



# Current Events

This page will host periodic in-game updates. Essentially a brief summary of current gossip, notable events that have occurred since the last update, and a “political map” of the Broken Kingdoms. Entries will be ordered newest to oldest.

## After the Casino Job

- Political Map
- Calendar. You returned to Castle Rend from the Casino Job on September . Summer is ending, autumn is in the air.
- Attacks on travelers have been rising all summer, by bandits, cultists, wandering monsters, and even pirates along the coast.
- In response to the dangerous roads, Muscovar has extended patrols north up the Salt Road, while Riga has extended patrols east along the Goldrun and north along the Stone Road.
- More mercenary companies are becoming active. After the Casino tournament, the full company of Blood Skulls have been seen in the countryside around Riga, while Deepwood Lodge has left the Blackveil Forest and was seen traveling south, destination unknown. The Knights of the Falling Star remain quiet in their fortress, the Throne of Sorrow.
- The murder of the Fisher King's young companion during the Archbishop's ceremony caused both fear and scandal to ripple through Baku. In the name of "keeping the realm safe", Baku annexed the nearby town of Wheatwater, a farming community that is one of the largest producers of food in the Kingdoms.
- Soldiers from Baku have also appeared in the river town of Vyzma, though for now they only appear to be keeping a close watch for any threats to travel and trade.
- There are rumors of a tense debate between members of Kazan's Iron Council, though the specifics are unknown.
- The Dragon's Hoard, the famous card tournament held at Riga Springs Casino, was hailed as a great success. The winner, Kazimir Kulyk, has publicly praised Riga's hospitality and security. The Casino closed for "repairs and refurbishment" shortly after the tournament.
- News from Ossora remains limited, which is typical of the forest kingdom. But Aoife Ui Rigain, Ossora's top diplomat and negotiator, has been seen traveling between the other cities.
- The avant-garde of the Kingdoms are in a tizzy over news that Bertrand Gilliard, the celebrated playwright, is set to debut his new opera any day now. Gilliard has been calling it his magnum opus. The marquee sign of Nebula Hall in Muscovar already carries the opera's name: "The King in Yellow."

## After the Chantry Job

- Political Map
- Calendar. You returned to Castle Rend from the Chantry on May , five days after game start.
- In Granite Hills, the disappearances have been solved. A stone carver had been luring victims into his workshop and then magically transforming them into statues. The local sheriff and her wife were the last victims before he was stopped by a group of soldiers sent by Kazan. The frightened village turned to Kazan for leadership, and the Iron Council was happy to welcome Granite Hills into the fold.
- Muscovar has renewed old trade agreements with the hill dwarves of Oldguard.
- The Priory of the Lake has assumed control of the Chantry of Dawn. Archbishop Stens Novak, and all the priests of the Priory of the Embrace, perished in a terrible tragedy, and the Chantry was left leaderless. Bishop Zorian, leader of the Priory of the Lake, will be installed as Archbishop and take up residence at the Chantry. A date for this ritual has yet to be set, but it is expected to be widely attended.
- News of Genesis Gambit's heroic defense of a merchant caravan have begun to spread throughout the central riverlands of the Broken Kingdoms. Their association with a dead archbishop, on the other hand, generates more mixed feelings.

## In the Beginning...

- Political Map
- Calendar. In-game start date is May .
- In the two decades since the Wyrmrage, the Broken Kingdoms focused inward, repairing their cities and their lives.
- As our campaign begins, the political power of each city is at its nadir; control extends only to their immediate surroundings.
- The free towns have grown used to their independence, but the wilds have become dangerous.
- Now, memories fade and greed grows. Once again, the five cities reach for power.

