . Locates <i>Uthrid Nasan</i> by chance and offers to take him West.

Tolar Kint	Is slain by <i>The Void</i> .			
Lord Sevren Blacksheaf	<i>Blacksheaf's Reavers</i> pillage a hamlet in <i>Yormond</i> ; the band moves south to <i>Caelwick</i> where they subdue and absorb a rival gang, <i>The Riverdale Bandits</i>	Reclaims a disused castle on the fringes of <i>Caelwick</i> and garrisons it. Sends raiding parties into <i>Westhill</i> for supplies.	Becomes aware of <i>Benadene Broken-Shield's</i> actions. Sends a force of picked men to deal with her. Takes note of <i>Coetta's</i> fighting prowess.	Extends <i>Coetta Zinzilar</i> an offer to serve directly under him. They <i>detect</i> each other. Begins plotting a systematic takeover of <i>Caelwick</i> .
Tragen Domzoth	Sets sail from <i>Merkish</i> to <i>Galagorn, Cinlu</i> . Arrives without incident and begins building a network of contacts	Hires the <i>Vigilant Companions</i> to escort him to <i>Nyth Drimmen</i> in search of relics from the <i>Age of Rolling Thunder</i> .	Arrives in <i>Nyth Drimmen</i> after braving the jungles dangers and makes contact with the <i>Emerald Cabal</i> . They are reluctant to assist.	Tragen follows a tip to explore the <i>Caves of Xilxarn</i> , once the lair of a powerful dragon. His party is gone through the winter.
Nimsaenne Mardora	Nim is conducting research into <i>Astral Bottling</i> – the ability to store your soul in an extra-planar receptacle to cheat death.	Summoned by <i>Salzak Planestrider</i> to present her research; he wishes to test the procedure on himself.	Nim is dispatched to obtain the resources she needs for a full scale test. <i>Sulena Saasis</i> is brought on to assist.	Rumors of <i>Azddolph's Alchemical Engine</i> reach <i>Merkish</i> . Nim thinks this is the power source she needs and heads to <i>Arlhagen</i>
Asigbrax, <i>The Beggar King</i>	Establishes a ministry in <i>Tiggerhull</i> , outside of the <i>Borse</i> . Beggars and war-wounded begin flocking to his sermons.	<i>Tiggerhull</i> is filled beyond capacity. The King sends some of his men in to disperse the crowds.	Asigbrax's followers refuse to disperse. <i>The Bloodguards</i> are hired to crack some skulls. Asigbrax is wounded.	Asigbrax recovers sufficiently to forestall his followers from rioting. Agrees to lead his people out of <i>Saxborg</i> .
Valralla Tordani	A cotillion is held to celebrate Valralla coming out as an eligible maid. Games are sponsored in her honor.	Smitten with a certain Red Knight, Valralla turns down a couple of likely suitors. Her father forbids a match with Roban.	Valralla's father secretly places a bounty on Roban and backs Sir Mander in the lists during <i>Duke Norkirk's Harvest Games</i> .	Valralla discovers what her father has done and flees to tell Sir Roban. Falls madly in love with the <i>Red Knight</i> and agrees to elope with him.
Zendigorn, <i>The Blood Dragon</i>	Spring means the start of raiding season in Cinlu. Zendigorn defeats a rival war chief and sacks his town.	Flush with plunder, Zendigorn turns on the <i>Kiel's</i> picked man, the favorite to be the next <i>Supreme Warlord</i> . Zendigorn burns his fleet to the	Zendigorn's actions have caused a political stir. He leads a successful high-profile raid against <i>Zarthik</i> to win favor in the <i>Warrior's Council</i> .	Formally challenges the <i>Kiel's</i> leadership and defeats him in single combat. Promises fiefs to any war chiefs who support his regime.

		waterline.		
Belzigar Unius	A strong voice of the <i>Pro-Expansion</i> movement in the Arcane Congress. Successfully increases the levies around Lothiel.	Leaks information to <i>Rookport's</i> forces in Lothiel, allowing them to win several engagements. War tensions on the border heighten.	The Arcane Congress is in recess; Belzigar meets with co-conspirators to finalize plans for requesting a <i>Civic Charter</i> . Strategic bribes are made.	During the Winter Session, Belzigar submits his claim for <i>Civic Charter</i> on the grounds that a new colony could buffer Merkish's interests. The Charter is granted.
The Leveller	Manages to thwart <i>Valder Harlock's</i> ritual through his agents in the <i>Invisible Collegium</i> .	Travels east to <i>Lashmere</i> and catches a boat to <i>Stro Machai</i> . Is kidnapped by <i>Katinzia</i> . They <i>detect</i> each other.	Convinces <i>Katinzia</i> to join forces with him. Exchanges letters of credit for passage to <i>Nainarv</i> .	Makes landfall in outside <i>Khosteji</i> and establishes contact with local <i>Invisible Collegium</i> agents. Begins tracking <i>The Void</i> .

In successive years, events should begin to spiral into world-spanning conflicts. The longer the *Fated* remain alive, the more of a gravitational pull they have over the lives and destinies of other mortals. Where matters end up should remain entirely between the Fatemaster and the Players; let the outcomes form organically.

Appendix D: Ancient History

The History of Skaern is broken up into *Ages* which broadly correlate to generational spans of time (anywhere from 40-80 years, with a couple of notable exceptions). Anyone with a *Knowledge* of Ancient History would be familiar in passing with the major events of the most recent Ages. There are professional sages who would know a great deal more, but these individuals must be sought out (in places of learning such as the *University of Merkish* or the *Scintillarium*).

The length of an *Age* is tied to the lives of the *Fated* that live during that time. When the last *Fated* of an *Age* dies, that *Age* ends and the next one is able to begin (with the births of 53 new *Fated* individuals); as they mature and become aware of their powers, these *Fated* begin to determine what shape the new *Age* will take. The *Fated* are usually human, but there have been times when non-human *Fated* have presided over *Ages* that were hundreds of years in length (the *Age of Rolling Thunder*, in particular).

After the *Age of Heroes* years are counted by the notation S.R. (Sage's Reckoning)

Age	Years	Description
Age of Ancient Musings	??	The first human settlements are founded by the very first generation of <i>Fated</i> . Their names and the oral histories of their exploits are permanently lost. It is believed they created "seed cultures" all over Skaern. All of the subsequent civilizations owe their existence to these mysterious "Founders".
Age of Crimson Rain	??	The "First Great War" in human history is waged during this <i>Age</i> . All of the first settlements are involved in a globe spanning conflict over territory and slaves.
Age of Burnished Bronze	??	The <i>Dominion of Ardin</i> emerges as the victor from the <i>Age of Crimson Rain</i> . Their fearsome Myrmidons murder innocents and civilians until an uneasy peace can be forged. The rule of the <i>Dominion</i> is harsh and absolute.
Age of Rolling Thunder	300-400 Years	Also called the <i>Age of Dragons</i> , the <i>Fated</i> of this <i>Age</i> are almost entirely drawn from that terrible and magnificent race. Dragons encircle the globe, crushing the <i>Dominion of Ardin</i> and putting the human race in chains. Draconic fiefdoms are founded from which the eldest of their race rule over humanity like sultans.
Age of Living Gods	~80 Years	This <i>Age</i> signals the beginning of recorded, written history. The <i>Fated</i> of this generation are known throughout the world because they are now worshipped as Gods. Among their many exploits, these heroes overthrow the <i>Draconic Sultanates</i> and, through some mysterious process, manage to achieve divine immortality. Some sages speculate this was accomplished through an unprecedented <i>Convergence</i> of <i>Fated</i> .
Age of Steel Flowers	1 - 60 S.R.	After the <i>Ascension of the Fated</i> , numerous human kingdoms arise to fill the void left by the defeated Dragons. These kingdoms quickly declare war against one another to determine who will reign supreme over Skaern. The deeds of the legendary hero <i>Killthandi</i> are sung in virtually every hall.
First Age of Kings	60-140 S.R.	As the <i>Age of Steel Flowers</i> wears on beyond the point of political endurance, several of the warring factions band together into large feudal Monarchies to hasten the end of hostilities. In Middlemark, the Kingdom of Caledwyr achieves hegemony over the region while in the Nightlands the Denshen Dynasty asserts itself as the principal power of the East.
Age of Smiling	140-220	After decades of peace, the military arts are replaced by espionage

Masks	S.R.	and dark magic. The practice of Necromancy and Sanguinomancy become widespread, spreading fear throughout the peasantry. Both Caledwyr and the Denshen Dynasty begin to rot from within.
Age of Black Desires	220-260 S.R.	A global epidemic strikes Skaern, slaying hundreds of thousands of people. No civilization is spared from this plague. The authority of government recedes and small communities of people begin ruling themselves in a pseudo-tribal existence. The <i>Cults of Malos</i> run rampant.
Age of Spurned Wishes	260-340 S.R.	The last two generations of black magic and plague produce an abnormal proliferation of inhuman beasts. Monsters begin appearing around the world in unsettling numbers. Humanity fights for survival against regular invasions and raids.
Age of Cleansing Fire	340-400 S.R.	Pushed to the breaking point, the human races initiate genocidal pogroms against all species of monsters. Churches everywhere gain considerable power and <i>Theocracies</i> become the order of the day. Armies of merciless crusaders sacrifice beast and heretic alike on the Altar of Faith. In Nainarv, the monster-inhabited city of <i>Gol-Duan</i> is razed by the <i>Argent Alliance</i> , a confederacy of good-aligned paladins.
Age of the Beekeepers	400 - 480 S.R.	Having stepped back from the brink of annihilation, the races of mankind enter into a period of intense religious devotion. Piety becomes the highest virtue and those exhibiting a lack of piety are brutally suppressed. Humanity takes to the seas in a serious way to spread their religious doctrines to other lands.
Age of Shooting Stars	480 - 560 S.R.	This is a time of great maritime feats. Sailors circumnavigate the globe as they transport missionaries, diplomats and cargo to foreign lands. The science of <i>Astronomy</i> is born and Sages begin to arrange history into the now familiar Ages. The first real information about <i>The Fated</i> is recorded and studied. Varsaxia is colonized by a band of warriors from far-off Cinlu.
Age of Golden Omens	560 - 640 S.R.	The religious fervor of the previous Ages begins to die down and is replaced by the secular fascination with money and commerce. The opening of foreign markets creates a new hunger for rare goods and cultures. A middle-class begins to emerge as merchants and guildsmen amass large amounts of private wealth. In Stro Machai, the <i>City-State of Arlech</i> becomes the richest place on Skaern.
Second Age of Kings	640 - 720 S.R.	The <i>Second Age of Kings</i> places a capstone on the last several generations of stability and peace. The harmonious merger of the powers of church, state and guild produce three enduring regimes: the Kingdoms of Trendani and Melarid in Middlemark and the Sultanate of Khosteji in Nainarv. Cinlu becomes a <i>Caliphate of Khosteji</i> .
Age of New Twilights	720 - 860 S.R.	Experimenters in the magical arts discover the existence of alternate Planes of Existence. Overwhelmed by curiosity, they amateurishly open several breaches into these other Realms and allow Demonic beings to issue forth. Several of the <i>Fated</i> from this Age are <i>Demons</i> so the span of the Age is longer than normal. It takes another supreme effort on the part of the human races to contain the planar invasion. The mad demon wizard <i>Exion</i> insinuates himself into the court of the Melarid King and presses for war against neighboring Trendani.
Age of Iron Words	860 - 920	With the end of the <i>Twilight Wars</i> , strict laws are put into place

	S.R.	everywhere governing the use of magic. Mage "registration" becomes common practice and special Colleges and Guilds are founded to properly train and control magic-users. As magic becomes institutionalized, its benefits to society become more apparent. <i>Winterbright</i> is tamed by the Alshadar who abandon their long-held settlements in Northwest Middlemark.
Age of Fulgent Candles	920 - 1000 S.R.	This era of intense innovation and development is spurred on by the regulation of magic. New products, services and economies are created by new forms of commercialized wizardry. The stigma associated with being a mage is replaced by an admiration for their capabilities. The <i>Principality of Sabine</i> becomes especially famous for its dweomercraft goods.
Third Age of Kings	1000 - 1080 S.R.	A powerful wizard named <i>Traxilant</i> begins to style himself as <i>Emperor</i> and musters an unbeatable, magic-using army in a bid to conquer the world. He largely succeeds, placing huge swaths of both hemispheres under his control. Traxilant puts <i>Arlech</i> to the sword and plunders its wealth to fund his war machine. The <i>Sultanate of Khosteji</i> remains conspicuously neutral during Traxilant's occupation.
Age of Eight Daggers	1080 - 1130 S.R.	The embattled Kingdoms of Skaern fight a sustained rear-guard action against Traxilant's heirs, who desperately cling to the reins of power. Violence is commonplace and the rule of law is challenged everywhere. The Kingdoms of the <i>Trendani</i> and <i>Melarid</i> are both reduced by years-long sieges. In the most high profile uprising on the Age, the <i>Duke of Highperch</i> nearly succeeds in overthrowing the Trendani Monarchy.
Age of Shattered Wands	1130 - 1190 S.R.	The reign of the last Traxilant ends and his Empire is carved up amongst several of his lieutenants. These <i>Mage-Warlords</i> begin warring against each other in a quest for pre-eminence. As they regain their feet, the established powers of Skaern play the Warlords off one another with bribes and promises of support. The legendary order known as <i>The Ninety Nine</i> single handedly take down Halenon Baleflame, the most powerful of Traxilant's consuls, in the <i>Battle of Whitecliff</i> .
Age of Bitter Harvests	1190 - 1230 S.R.	The most brutal famine in recorded history occurs during this Age. The last of the <i>Mage-Warlords</i> surrender their ambitions as the food shortage puts unbearable strain on their already depleted resources. There are peasant revolts in every city and countless aristocrats are publically executed. The city of <i>Standholm</i> in Eastern Melarid is eradicated by a hideous plague.
Age of the Leviathan	1230 - 1270 S.R.	An Age of unnaturally violent storms and climate fluctuations crushes Skaern in its grasp. Sea travel becomes almost impossible and the nations of Skaern temporarily lose contact with one another. The adventurer <i>Viktus Blackblade</i> carves a murderous swath through Middlemark, heaping infamy upon his name.
Fourth Age of Kings	1270 - 1350 S.R.	Emerging from the tempests of the <i>Age of the Leviathan</i> , the reclusive Alshadar issue forth from their frozen home of <i>Winterbright</i> to establish an Empire that envelopes the whole of Middlemark. Though their rule only lasts an Age, in that time they introduce cultural and administrative reforms that revitalize the West.
Current Age	1351 S.R.	Though sages continue to debate what this new Age will augur the

		stars are aligning in a way that hasn't been seen for nearly 1500 years. We are living in the midst of a <i>Second Age of Living Gods</i> .
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