


# Do FATE OF THE FLYING TEMPLE

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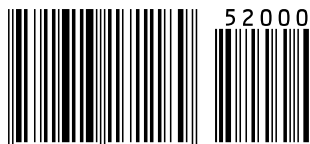
## DEAR PILGRIMS OF THE FLYING TEMPLE, WE NEED YOUR HELP...

So begins the latest letter your troupe of pilgrims has received. There's only one problem—the Flying Temple has disappeared, leaving only a single dragon's egg in its place! It's up to you and the other teenaged pilgrims to carry on with the temple's work, helping the residents of the Many Worlds with their problems. Evildoers plot to take advantage of the temple's absence; there are no monks to give advice on how to deal with them, and your young dragon gets you into trouble as much as it helps you. You cannot ignore the people of the Many Worlds when they turn to you for help...

**Do:** *Fate of the Flying Temple* is a family-friendly standalone roleplaying game. This book contains everything you need to set off for adventure in the windpunk setting of the Many Worlds. In this game, you can fly with dragons, solve problems and puzzles, and defeat the bad guys just like the heroes of *Avatar: The Last Airbender* and *How to Train Your Dragon*.

Join the Flying Temple and set off for adventure!

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**FATE**<sup>™</sup>  
CORE SYSTEM



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For those working at a copy shop and not at all sure if this means  
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This is a game where people make up stories about wonderful, terrible,  
impossible, glorious things. All the characters and events portrayed in this work  
are fictional. Any resemblance to real people, miniature royals, flying teenagers,  
dragons, elemental sorcerers, monks, temples terrestrial or skybound, eggs,  
pilgrims, or wee planets in crisis is purely coincidental, but kinda hilarious.

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## GREETINGS, PILGRIM!

Welcome to *Do: Fate of the Flying Temple*! In these pages lie the secrets to becoming a pilgrim of the Flying Temple, a hero of the Many Worlds who travels the universe helping people with their problems. For centuries, the pilgrims have answered letters from people all over the Many Worlds, bringing justice, hope, healing, and wisdom (and trouble!) to the people who ask for their help.

Yet, not all is well in the Many Worlds. The Flying Temple, home to the pilgrims and the monks that train them, has disappeared, leaving behind only a single dragon egg in its wake. No one knows what will happen to the Many Worlds, what new powers will rise now that the Temple has vanished. But the letters keep coming to the newly-hatched dragon...and the pilgrims must strike out on their own to offer aid, without the guidance of the monks that raised them.

*Do: Fate of the Flying Temple* is a storytelling game that uses the Fate Accelerated Edition of Fate Core by Evil Hat Productions to help you and your friends tell stories about brave and troublesome pilgrims growing up in the Many Worlds. We're excited to have you join us, so read on to learn more about the Many Worlds, the pilgrims, the Flying Temple, the dragon, and more!

### DO: PILGRIMS OF THE FLYING TEMPLE

This game is a sequel to *Do: Pilgrims of the Flying Temple*, published in 2011 by Evil Hat Productions. The original Do featured pilgrims answering letters across the universe, but still under the watchful eye of the monks of the Flying Temple. This version is a bit more adult: the pilgrims need to make their own way through the Many Worlds while caring for a dragon that reflects their choices back at them throughout their adventures.

Here's what you need to play:

- **Three to five people.** One of you will be the gamemaster, the others play pilgrims of the Flying Temple. We'll talk about what those terms mean later.
- **Fate dice, at least four, preferably four per person.** These special six-sided dice are marked on two sides with a plus symbol  $\oplus$ , two sides with a minus symbol  $\ominus$ , and two sides with a blank  $\blacksquare$ . You can get these dice from many hobby and game stores, sometimes

under their original name—Fudge dice. We call them Fate dice in this book, but you can call them whatever you like. You can also use the Deck of Fate, if you prefer picking a card to rolling dice. Evil Hat offers Fate Dice and the Deck of Fate for sale at [www.evilhat.com](http://www.evilhat.com).

- **Character sheets, one for each pilgrim.** You can download these from [www.evilhat.com](http://www.evilhat.com).
- **Index cards or sticky notes or similar slips of paper.**
- **Tokens for fate points.** These can be poker chips, beads, pennies, or anything similar. Get a handful—about 30 or 40.

## Telling Stories as Pilgrims

*Do: Fate of the Flying Temple* is all about telling stories. You create a troupe of pilgrims and follow them through an imaginary adventure in which you all take turns adding details, events, and dialogue.

Think about a movie, video game, or TV show you like where the characters go on adventures while growing up together as a family—something like *Avatar: The Last Airbender* or *How to Train Your Dragon*. Now imagine a similar sort of story, where you and your friends around the table make the decisions for the characters as they move through the story, and the story changes as you make those decisions.

Sometimes someone makes a decision to try something and you don't know for sure how it will turn out; that's when you roll dice to see what happens next. The higher you roll, the better the chance that things work out the way you planned; the lower the roll, the more likely it is that something interesting will unexpectedly shift or change in the story.

Unlike a lot of other games you might have played, however, *Do: Fate of the Flying Temple* isn't played with a board or on a computer. Instead, it's a conversation between the players, who take on the roles of **player characters** (PCs) called **pilgrims**, and the **gamemaster** (GM), a sort of referee who keeps the story moving. The GM's job is to present challenges to the players and to portray all the characters that aren't controlled by the players (**non-player characters** or NPCs). Only one person at the table plays the gamemaster; everyone else plays a pilgrim, putting themselves in their pilgrim's shoes to make the decisions that the pilgrims would make.

## How to Use this Book

Like most roleplaying games, this book is one part setting guide, one part instruction manual, and one part reference book. It's a good idea for the gamemaster to read the whole thing cover to cover and for interested players to read the setting and mechanics sections. That's not required, of course; the gamemaster can help new players jump in by explaining mechanics as the game is played.

Here's what you'll find:

## The Worlds of Do

The setting of *Do: Fate of the Flying Temple* is diverse and different. Read up here on the Flying Temple, the Many Worlds, the pilgrimage that sends pilgrims out to answer letters, and the newest drama...the missing Temple itself!

### THE MANY WORLDS

The Flying Temple sits at the center of the Many Worlds, a vast collection of planets inhabited by an infinitely diverse collection of people, animals, aliens, and...trouble! Look here for more information about the universe that surrounds the Temple and to start exploring the mystery of the Temple's disappearance.

### Playing Do

*Do: Fate of the Flying Temple* uses Fate Accelerated to help your group tell stories in the Many Worlds. The chapters in this section are dedicated to helping you learn all about Fate, including how to make characters of your very own!

### CREATING YOUR PILGRIM

Look here for instructions to create your own pilgrims, including aspects, approaches, stunts, and more. If you're lost during character creation, this chapter will get you back on track.

### ASPECTS AND FATE POINTS

We take some time to go deeper into aspects—the core of the Fate Accelerated engine—and talk about how you can use fate points to help your pilgrims accomplish their goals.

### ACTIONS, APPROACHES, AND OUTCOMES

What are pilgrims without action and adventure? We talk here about how your pilgrims get stuff done in the Many Worlds, including information on the four actions: overcome, create an advantage, attack, and defend.

### STUNTS

In addition to normal actions, pilgrims also get special powers called stunts. We spend some time explaining how to build stunts to get bonuses to your rolls and unique powers.

### CHALLENGES, CONTESTS, AND CONFLICTS

Not all problems in the Many Worlds can be resolved in a single roll of the dice. Look here for help dealing with more complicated situations like multi-step projects, arguments between pilgrims, and fights with the villains of the Many Worlds.

## STRESS AND CONSEQUENCES

While pilgrims abhor violence, sometimes they get a bit roughed up or overwhelmed by situations in the Many Worlds. We talk here about how to deal with stress and consequences as pilgrims, including recovering from injuries and embarrassment.

## ADVANCING YOUR PILGRIM

Growing up is a huge part of *Do: Fate of the Flying Temple*. Read up on advancement to see how your pilgrim can change and grow as the story progresses.

## For the Gamemaster

Running a game of *Do: Fate of the Flying Temple* is a lot of fun! We talk here about how to make your game awesome, and give you some tips and tricks for avoiding common pitfalls.

## RUNNING DO: FATE OF THE FLYING TEMPLE

Look here for all the information you need to run games of *Do*, including advice on creating NPCs, challenges and obstacles, and keeping your game fun and interesting. We want you to run (as well as play) this game, so we've included everything you—yes, YOU—need to run your own stories.

## ADVENTURES IN THE MANY WORLDS

Beyond running each session of *Do*, Gamemasters think about the flow and pace of the story. In this chapter, we talk about how to use the elements provided—the letters, the dragon, the missing Temple—to create intriguing and meaningful plots that will keep your players coming back for more.

## LETTERS FROM THE MANY WORLDS

To help you get started with *Do*, we've included twelve letters from the Many Worlds for use in your stories. We've also included instructions for writing your own letters, so you'll never run out of adventures for your pilgrims.

## SAMPLE PILGRIMS

Finally, we've included the full character sheets for the troupe of sample pilgrims (Marked Ghost, Fleet Quill, and Sneaky Tree) that appear throughout the book. You can use them as a reference when you're reading the examples in the text or give them to your players as pregenerated pilgrims for your home game.

Good luck!



# The Worlds of Do

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01



## THE MANY WORLDS

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Far from worldly troubles, the Flying Temple hovers harmoniously in the center of the Many Worlds. There, monks meditate and study, offer neutral sanctuary, and allow any adults who wish to join their ranks into the monastic order.

On occasion, children arrive at the Temple's gates. They are too young to be monks, but have nowhere else to go because of some unfortunate circumstance. The monks who specialize in such things raise these children to their teen years. The children are treated well, taught well, and raised as best as monks can raise children.

The children certainly consider the Temple their adopted home, but the monks don't believe that children have enough life experience to make the lifelong decision to become a monk. Thus, the monks long ago created a rite of passage for such youth: the pilgrimage.

### The Pilgrimage

The pilgrimage is a crash course in worldly life and worldly trouble. The monks send pilgrims out as peacekeepers, believing that these kids are their best ambassadors to the Many Worlds. (The wisdom is questionable on this point, but the monks are wiser than perhaps even we understand.) Since the Temple receives many letters beseeching the monks for assistance, the monks send the pilgrims out to answer the letters and solve problems, both to allow the monks to maintain their distance from the Many Worlds and to offer the pilgrims a constantly evolving set of problems both small and large.

As part of the pilgrims' training, the monks teach them the unique ability to fly unaided. Unlike other worldly folk, pilgrims can fly without airships, wings, or other artificial means of travel. They can jet around from world to world, answering the many letters that the Temple receives requesting help and aid.

Because the pilgrims represent the Temple, they are peaceful emissaries. They are allowed to defend themselves, just as the monks may defend the Temple, but only if necessary. The monks have shown their wards how to defend themselves with whatever tools and skills they have on hand, but they are taught to solve problems without the need for weapons or armor. That is the worldly way. Pilgrims solve problems with ingenuity, compassion, and a good heart.

## The Many Worlds

Most of the universe is filled with peaceful, tranquil skies. Anywhere you look, you see clouds and a sprinkling of little planets so far away they all take on a vague bluish shade. The sky is blue during brightest light, then dimming to a deep violet as darkness falls. The stars in the night sky are actually the twinkling campfires and lamps of not-so-distant worlds.

These worlds are tiny by our standards, but planets nonetheless. Each one is home to someone or something. Gravity in this universe is partly a matter of physics, partly psychology. If a world is big enough for a person to call home, then it has gravity. All home worlds have the same strength of gravity, regardless of their size or mass.

Most worlds are miniature versions of our own Earth. Instead of a forest, a world might have a few trees. Instead of a mountain range, it might have one mountain jutting from the landscape. Many worlds are so small they can only support a few houses. This makes each world a little island, a self-contained culture with its own peculiar customs.

There are larger bodies too—desert planets so vast that you couldn't circle them in a lifetime of walking and jungle worlds so dense that no pilgrim has ever seen the heart of the forest—but those are rare, few and far between. They're usually home to grand societies, bustling cities of commerce and trade, and fantastic monuments to deeds once done by mythic leaders. They might even house a former pilgrim or two.

There is no “outer space” as we know it, with its harsh vacuum and hazardous cosmic rays. Instead of nebulae glowing fiercely against the black, the universe that surrounds the Many Worlds is filled with voluminous clouds, home to thriving ecosystems full of birds, air whales, and lightning spirits. The air can take on a charged quality or fill with dangerous storms, but it's much more like sailing the open seas than navigating the dark vacuum of space.

### FLYING BETWEEN WORLDS

To escape the gravity of a world, you have to remain in the air for a few minutes, long enough that jumping up and down won't do it. Regular people who want to travel between worlds must rely on balloons, rockets, flying animals, ornithopters, parachutes, sails, kites, and other contrivances designed to avoid touching down on solid ground. Only monks of the Flying Temple, and the pilgrims they train, can fly unaided. They alone know the subtle emotional attachments that give gravity its comforting power over the human heart.

## Animals Around the Worlds

The universe holds many wonders for the itinerant zoologist. Some animals and plants aren't so different from what you'd find outside your own window. They may be a little smaller or a little stranger, given the worlds they live on, but a dog looks like a dog, even if that dog can talk, fly, or sing.

Flying or floating animals find a comfortable life drifting between worlds. Lack of gravity does strange things to animals compared to their land-loving cousins. Free from weight, animals may grow to many times the size of an average world. Pilgrims may visit a large city on the back of a turtle or a symbiotic tribe living inside a jellyfish. Animals can be big enough to swallow up a whole world and not even notice.

By far, birds are the animals most at home in the open skies. If a flock of gulls becomes fatigued during a long flight, they can sleep and drift for a few hours until their strength is restored. A tiny sparrow can perch on a floating branch. With nothing but air at their disposal, bird species take two divergent paths. If they stay small, they gather in great migrating swarms. If they don't flock with other birds, they grow to the size (and spherical shape) of a world.

Without gravity to pull their droppings away, migratory flocks leave great guano roads through the air. Whole industries are built around these roads. Peddlers collect the remains and sell them as watered-down ointments for restoring youth. Some religious traditions attempt to divine the future in the droppings, scouring the universe for signs of the next mass migration.

Because of the lack of gravity, creatures you might normally find underwater find a very comfortable environment in the sky—assuming they know (or figure out) how to breathe air. Travelers can spot whales idly floating along in loose pods, turtles laying eggs in clumps of sky moss, and deadly anglerfish living in dense clouds. A word of warning: If you've been flying a long time without sight of land and suddenly come across a gleaming blue world, watch out for tentacles.

Plants deserve a mention, since rootless life causes dramatic changes to their physiology. Air-faring plants look more like jellyfish. Their roots trail for many languid miles behind a thick clump of sail-like leaves. Villagers live among these roots, tending to the wellbeing of their plant and making sure its roots don't get tangled.

As for trees, they become quasi-planets, divided into two hemispheres. One hemisphere faces Temple-ward, absorbing the Temple's great light, while the other hemisphere is made of sponge-like roots absorbing any ambient moisture. Many animals live on these worlds, too, some unique among the whole universe.

Some of these trees release enormous seeds, which collect a shell of debris, rocks, and other matter over time. Once centuries of layered soil collect around it, the seed germinates, destroying the loamy shell. This comes as a great surprise to anyone who doesn't know their world is about to sprout.

## Troubles Across the Worlds

The people of the worlds come in all shapes and sizes, from normal humans to humble vegetable-people, to grand monarchs, to fickle deities, and, well, to pilgrims themselves. Regardless, the troubles tend to follow similar patterns that any wizened old Temple monk can point out with some experience.

Pilgrims deal with old codgers upset at young upstarts breaking long-standing traditions. Pilgrims negotiate ancient feuding nations competing over a scrap of floating land. If those negotiations go badly, the pilgrims try to end the ensuing wars. Believe it or not, those are the easy troubles. The real dilemmas are subtle, dangerous, and slippery, like an invisible electric eel. (Which exists, by the way.)

It's not uncommon for affairs of the heart to be blown out of proportion. You know the types: Young love blossoming between rival families and all that mushy romantic stuff. The opposite, intellectual extreme is no less difficult. Troubles of the mind tend to be challenging, cerebral mysteries with few obvious clues to worldly eyes.

There are more cosmic forces at work around the worlds, too. At times, the forces of nature threaten the livelihood of a worldly village. Sometimes the gods, personified human quirks, take an all-too-active role in worldly lives, causing quite a bit of bother in daily life. It's even worse when the gods themselves are the ones asking for help. But needing help is something all worldly people have in common, and the pilgrims are the solution of last resort. When the situation is clearly not going to get better, a worldly person writes a letter to the Flying Temple.

## The Heavens

The Many Worlds are nearly infinite, a sea of individual jewels arranged across the universe, each filled with unique problems and opportunities. However, some areas, united by proximity or similarity, take on a collective cultural character. The denizens of the Many Worlds call these Heavens, neighborhoods of worlds with their own unique flavor and way of doing business. Wise pilgrims tread cautiously when they receive a letter from a world that lies in one of these regions; there are often politics at play that encompass more than a single world.

## The Heavens of Spice and Jade

These worlds are home to arcane beings of vast cosmic power, but with appetites as banal and petty as any mortal's. These are gods, in other words, and they're a bunch of jerks. They love meddling in people's lives, especially those in the Heaven of Spirits, where their powers seem to be most effective. They are capricious, cruel, and even the most well-intentioned deity will no doubt bring trouble to those who follow them. Pilgrims are advised to deal with gods delicately. Very delicately.

## The Heaven of Spirits

This pocket of air strengthens wizardly arts, though for no reason any scholar has yet discovered. Sorcerers of all stripes congregate to purchase their Great Wands of Gratuitous Greatness and Mighty Crystals of Mighty Might. Wizards have their splashy duels, between lengthy berating monologues. All this activity attracts ghosts and gods, who often make appearances here. Or perhaps it was the magicians who were first attracted to the presence of spirits. Who can say? All that's known is that any latent magical talent is increased a hundredfold, making this a very dangerous place for those inexperienced with matters magical.

## The Heaven of Steel

This is home to worlds of industry and empire, vast political entities that are almost incomprehensible to outsiders. Most people dare not mine their world for minerals or metals, but these empires chew up every scrap of solid ground in their pursuit of better, stronger sky armadas, often destroying the worlds they promised to protect. Steel citizens live under the rule of one of many imperial families—all of whom are just one bad conversation away from all-out war—but the political drama is far removed from the life of the average laborer. The people who live here only know that if they work hard, the empires will keep them working. Probably forever.

## The Heaven of Dust

This cloud is the result of Steel's labors: the sandy remnants of those unfortunate worlds where even an ounce of ore is discovered. The dust cloud, too small for anyone to call home, nevertheless makes convenient shelter for masked bandits, nomads, and pirates. This Heaven's most nefarious reputation may come from the fact that it is a weapon itself: the dust is as suffocating as any noxious gas and expands as more worlds are mined out. It stings any eyes unprotected by goggles. Sky ships are even known to trawl the edge of the cloud with great slings, and then hurl the payload at rival worlds.

## The Swift Heaven

This network of air current speedily sends sky ships and other creatures across the universe. However, few stay on long as the Living Storm calls this region home. Without any solid land to break its course, this hurricane is thousands of years old. It has developed a symbiotic relationship with the rest of the universe across those strange eons. Its fast winds lure travelers with the promise of convenient travel. But its generosity is capricious. The Living Storm hurls lightning bolts that can shatter the strongest hulls and fry the biggest sky whale. (This lends itself to a very popular chain of side-wind whale restaurants.) If a pilgrim is swift enough and reckless enough, the Swift Heaven can be a great asset on the pilgrimage, though.



### **The Heaven of Dusk**

Imagine the Flying Temple at the center of the universe, casting its light across all the Heavens each day. Then imagine a region so distant that the Flying Temple's warmth and light is only a mild dimness. Only the mad and rugged live in this, the Heaven of Dusk. Snowdrifts swirl across the sky, blanketing worlds so thickly that they're more snow and ice than solid ground. People come to this edge when they want to get away from everything. The sky whales call this place home, munching on the glowing algae embedded in the floating icebergs, although they migrate towards the center of the universe to spawn. Those whales are pursued by nomadic tribes, hunting the great beasts for their valuable blubber and bone.

### **The Heaven of Night**

Beyond the Heaven of Dusk, the sky goes on to the Heaven of Night. This is the region of the universe farthest from the Flying Temple. Consequently, the Flying Temple's light never reaches anything here. It is intolerably cold. The wind is endless. Yet, things live here. Strange things cataloged only by their distant howls and moans. At times, the night-creatures grow brave, crossing the borders into the Dusk and even deeper into the lighted parts of the universe. In the light of dusk and day, these creatures reveal themselves as writhing balls of teeth and tentacles.

## The Pilgrims

Pilgrims are rarely sent out to handle problems alone, despite their often-impressive powers and abilities. The monks at the Flying Temple long ago recognized that a single pilgrim is like a single drop of water—a bit too subject to the whims of the surrounding world. There’s no point in sending a single pilgrim out to face the Many Worlds alone!

Instead, the monks traditionally send out groups of pilgrims to answer letters, each offering support in the face of danger and companionship on the journey. Some pilgrims travel together in a tight group, but often the monks ask pilgrims to travel with new companions, forcing them to deal with new ideas and new ways of doing things when they get a bit too comfortable.

Pilgrims call their group of traveling companions a **troupe**—although people on the worlds may use less kind words like “a trouble” or “a plight” when they refer to a wandering group of pilgrims—and they have great loyalty to their troupe, even if the monks disband it after several adventures spent answering letters on far-off worlds.

## Martial Arts and Violence

The monks at the Flying Temple are known for their martial skill and their pacifism. Each monk seeks enlightenment while studying and meditating at the Temple, and it is rare to find a monk who doesn’t spend at least part of their time practicing martial arts in the many dojos of the Flying Temple. Yet, the monks are staunch pacifists and find no benefit in the use of violence, even when others call upon them to use their abilities in defense of the Temple or the Many Worlds.

Pilgrims are taught both lessons well. The monks from the Temple train the pilgrims in a multitude of martial arts, helping the pilgrims find strength, balance, and confidence as they master many skills. Yet as often as the monks praise the pilgrims for their hard work, the reminder that violence is not a solution is never far away. A quote from Monk Falling Leaf is inscribed into the doorway above each practice room in every dojo in the Flying Temple: “Violence is not an answer to any question worth asking.”

When pilgrims answer letters on a world, their own pacifism is often tested. Although the Flying Temple is both respected and feared, there are people who have claimed power through violence or who use it to solve their own problems, regardless of cost. When pilgrims meet such opposition, they must think creatively to turn the conflict away from violence to stay true to their ideals!

## NO VIOLENCE?

You might be asking yourself, “How do we play a roleplaying game without violence? What will the conflicts be about?” Remember that even though the Flying Temple has gone missing, the pilgrims are still determined to help people solve problems. This frequently requires them to find new and innovative ways to solve problems that don’t involve punching anyone in the face. See “*Tips of the Trade*” on page 103 for advice on avoiding violence in your game.

### Unique Abilities and Powers

In addition to their martial skills, many pilgrims also manifest supernatural or magic powers that help them solve problems. It’s not unusual for a pilgrim to control fire or sing songs that gently put people to sleep, nor is it uncommon for a pilgrim to be incredibly fast or extremely strong. The monks do their best to teach the pilgrims how to use these gifts, but they know that ultimately each pilgrim must find the best use for their abilities in their own time.

Some pilgrims, however, are almost plagued by their powers. A pilgrim who can read people’s thoughts, for example, might struggle to go through a day with so many voices intruding into their own mind. The monks do their best to counsel and advise these young pilgrims, but they are unwilling to help them silence or distance themselves from these abilities. Acceptance, the monks remind the pilgrims, begins by acknowledging the world as it is, even if that acknowledgement is unpleasant or difficult.

### Graduation Day

As pilgrims of the Flying Temple get older, they become more adept at dealing with the various problems they encounter. Some start to look to the worlds with longing, their path drawing them away from the Temple and back toward an “ordinary” life. Others begin to resemble the monks at the Temple, gradually adopting the calm and tranquility of a life removed from the hustle and bustle of everyday problems. A chosen few are caught in-between lives, drawn to bridge the gap between the Temple and the Many Worlds. No matter the outcome, all pilgrims know that their pilgrimages will end.

When it’s time, the monks let the pilgrims know that a given letter will be their last. They might say this to a single pilgrim or to an entire troupe—who all tend to be around the same age—but the result is always the same. The pilgrims who are told that their pilgrimage has come to an end face a decision: is it time to join the Temple as a monk or to try to build a life in the Many Worlds?



### **The Temple Is Missing!**

Of course, all the history of the Flying Temple is...history. As the pilgrims' story opens, they find that the Flying Temple has vanished! Without warning, everything is gone: the monks, their homes, perhaps even other pilgrims and wandering people who had sought refuge at the Temple. It's as if something came and scooped up the center of the universe, leaving their troupe of pilgrims behind without even so much as a note. The emotional blow of the missing Temple is so severe that most pilgrims find themselves unable to fly when the temple disappears!

### **Chaos in the Many Worlds**

Since the Flying Temple was the center of the Many Worlds, its light, guidance, and energy sustained cultures across a nearly infinite set of worlds and moons. Its absence throws many things into disarray; planets near the Flying Temple were thrown out of their orbits and many skyships and sky-caravans were scattered across the universe. Imagine, just for a moment, what would happen to our world if the sun suddenly vanished!

Some worlds, however, remain unaffected by the chaos that strikes many moons and planets after the Flying Temple's disappearance. Perhaps it's their strong culture or distance from the Flying Temple; no one knows for sure. But there are those who refuse to believe the Temple is truly gone, or who are taking advantage of this moment to get a stronger grip on power in the absence of the monks. Some people—it seems—were prepared for this occasion, as if they knew the Temple would vanish...