

5 YEAR CHARACTER TIMELINE: THE FORMATION OF THE STRANGELIGHT INVESTIGATORS

Early 603 AR: Selene Tanis becomes the 'Kithai' of a new and upcoming group of Iosan Seekers and Mage Hunters.

Late 603 AR: Kaar Ironfist loses his family in a tragic mining accident and moves to Ceryl to study arcane mechanics with Cygnar's finest crafters.

Early 604 AR: Magnus and Alexandra Raines graduate simultaneously from their respective Academies and strike out on their own.

Early 604 AR: Kaar Ironfist is recruited into the Strangelight Workshop as a seasoned trader and apprentice Arcane Mechanik.

Late 604 AR: Derby Sway books passage to Cygnar from the port city of Five Fingers.

Early 605 AR: Derby Sway joins the Strangelight Workshop as a contract Spy and intelligencer.

Early 605 AR: Derby Sway invents the alias Tricia Hawthorne, her best and most complete fake identity to date.

Late 605 AR: Kaar Ironfist and Derby Sway are partnered up for the first time, leading to a strong and loyal friendship.

Early 606 AR: Kaar Ironfist and Derby Sway have a run-in with Magnus and Alexandra Raines at a ruined library in the Gnarls. The four part ways on amicable terms, gaining respect for one another's skills.

Late 606 AR: Selene Tanis leads her Mage Hunter squad into northern Cygnar to hunt Ordish and Cygnaran Warcasters.

Early 607 AR: Magnus and Alexandra Raines save Selene Tanis from Thamarite Necromancers and become an inseparable group of freelance wandering adventurers.

Mid 607 AR: Kaar Ironfist & Derby Sway partner with Selene Tanis, Alexandra Raines and Magnus for the first time in order to solve the previously unsolvable 'Mystery of the Devil's Spine'.

Late 607 AR: The 5 companions team up two more times for odd investigations around the city of Ceryl, one of which was a rousing success; the other an abysmal failure (through no fault of their own).

Early 608 AR: Kaar Ironfist is promoted to Junior Headmaster of the Strangelight Workshop and opts for an "Explorer" Assignment. He is charged with recruiting and assembling an independent team which will focus on Mechanika discoveries in Western Immoran.

Mid 608 AR: After several successful excursions working for the Strangelight Workshop; Kaar, Derby, Selene, Magnus, and Alex are given a permanent commission from their employers and form the **Strangelight Investigators**.

Late 608 AR: Present Day. Kaar Ironfist and Selene Tanis overhear tales of strange occurrences coming out of the marshes of the Eastern Thornwood Forest. The team votes and decides to investigate, leading them on a long journey to the area known as Flatiron Downs on the northern fringes of Cygnar along the Black River; into the heart of the Borderlands 10 miles south of the Cygnaran/Khadoran stalemate.