

What You Know

History

Millennia ago, a war between the gods released powerful magic that shattered the very structure of the world. All of civilization was on the verge of collapsing. Five powerful wizards joined their arcane skills together to save what remained of the inhabitants of the world. Wrenching a mountain of the hardest stone from the ground, they created a massive city in the sky and floated it high above the storm clouds of eldritch fallout from the god's war.

Centuries after the city's creation, these five wizards, now simply known as the Five, have become despotic rulers of The Drifting City. They believe themselves to be the new gods of this world, and as the Drifting City grows overcrowded, they show little concern for the wellbeing of the city's people. They hold the citizens in an iron grip enforced by the Cadre, a violent police force loyal to their rule, and the Dark Sky, spellcasters apprenticed to them.

The Drifting City

The Drifting City is a massive mountain of stone, teardrop shaped with the point aiming down. The surface at the top is full of buildings, but as the population grew and space became limited, more and more people moved underground. With the high winds around the city and the unstable nature of the city's

underground proved to be the safest place, though space there is becoming limited as well.

Most surface buildings are low to the ground, to avoid the danger of the winds, and the tallest structure in the

city is the Tower of the Five. Multiple stories high, pulled amorously from the stone of the city itself, it looms above everything else. The Tower sits at the Raising Square, in the center of the Surface. The Five rarely leave the Tower, but when they do, something terrible is occurring.

The Five

The five wizards responsible for the Raising of the Drifting City, may have begun their reign with good intentions, but over time it has turned into a totalitarian regime. Their will is done, or people die. The most visible and vocal of the Five is Draga. He is the one most likely to take direct action. Though rarely named, the others of the Five are Isolde, Fratek, Lopilla, and Requis.

The Cadre

The Cadre are soldiers trained to exert the Five's will in violent and destructive ways. Enlistment in the Cadre is seen as one way to guarantee your survival in the harsh reality of the city. The Cadre is led by Captain Arra Reltik, a highly competent and intelligent commander.

The Dark Sky

The Five have taken powerful magic users as apprentices, collectively known as the Dark Sky. Imparting their arcane malevolence to the apprentices, the Five have created powerful weapons to exert their will. The three most prominent of the Dark Sky are Icondria, a dark cleric, Argast, a spellcasting master of torture, and Vandro, most powerful of all the Dark Sky and a potent storm-bringer.

The Fire

Atop the Tower of the Five, an arcane light shines at all times, emitted from the artifact known as the Fire. It crackles with eldritch lightning, casting a twilight hue across the Surface of the Drifting City even in the darkest hours.

Pieces of stone orbit the Fire, remnants of the spell that formed the city originally. Imbued and sustained through the magic of the Five, the Fire gives them complete control over the Drifting City.

The Lawless

You are part of a rebel group opposed to the rule of the Five, dubbed the "The Lawless" by the Cadre. The Lawless are organized in a cell structure and other than those in your cell, you cannot identify anyone else in the Lawless. You

only communicate through a series of dead drops.

You've been told to wear yellow on your person, keeping it hidden from plain sight but easily revealed as an identifying mark. If asked the question, "Is your journey far?" you are to respond with the confirmation phrase "I know the way."

A recent dead drop that you received indicates the time for The Lawless to move from rebellious actions to full rebellion is now. In one day, the Ritual of the Raising is held. This annual "celebration" of the day the Five saved the people of The Drifting City is when the Five make their only public appearance together. The uprising is to take place at this event.

Your group has been given a vitally important task. You must acquire the magic cloaks worn by the Cadre, in order to gain access to the Tower of the Five. A distraction will happen at the Ritual, and you're to move into the Tower of the Five to take the Fire. The Five, and their minions will likely try to stop you.

This will be your final mission, one way or the other.