

Shattered Fate

I was born before the dragons roamed the land. I shook my head as Auctor decreed that the dragons would never know magic. Millenia later, I wept as the dragons learned of Auctor's decree and began plotting their revenge. I hid myself away as the world was swept into the greatest war ever known, a war in which men, elves, dwarves, dragons, and gods did battle. The war still rages as I write these words.

Now I prepare to meet my own fate. Long have I known this day would come, but I do not fear it. In truth, I have hope, and hope is a strange word to me. I hope that my death will awaken my brothers and sisters to the seriousness of this war. I hope they take warning from my sacrifice. I hope.

From the last words written by Iusa, Goddess of Fate

1. Core Ethos Sentence.

Shattered Fate is a world emerging from a cataclysmic war, where the heroes strive to build a new world and prevent the forces of evil from ushering in a never-ending dark age.

2. Who are the heroes?

Hailing from all walks of life, the heroes find themselves thrust together fighting for the betterment of the world. A farm boy picks up his father's sword to defend his home, a sword that bears the symbol of a now dead god. A rogue pursues his fortune exploring the extensive ruins left in the wake of the Shattering War. A cleric wanders the lands in search of answers to his divided faith. A wizard travels to the lair of an ancient dragon hoping to curry its favor so it will grant him more power. These are only a few of the possibilities.

3. What do they do?

The heroes strive to create a new world from the remnants of the old. They join a makeshift army to put down the resurgence of a fallen empire. They venture into lands decimated by the war to reclaim them for a fledgling kingdom. They fight back against the rampaging hordes of monsters now free to descend from the uncivilized lands. They seek to foil the plans of mysterious cabal bent on the destruction of one of the remaining gods.

4. Threats, Conflicts, Villains.

Just as the heroes are varied, so are the threats to the world. Chief among these are the dragons, many of which seek even greater power than that which they stole during the war. At the same time the Vraxan Empire drags itself from the ashes of defeat to wreak vengeance upon those who caused its downfall. A corrupt baron uses a band of hobgoblin mercenaries to keep his strong willed subjects in line. A crazed druid bent on stopping civilization from spreading again lays waste to a trade outpost. Somewhere deep within the lands ruined by the war a new evil arises to stake its claim.

5. Nature of magic.

Arcane magic was once in the hands of the gods but this was not to last. In a jealous rage, the dragons slew the god of magic, usurping his power for themselves. Ever since, the powers of arcane magic have lived on in the souls of dragons and from them mortal mages garner their strength.

Divine magic is drawn from the will of the gods by their faithful. However, after the Shattering War, many gods were weakened having lost so many of their devoted followers. This led them to issue the Decree of Unbinding, which stated that the faithful were free to worship more than one deity. The gods hope that this measure will help them avoid the fate of their fallen brethren.

6. What's new? What's different?

Polytheistic Worship – Clerics of the Shattered Fate campaign draw their domains from a pair of primary deities and may even pay homage to a third.

Mechanical Magic – Some mages have uncovered the secret of infusing magic into simple mechanical devices. Once thought lost, the art is returning for applications both beneficial and malevolent.

The Role of Fate – Fate plays an important part in the life of heroes. This manifests itself in a host of new feats and powers that the heroes can call upon to aid themselves in times of uncertainty.

Heed my final words, mortals of these lands. It is true that I know the fate of all things. When I am gone, I know that none will take my place. This I know as surely as I've known all things since the beginning of time. So to you I say this. It is time for you to make your own fate. While the gods lord over all and the dragons covet and quarrel, it is you simple, wondrous folk who will make this place what it is destined to be.

While you re-make your world anew, while you determine the path this world will take, while you do all these great things, I will do only one thing. I will hope.

Iusa, Goddess of Fate