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**FATE**

# Five Dragons: Oneiros

*For Leaves of Chiaroscuro or the setting of your choice*

*By Megan Bennett-Burks | Early Access v1.0*

# *Five Dragons: The Oneiros*

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## *Early Access V1*

**Last updated: 3/19/17**

This document is an early access version. It includes a wealth of abilities for dragon-themed characters, dragon-mythos, and a small number of factions and NPCs.

### **What will be in the completed version?**

A number of things are still planned for this document, including more NPCs, factions, art, a small number of additional Oneiros blessings, improving existing material as needed, and maybe some other things beyond that.

### **Feedback is welcome**

Early access allows the public to freely download this document, and have a chance to give feedback, and make requests, which can be taken into consideration for the final document. As feedback is highly useful to have, you may contact me through [leaves-of-chiaroscuro.com/contact-us/](http://leaves-of-chiaroscuro.com/contact-us/)

### **Free or PWYW**

Once complete the PDF version of this game supplement will remain available for Pay What You Want (PWYW), though I may release a print version which will have a fixed cost.

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# *Forward*

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Six Viziers is a magic system which was introduced in the Fate Toolkit by Evil Hat. After reading over it, I realized, there could be some very cool variations that I could create based on it. I decided to create a dragon themed version, for lacerta characters in the alternate-reality Renaissance fantasy setting LoC (Leaves of Chiaroscuro). However, this system certainly could work for dragon-themed characters in other Fate settings as well.

While the Oneiros were inspired by the Six Viziers, the result has become its own unique system for Fate, complete with a number of distinctive abilities.

## *Setting: LoC & Beyond*

This book does not include a complete setting in and of itself: it is intended to be used with either LoC (Leaves of Chiaroscuro) or another setting of your choice.

Unless otherwise noted, the setting elements within the book should be considered to be true in the LoC setting's world Asiyah. Asiyah is a fantastic alternate reality Renaissance era Earth detailed in the Leaves of Chiaroscuro Core Rulebook.

To what degree such setting elements are applicable in your own setting is up to you. Of course, even the dragon-gods themselves are somewhat setting specific, and should be renamed and tweaked as deemed appropriate.

## *To Inherit the Power of Dragons*

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Dragons have been a staple of fantasy roleplaying games since the very beginning. Dragons have time and time again served as the quintessential villain at the end of the hero's journey before he can finally return home. Other times dragons have appeared as powerful allies.

What happens when the protagonist awakens to the truth and discovers that they are a dragon? Sometimes the ancient slumbering Dragon-Gods leave their marks upon a person and in doing so transform them forever into one of the Oneiros. Is the mark a curse left upon you by an ancient and monstrous enemy of all mankind? Or is it a blessing by a divine being? Whatever the case may be, one thing is certain; the power you have gained is great, and many will fear or covet it.

Among the splintered factions of dragon-cultists are those who see the Oneiros as heralds of the slumbering Dragon-Gods, and a sign that they will soon awaken. Some dragon-worshippers hold that the Oneiros are those destined to become the next incarnations of those gods.

But, the Oneiros have a great many enemies as well, from dragon-cultists who seek to use them to further their own agendas, to the many authorities among the Church who view those who bear the mark of the Dragon-Gods as heretics beyond redemption.

# *Using this Book*

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## **What do I need?**

This book was created for usage with the Fate Core roleplaying game which can be found online for free at [fate-srd.com](http://fate-srd.com) or purchased in book format.

You will, of course, need participants; most groups will find 3 to 5 people is ideal. With the exception of one, people will fill the role of player, the final participant will be the game master.

Finally, participants will also need four Fudge/Fate dice each.

## **What is optional?**

While this book was created for use with the Leaves of Chiaroscuro Core rulebook, it can be used without it.



# *Conversion Guide: LoC to Fate Core*

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## **Species**

There's a wide variety of ways to handle character species in Fate. The approach taken by this book is to require the characters to have one of their aspects devoted to their species (this can be their High Concept, their Trouble or one of their other three), and to give them one free stunt which is specific to their species. The Oneiros system itself is compatible with player species handled differently, however, the lacerta player species (see pg. 35) is built in the above-mentioned manner.

## **Skills**

One of the differences between LoC and Fate Core is the skills. LoC has slightly more numerous and specific skills. If you are not using LoC, then you may need to either add the skills to the ones you are using in your game or substitute them with different skills. One option is to combine the skills into the Fate Core ones, though this does mean that some of the Oneiros patrons will have duplicate skills.

## **Magic**

See Magicka, under Converting LoC Skills to Fate Core.

## **Converting LoC Skills to Fate Core**

The following details how to convert LoC skills to Fate Core.

**Art:** becomes Crafts.

**Lores:** Combine Lore: Academics, Lore: City, Lore: Nature, and Lore: Occult back into a general Lore skill.

**Sailing & Ride:** Combine into Drive.

**Magicka:** This skill is used for casting spells and can be used with any of the Four Fate Actions. A small number of sample spells are given to use with NPCs that have magic. When using them you must meet at least the target number noted for the spell, and spend points of ka equal to the number noted. If the spells can be resisted by creatures or people targeted by them, then the caster's Magicka skill check must also exceed whatever the person resisting rolls in order to succeed. Fully explaining magic in a more detailed manner than this is simply beyond the scope of this supplement.

## **Reputation & Wealth stress**

The book mentions these several times, if you do not wish to use the rules which are from the LoC core rulebook, simply ignore references to them. Where necessary alternatives to them are detailed.

## **Weapon & Armor Rating**

This book assumes the weapon and armor rating rules from Fate Core are being used. If you do not wish to use weapon rating rules, either ignore references to them, or you may replace them with a simple bonus to the Attack action, or Defend action, as appropriate.

## **Glamoured Skills**

Every Dragon-God has glamoured skills associated with it. When a character takes a given Dragon-God for their Oneiros patron, the three skills listed as glamoured become touched by the supernatural. When the character succeeds with style using one of those skills, the player should describe something fantastic, something supernatural, as happening about its workings. The character's Oneiros/species aspect can also be invoked or compelled to cause the glamoured skills to take on their supernatural quality.

## Origin Story Seeds

Perhaps you are working the Oneiros into a different setting, but you aren't quite sure how they should fit into the world depicted therein, or how a given character became one. Below are some origin story seeds you can start off with.

- According to family legend, the character's ancestors earned the blessing of a great dragon. Now and then members of the family are born who manifest great powers granted to them thanks to the mighty beast's blessing.
- The character is a half-dragon, or perhaps has draconic ancestors further back. Thanks to this draconic lineage the character has developed Oneiros abilities.
- The character slew a dragon (or perhaps another Oneiros), and somehow managed to absorb some of the creature's power. The power they absorbed granted them Oneiros abilities.
- The character is a dragon-worshiper who has been blessed with these abilities by one of the Dragon-Gods.
- The character has been marked by a dragon as a servant and is now bound to do the dragon's bidding, which requires them to undertake some manner of quest (or series thereof). There will be some manner of consequence if the character decides to fight against their draconic master's wishes, but perhaps they will find a way to free themselves of its influence.

## *The Oneiros*

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The Oneiros are those blessed (or cursed, depending on who you are talking to) by the great Dragon-Gods with strange and wondrous powers that are usually found only amongst the true dragons themselves. The Oneiros are sometimes called dream-marked because they bear a literal mark upon their body granted to them by the slumbering gods.

### *A Note on Power Level*

The abilities of the Oneiros are potent, more so than typical stunts. These abilities are also supernatural in nature. They work best with other similarly powerful supernatural beings, and groups completely comprised of Oneiros work well.



## *Creating an Oneiros Character*

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Oneiros characters are created using the standard rules for Fate Core (or Leaves of Chiaroscuro if it is being used) except as follows.

### **Required Species**

In the Leaves of Chiaroscuro setting, only lacerta characters ever become Oneiros. Otherwise which species can become Oneiros should be determined as appropriate for the setting being used.

### **Spend one refresh (or one of your three beginning stunts)**

Select which Dragon-God you are dream-marked by; this god becomes your character's patron. A character can never be marked by more than one god.

### **The Oneiros Aspect**

If your character's species aspect does not already reflect his connection to this Dragon-God, change it so that it does. If your setting doesn't include species aspects, then simply make sure one of your character's aspects appropriately reflects their ties to their patron Dragon-God.

### **The Dream-Mark**

The dream-mark is a physical mark somewhere on your character's body, it looks rather like a tattoo or brand and is in the shape of the god's holy symbol. While in the Aethereal or a dream realm the mark glows. The Church views these symbols as signs of allegiance to the Dragon Cult, and view The Oneiros as dangerous heretics.

## **Glamoured Skills**

Each Dragon-God is associated with three skills. These three skills are all glamoured skills. If the character had a different skill as a glamoured one before, it is replaced.

**Amphiptere:** Lore: Academics, Athletics, Rapport

**Ejderha:** Provoke, Lore: Nature, Lore: Occult

**Hydra:** Deceive, Stealth, Art

**Tarasque:** Physique, Resources, Investigation

**Vortigern:** Crafts, Fight, Contacts

## **Domains & Blessings**

Each Dragon-God has three domains and two lair options. Each domain has two abilities listed under it. Each Oneiros gets to select two of these abilities from any of the three domains, or from the lair options (they do not have to both come from the same domain or both be lair options).

The character can gain additional blessings/lair options at the rate of two per point of refresh.

**Amphiptere:** Intellect, Trickery, Travel

**Ejderha:** Life, Death, Cycles

**Hydra:** Water, Madness, Beauty

**Tarasque:** Physicality, Earth, Mysteries

**Vortigern:** Progress, Invention, Dominion

## *Dragon Lairs*

All of the Oneiros have the option of gaining a dragon's lair. Taking the lair counts as one of the blessings. If more than one lair option is taken then they act as expansions to the same lair. Each additional option taken counts as another blessing. Some of these lairs exist in the dream world, as the character's own personal realm. Lairs that exist in the dream realm cannot be physically entered; the character can enter them while they sleep. Things cannot be removed from lairs in the dream world and brought back into the physical world.

Other lairs are physical places. If using the LoC rules then the lair is an enchanted place.

### **Entering and Exiting Lairs**

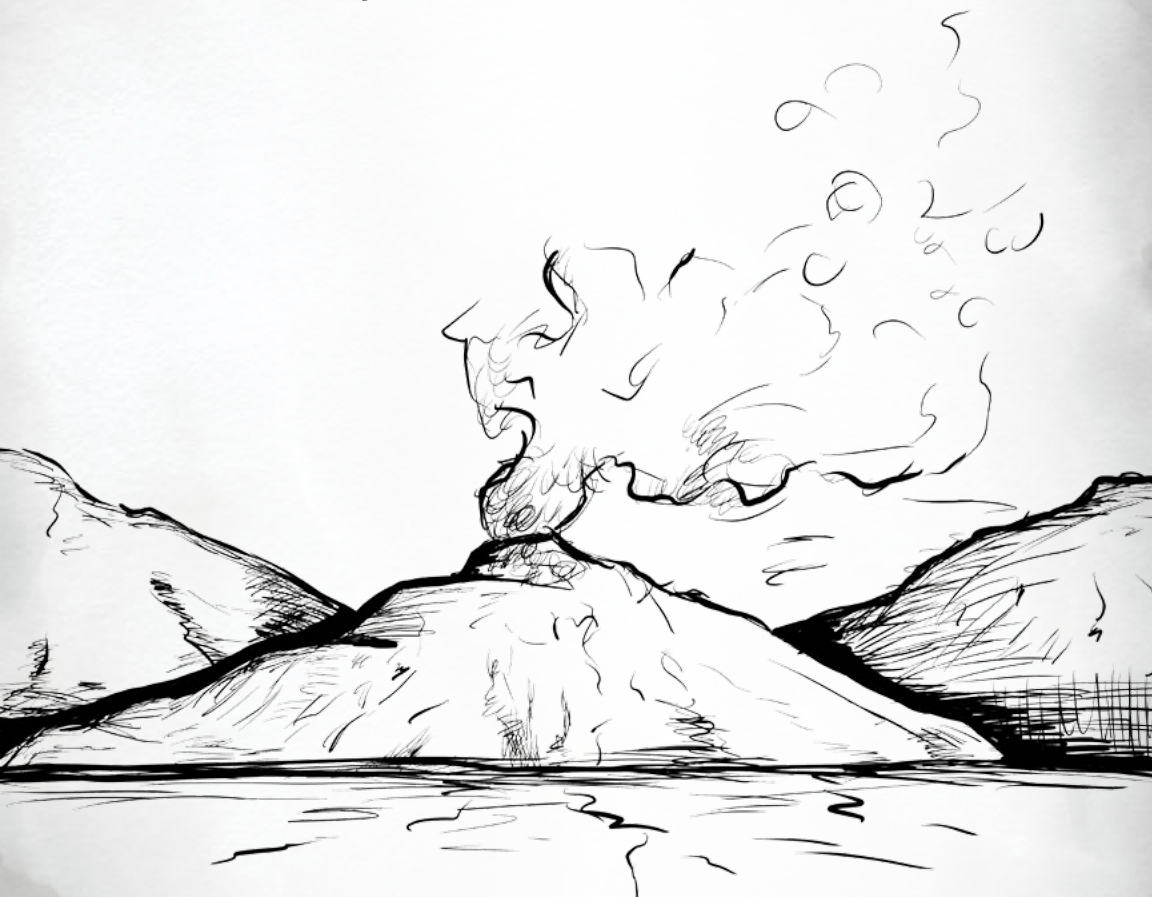
An important thing about the dragon lairs is that they cannot be entered through mundane means; they are fragmented off from the rest of the world. Different lairs must be entered using different means, which are described in the entry of the blessing which grants the lair. However, it is possible that someone else may find a way into the lair, it just shouldn't be ordinary; maybe a ritual is discovered which grants someone else entrance into the lair, or an enchanted pool during a certain moon phase will act as an entryway to any swimmer who dives deep enough. Generally, objects can be brought back and forth from physical dragon lairs and the greater world.

Entering a lair takes 3 rounds. Lairs are exited through the same place they were entered, unless for some reason the exit is no longer accessible, in which case the character will end up exiting out of the next closest appropriate place.

## **Linking Dragon's Lairs together**

Groups of Oneiros can choose to link their lairs together, effectively making them one lair with many parts. When lairs are linked together they always gain short passages from one lair to another which may be travelled through. The result is that one lair can be reached from another, so a Hydra could enter their lair through a body of water, and then swim up to the location of an Amphiptere's floating island lair if the two are linked. The process of linking lairs requires an agreement between all Oneiros involved, and only works if it was done of the free will of the characters. The linking process takes a day, and all Oneiros involved must be in their lairs during this time.

An Oneiros can choose to break the link of their lair to another as well, which takes a day to do, and requires that the Oneiros breaking the link be in their lair during this time.



# *The Patrons & Their Blessings*

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Each Dragon-God and the abilities they grant the Oneiros marked by them are detailed below.

## *Ejderha*

Ejderha is the Dragon-God of cycles, draconic embodiment of life and death, and ruler of the seasons.

Ejderha was the first of the Dragon-Gods; he arose from the primordial dream before all others and laid the very foundation for creation.

Ejderha has two incarnations: one is that of the dragon of endings, of death, autumn and winter: a great black dragon of undead appearance. The other is the dragon of beginnings, life, spring, and summer: a pearlescent ivory dragon of great vitality.

**Holy symbol:** a dual ouroboros, each consuming the other. One is white, the other black.

**Domains:** Life, Death, Cycles

**Glamoured skills:** Provoke, Lore: Nature, Lore: Occult

**Non-LoC Skills:** Provoke, Lore, Will

# *Ejderha's Blessings*

## **Death**

### **Dragon Fear**

You radiate an aura of supernatural fear. Even if you only tie on a Provoke check you treat it as a success by 1 over whatever the opponent rolled. If you succeed with style then you also Create an Advantage with a free invoke against the target (unless you were trying to Create an Advantage anyways, this grants no additional benefits for that action).

In addition, NPCs who desire to engage in hostile action against you must make a Will Overcome roll vs. a Provoke Attack roll from you the first time they decide to do so. Failure means they back away, and if possible move out of the zone you are in. However, Nameless NPCs automatically fail this roll. Unless the Oneiros with this ability spends a Fate point, this effect does not impact attempts to engage in hostility after the first.

Creatures immune to fear, or mind-influencing effects, and mindless beings are immune to this ability.

### **Death God's Authority**

You have influence over supernatural beings strongly associated with death, including the undead, and spirits of death (and of the dead). They can sense your supernatural ties to the force of death and these beings (both the intelligent and unintelligent ones) have an innate sort of respect for you because of it.

You can use your Contacts skill to represent your influence over these beings, along with your reputation stress track\* for your reputation amongst them. You also gain the language Plutonian which undead and spirits of death universally have some degree of understanding of.

\*Ignore this if your game doesn't use reputation stress

## Life

### Beacon of health

You have an abundance of life energy. When you are around, wilted plants quickly become green, while the sick, and the dying feel a rare surge of vitality, and the barren find themselves fertile. Sometimes green plants may even sprout as you walk and flowers may bloom as you pass by.

You are immune to diseases and to poison. For a Fate point, you can cure another person of a disease or poison as well.

### Life Sight

You can see life energy, which allows you to see lifeforms even if you are otherwise blinded. It's harder to see life energy obscured by solid objects (though not impossible), and creatures can still use stealth against you. If you take a round to study the life energy you can learn about the creature's health (including any diseases or other conditions impacting its health), species, gender, and other notable biological traits.

## Cycles

### Above the Cycles

You have no need to obey the various cycles that mortals do. Perhaps most notably, you never need to sleep, though you are capable of doing so. This also means you are immune to other magical effects that directly manipulate your cycles, such as spells which induce sleep.

### Weather God

When you enter an area you can alter the weather, making it what you desire within the relatively normal range of weather for the area (though out of season weather is quite possible). If another being with the power to influence the weather attempts to, then you can make a contested Will roll against them to determine who gets what they want.

If you want to change the weather in some extreme way, then spending a Fate point is required.

## Ejderha Lair Options

### Aethereal Gardens

You have a sanctuary in the Aethereal realm. The Aethereal is a realm which lies between the state of spirit and matter. This lair takes the form of a garden, though there may be some ruins which in some way reflect things important to you there as well.

Ordinarily, flesh and blood beings that spend too much time in the Aethereal begin to wilt away, until they perish and become ghosts haunting it. There is no such threat posed by your lair; within it, both living flesh and blood beings and spirits may find sanctuary. You may allow spirits entrance, and even offer those close to you an existence there should you be near them when they perish.

Unlike most parts of the Aethereal, your domain has no fixed location, and can be entered through doorways with an association with death; a gate into a graveyard for instance.



## *Amphiptere*

Amphiptere is the deity of language and intellect, of tricksters, travellers and deviants.

It was Amphiptere who created the very first language; Draconic and gave things their true names.

While the goddess Hydra granted mortals free will and the first glimmerings of sentience, it is Amphiptere which presides over higher intellectual development, philosophy and reasoning.

Amphiptere is a hermaphroditic deity and is thus both god and goddess. It takes the form of a colorful feathered serpent.

**Holy symbol:** A feathered serpent, or simply a colorful feather

**Domains:** Intellect, Travel, Trickery

**Glamoured skills:**

Lore: Academics, Athletics, Rapport

**Non-LoC Skills:**

Lore, Athletics, Rapport



# *Amphiptere's Blessings*

## **Travel**

### **Chariot of Air**

So long as people or other creatures stay next to you, you can ferry them through the air, transporting them with ease along with you as you fly. You can fly, even if your present form would not ordinarily allow for it.

Characters unwilling to come along can defend themselves against this ability, in which case you must use the Create an Advantage action with Athletics against their defense, or otherwise restrain them.

### **Know the Way**

So long as you have some basic idea of where you want to go, you know the way to get there, and never get lost. However, this ability does not function as a person or object locator. So, it wouldn't for instance, apply to "wherever my friend Marius is right now" unless you already have a basic gist of where that location is anyways.

In addition, you can spend a turn in meditation and discover a single aspect the place you are in has or a single fact about the place. You can even ask for a particular fact about the location such as "who is the current ruler of this land" and receive the answer.

## **Intellect**

### **Mental Fortress**

Your mind is a nigh-impenetrable fortress. You are hardened against attempts to sway your mind in any way undesirable. You can keep even supernatural mental attacks at bay; anyone who wants to use these abilities against you must spend a Fate point to do so, and even then you can always attempt to resist with a Will Defense check even against abilities that would not ordinarily allow for one (vs. the attacker's Will Attack unless the ability they are using specifies something else). Mundane attempts to inflict mental stress or otherwise sway you in some undesirable manner simply fail. You can also portray a perfect poker face which mundane usages of Empathy cannot get through.

### **Draconic Intellect**

True dragons are beings whose intelligence vastly surpasses that of humans, and so too has your own intelligence begun to do so.

When doing something which depends primarily on intelligence or memory (such as solving a mathematical equation, or trying to recall some obscure bit of information) you succeed even on a tie, and succeed with style if you get a normal success. Once a scene, if you are not actively contested by someone else, you may choose to simply automatically succeed without a die roll.

If you are being contested by someone else with this ability then any ties or successes are handled normally.

## Trickery

### Just the Joker

Sometimes not being taken seriously is a great advantage. You can spend a Fate point, and for a scene simply not taken seriously. For an example, the guards you walk past into a restricted area will notice you, but find you to be something amusing, yet of no consequence. However, this ability is not selective and means that you can't simply choose who doesn't take you seriously, and it also means when active anything bad which happened to you will be found merely an amusement.

Those who are immune to mind-affecting effects are not impacted by this ability. Enacting violence against someone also breaks this ability.

### The Dragon's Tale

Reality wants to bend to the words you speak. Minor events, strange coincidences and other things take place which lends credence to your words being truth. This aids you whether you are blatantly lying, or even simply telling a story. Because of this when engaging in either of those activities before you roll the relevant skill (deceive if you are blatantly lying, or rapport if you are telling a story to entertain) you gain a boost. If you succeed on your roll, your boost turns into a full situational aspect.

## **Amphiptere Lair Options**

### **The Book Wyrms' Domain**

You have a personal library in the dream world. This library is complete with all your memories perfectly preserved in book form and figments (imaginary creatures made of dream-stuff) which maintain and keep it orderly.

You also may add written materials, including books, notes, etc... to the library. To do so, you simply need to see the written material and have the desire for it to appear in your library in mind. You don't even need to have read the material, just glimpsed it, and it will appear perfectly complete in the library. Occasionally other odd works and objects will appear in your library as well. No matter what language the works were written in, you can comprehend the copies in your library as if you knew the language.

You can visit your library any time you sleep.

### **Castle Among the Clouds**

You have a domain which floats high up above amongst the clouds. This takes the form of some manner of island, with ruins. The particular details of the island and ruins are largely up to you, and the island may even include some hidden treasures, but if so, they can't be gained without peril. Of course, you could let these hidden treasures lie and simply enjoy your sanctuary in the sky.

Entering your lair always involves going upwards through something, such as a doorway up into an attic for instance. When you leave your domain you will emerge descending downwards through the same place you entered.

# Hydra

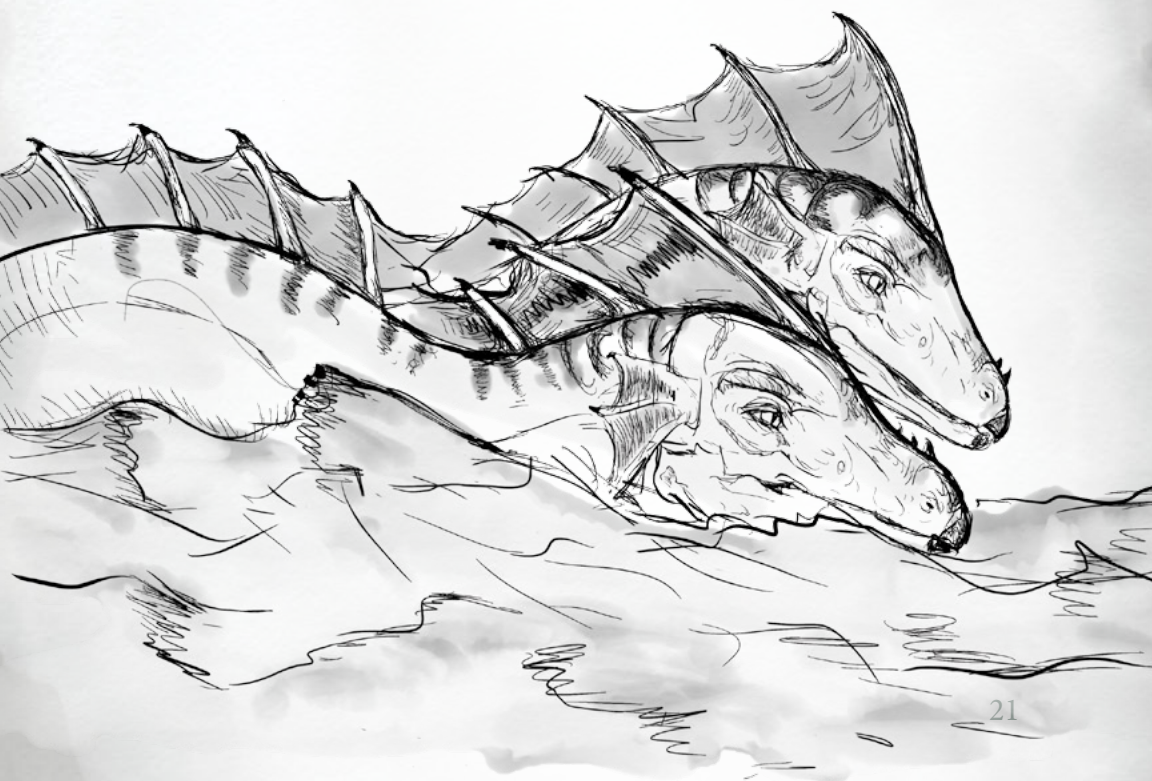
**Holy symbol:** A multi-headed dragon in Grecian style

**Domains:** Ocean, Madness, Beauty

**Glamoured skills:** Deceive, Stealth, Art

**Non-LoC Skills:** Deceive, Stealth, Burglary

Goddess of beauty, madness, and the ocean; Hydra is the patron of artists, prostitutes, the insane, and those who engage in the arts of subterfuge. It was Hydra who first granted mortal beings their dreams, and thus, allowed them to influence the outcome of creation. Long ago Hydra was wounded by the very mortals she gifted sentence and dreams. Hydra's blood flooded the world in a great deluge. Ever since she has slumbered.



# *Hydra's Blessings*

## **Ocean**

### **The Protection of Tiamat**

Tiamat, the primordial serpentine goddess of the sea, is often equated with Hydra by Dragon-worshippers.

Tiamat watches over her own, and because of this, her domain, the sea and other watery environs never bring you harm. Even the rushing waves of a tsunami would not bring you harm, and the monsters of the deep will bring you no ill. When it comes to intelligent aquatic creatures, they will generally be well-disposed to you unless you give them a clear reason not to be.

By spending a Fate point you may call upon the power of the ocean or another large body of water (a mere puddle will not do) to your aid. A torrent may suddenly sweep your enemies away, aquatic creatures may come to your protection, and so on. Once per session, you can call upon this ability for free as if you spent a Fate point.

### **Blood of the Sea**

The great Hydra had incredible regenerative ability, and you have gained some of this. Activating this ability for a scene requires spending a Fate point. After the Fate point is spent, so long as you are at least half submerged in a body of water you can regenerate. You heal physical 1 stress per round. Assuming you have no physical stress boxes checked, you may heal a mild consequence in 3 rounds. More severe consequences cannot be healed in this manner.

There is an additional cost for using this ability; as the character heals, aquatic life around the character begins to perish; fish go belly up, and aquatic plants wilt until the water is completely void of aquatic life. If there's not aquatic life within the same body of water as you (and within the same zone), the regeneration fails. Stress inflicted by fire or other forms of heat overcomes this ability.

## Madness

### Consume the Mind

Mental trauma unleashes a psychic energy which you can feed upon. Once a scene, when you inflict a mental consequence on a foe, you can, instead of getting a free invoke of the consequence, use it to remove one of your own mental or physical consequences.

The consequence healed must be one step less severe than the one inflicted, and this can not be used to heal anything more severe than a moderate consequence. Mild mental consequences can be used to erase physical or mental stress instead.

If you inflict a severe or worse mental consequence you can invoke your species aspect for free, though this may only be done once per scene.

### Hydra's Passion

You can engender a form of insanity of your choosing upon a target. This takes the form of a situation aspect which lasts for a scene.

If you expend a Fate point you can select multiple targets within a zone, or even choose to inflict the emotion on all targets.

Nameless NPCs and Supporting NPCs automatically fall under the sway of this ability, while more advanced NPCs and PCs get to make a Will Defend roll vs. a Will Create an Advantage roll from the character.

The free invoke this situation aspect grants gives you a +3 instead of a +2. Any other invokes of it give the usual +2.

## Beauty

### The Water Serpent's Allure

The serpent is a creature of incredible and dangerous allure; in no case is this truer than with Hydra and her blessed children.

This ability causes no physical transformation, yet, all who look upon you find you to be the most incredibly beautiful thing they have ever seen; truly awe-inspiring, with all the allure of a god(ess).

Note that this isn't mind control (though it is a mind-affecting effect), and those who witness you will respond in a way which is within their character to being in your presence, but this does grant you a situation aspect with one free invoke.

### The Art of the Deep

Your artistic creations take on a supernatural aspect, possibly causing some very strange, wondrous or horrific effects. Whatever the effect is it must somehow be tied to the domains of Hydra. For example, a sculpture of a sea-serpent which becomes animated is quite appropriate, but, as Hydra has nothing to do with fire, a drawing of burning torch becoming real enough to reach into the artwork and pluck it forth from, is not.

Minor and temporary uses of this ability cost nothing, however, more potent uses at least cost a Fate point. There's no strict rule about what exactly should cost a Fate point (beyond anything permanent) but, if something is obviously going to have a very strong impact on the outcome of a scene, or is blatantly life threatening or saving, it almost certainly should.

Creations are impacted by this ability for a scene unless you choose to end the effects applied to them sooner. You can make them permanent, however, this always requires spending a Fate point, and should have some other cost. This cost can range from needing some especially unusual material to make the effect permanent to needing some manner of sacrifice, or to suffer a consequence. Perhaps for instance, permanently animating a statue requires that you obtain pearls of exceptional quality to use for the statue's eyes.

Or maybe instead, the statue is a carving of some manner of dangerous aquatic creature, and you must first slay the real thing before it can be animated.

## **Hydra Lair Options**

### **Watery Sanctuary**

You have a watery sanctuary, which you can enter through any body of water large enough that you can become fully submerged within it.

What particular environment this lair includes is up to you, so long as it's mostly filled with water.

You can breathe water here, even if you could not ordinarily, and even if the sanctuary is dark you can see perfectly well within. You can grant those abilities to others you bring here if you so desire. When you exit the sanctuary you will emerge from the last watery place you used to enter it, unless that place no longer exists, in which case you'll emerge from the next closest one which is of adequate size.

### **The Water Gazer's Palace**

You have a personal lair in the dream realm which takes on a form you find idyllic. You can enter this dream world anytime you sleep. This dream realm always has a scrying pool, which you can use to observe what is going on in the physical realm within the zone where you are located. You can use the pool to scry on other locations as well. However, to scry distant locations, you must have a physical object from a body of water which is within that location on your person while you sleep. In such case, you may scry the zone around where the body of water that the object was taken from is located.

# *Tarasque*

**Holy symbol:** A serpent with a turtle's shell. An alchemical symbol for earth is written on the shell.

**Domains:** Physicality, Earth, Wisdom

**Glamoured skills:** Physique, Resources, Investigate

**Non-LoC Skills:** Same as above

While the other dragons dreamt many things into being, it was Tarasque that first dreamt of the world of physical things. Tarasque is the Dragon-God of physicality and particularly has an affinity for mountains, caves, and anything within the earth. Hidden things, secrets, and discoveries are all within his purview.

## *Tarasque's Blessings*

### **Earth**

#### **Treasures of the Earth**

You can sense the location of metals, and stones within the general area (within a zone), and immediately identify them.

Your draconic blood calls to the treasures of the earth too; because of this, your Resource points do not decrease at the end of the session, and there's no limit to how many points you can begin with at the beginning of the next session.

If not using the LoC Resources points rules: No matter the situation you are in precious gems and metals have a habit of conveniently being at hand. Even in the most isolated and unlikely of places you'll manage to stumble upon a precious stone or gold coin. Even aspects that could ordinarily be used to represent being unable to access wealth (such as being on an island with the Barren & Uninhabited aspect) cannot be used against you for this purpose.

## **My Body, the Hoard**

The dragon and its hoard are the stuff of legend, and, your ties to your hoard epitomize this. To gain the benefits of this ability, of course, you must maintain some manner of hoard; that is, a collection of gems, coins, and objects made of metal or other valuable materials which are of the element of earth.

You may, when you return to your hoard, remove a single mild consequence or spend a Fate point to reduce a moderate consequence to a mild. You may also choose to covert another type of consequence into a Wealth consequence or vice versa. Thus, you could, for example, turn a Wealth consequence into a Physical one; this could mean that while you lay upon your hoard, wounds open upon your body, and each drop of blood which spills forth becomes a gold coin.

This ability may not be used more than once per scene.

### **Not Using Wealth Stress or Wealth Consequences?**

You simply lose objects in your hoard whenever this ability is used to heal a mild consequence. You may still spend a Fate point to reduce a moderate consequence to a mild while resting on your hoard, but cannot convert one type of consequence into another.

## **Physicality**

### **Perfect Adaptation**

You can survive in any natural environment, as your body is capable of adapting to it. Even extreme environments, like the void of space, or the inside of a volcano will not kill you. You cannot, however, simply choose to adapt to a given environment; you automatically adapt to the present one you happen to presently be in. Thus you can't choose to adapt to a volcanic environment in order to become immune to the effects of being blasted by a mage's fireball for instance.

## **Weakness to Strength**

You are in tune with the physical world to a truly supernatural degree, and even know how to take your own weaknesses and turn them into strengths.

Whenever an advantage is created against you which relates to a physical flaw, something in the physical world, or a physical consequence is invoked against you, you may choose to steal away the benefit it would give anyone using against you, and instead use it against them. If the situation would ordinarily grant you a Fate point and you use this ability, you do not get the Fate point.

Some appropriate examples of when this ability may be used:

- You are Thrown off Balance
- You are walking on Unstable Terrain
- When any physical consequence is used against you

## **Wisdom**

### **Mind-Shaker**

Tarasque is an earth-shaking beast, but one which has great patience and wisdom. Unfortunately, not all beings have such wisdom, but, you can show them the way. You can cause beings around you to experience a psychic "earthquake" which jolts them away from whatever they were doing and forces them to take a moment to consider their actions. For a full turn no one can take hostile action; even the most passionately enraged being for a moment finds the fires of their rage is quenched. Any being suffering under some form of psychological trauma, for a moment at least, can think clearly. Mindless creatures and others immune to mind-affecting effects are unaffected by this.

## **Wisdom of the Deeps**

The supernatural wisdom of Tarasque guides you. At the beginning of each session, choose a single skill and Action; you may use Will instead of that skill for it.

## **Tarasque Lair Options**

### **Deep Domain**

You have a lair deep within the earth. How it is entered is up to you, but should have to do with the earth in some way; perhaps you gaze into reflective metal or must venture down into a cavern.

Your domain is a great cavern, or perhaps series of smaller caverns. It may include worked stone, giving it the appearance of some ancient subterranean building... indeed, maybe your domain once did belong to someone else long ago. Your lair itself is relatively safe and secure, however, there may be places sealed away beyond it to explore, places with treasures and dangers which may be revealed and conquered if you dare.

### **Vault of Mysteries**

You have a lair which is no more than a zone in size. No magic can see into the lair, and no one can enter without your permission; it is perfectly secure and holds any mysteries within perfectly. You can store objects within it, but also information. Once that information is placed within, it is completely forgotten by the person who had it, and, if no one else knew the information, then by the very world itself. Entering the lair allows for retrieving items and knowledge.

The vault can be entered by the character and anyone else they decide to bring with them. The vault will be sealed against entrance by the character if they are not entering entirely of their own free will.

How precisely this lair is entered is up to the character but should have something to do with the earth, such as perhaps climbing down into a tunnel.

## *Vortigern*

**Holy symbol:** A red dragon holding a sword which it is breathing fire upon, typically in Celtic-knotwork style.

**Domains:** Dominion, Progress, Invention

**Glamoured skills:** Crafts, Fight, Contacts

**Non-LoC Skills:** Crafts, Fight, Contacts

Challenges, strife, war, those are the things which turn the gears of creation, and it is Vortigern, Lord of Invention and Progress, who dreams such things into existence.

The conqueror who “has Vortigern on his side” as he expands his empire, shall find that “Vortigern has turned against him” once he and his dominion have grown complacent.



# *Vortigern's Blessings*

## **Dominion**

### **Crown of Command**

Your Oneiros mark grants you the divine right of kings, something which many find utterly irresistible.

You may use this ability to supernaturally command beings which understand the language in which you speak. In the case of Nameless NPCs, unless their Will is Good (+3) or higher, they cannot resist. A single mob of Nameless NPCs can also be commanded in such a way but may attempt to resist. Using this ability on more powerful NPCs, or on a player character requires spending a Fate point.

If this ability is successful you can give a single command and the being must obey your command. This power can only be used once a scene (or additional times by spending a Fate point). You can freely choose to end the ability's effect sooner.

Creatures immune to mind-affecting effects are unaffected by this ability.

### **Resisting the ability**

Targets capable of resisting may attempt to do so with a Will Defense check vs. the Oneiro's Will Attack.

If a Main NPC or PC is commanded to do something strongly against their nature, or blatantly self-destructive, then they get a boost on their Will Defense check against the ability.

## **A King's Legion**

A king is nothing without his loyal subjects, nor they without him. You have a small group of utterly loyal followers to which you have bonded mystically. This group may be the inner-circle of your cult, or your most loyal guard, or something else; it is up to you. Your Contacts skill gets a +2 when making use of these particular followers for a single Action of your choice (Defend, Attack, Overcome, or Create an Advantage). Your bond to them also allows you to share your senses with them; allowing them to see and feel what you do, or vice versa.

If something happens and you lose these followers, you will have to take action to gain new ones.

## **Progress**

### **Burn Away Stagnation**

Stasis inevitably breaks down, and things which do not move forward die. Sometimes, though, they need a little help. Vortigern grants you the power to move things forward.

When you succeed with style at the Overcome action, you always treat the skill you've used to do so as if it were a Glamoured Skill. In addition, you can use your skills to Overcome obstacles, in ways not ordinarily possible, though this does require success with style and the precise outcome of the progress is not under the character's control. As for what skill to use in such situations, the most appropriate seeming one should be chosen.

Some examples:

- Burglary: A caged prisoner gains freedom.
- Rapport: A political council which has made no progress on an issue for months, finally makes a decision.

## **Old ideas They Cling To**

You may gaze into a person's eyes and see that which they most strongly cling too. This could be, for example, the master who they are most unwaveringly loyal to, or a belief they cling to passionately.

Getting this information requires an Empathy Create an Advantage check vs. a Will Defense check by the target. If successful you gain the knowledge and create a situation aspect with a free invoke. If your attempt to use this ability fails, then it cannot be used again on them until the next scene is over.

If you so desire, once you have discovered (through any means) what things a person clings to, you can unleash a psychic attack against them. This attack causes the target to experience a vivid vision of the loss of that thing. To do this, use Provoke with the Attack action (with a weapon rating of 2), vs. the target's Will Defense. This causes mental stress.

This attack may only be used once per thing discovered, unless a Fate point is spent (in which case it may be used again).

## **Invention**

### **Vortigern's Forge**

When making things, while you still need all the usual materials for the object you are making, the only actual tools you require are your bare hands. This means that you can shape even the toughest of metals into the desired form, and even handle deadly substances if it is for the purpose of creating your inventions. Note, that when you attempt to work materials this way for purposes beyond making your inventions, you cannot tap into this dragon-given ability.

## **Forged in Dragon-Fire**

When you craft objects, if you Succeed with Style, you can choose to breathe dragon-fire upon them; this fire does not damage them, but infuses them with power, causing them to become masterwork. Masterwork items increase one of the following by one, as appropriate for the item created: armor rating, weapon rating, or a bonus to a particular roll (for example, masterwork thieves tools granting a +1 to Burglary when used to pick locks).

Alternatively, you may instead choose to add an aspect (with one free invoke) to the object. The aspect must tie into that it was created by a Oneiros of Vortigern in some way, such as for instance, aspects having to do with fire.

You may make an item both masterwork and bestow such an aspect on it, but this requires succeeding in style twice while working on the object.

## **Vortigern Lair Options**

### **The Burning Domain**

Your realm is volcanic in nature; lava flows, and hot springs bubble. While you are here, you are immune to fire, even if you are not ordinarily so. You can also choose to grant any other beings within your realm immunity to fire as well. Other details are up to you; perhaps amongst this landscape, there are even some desolate ruins.

# *Lacerta*

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The lacerta are one of the five species of celati (demihuman creatures that can trace the origins of their kind back to humanity) found in the world of Asiyah. All lacerta are born human and awaken to their draconic natures later. Lacerta are shapeshifters, and their first transformation always begins while the “hatching” lacerta dreams and ends with them awakening in dragon-shape.

The Dragon Cult holds that the sleeping Dragon-Gods bless the child who is to be lacerta with a shard of their own souls. All lacerta have dreams of communing with the Dragon-God that is their so-called second father or mother. Why a Dragon-God chooses to do this to a given person is unknown. Even those born to lacerta parents are only slightly more likely than those with no draconic heritage to become lacerta.

Lacerta do not age as humans do, indeed they only grow more and more powerful over time (just as is the case with true dragons). Lacerta eventually undergo the sleep of a hundred years. After this hundred years long state of hibernation, the being that was lacerta emerges changed; it is now a fully mature true dragon.

Not all lacerta are Oneiros, in fact, only a small fraction are. Those who become Oneiros are considered to be doubly blessed by the gods, even closer to them than other lacerta, or perhaps even destined to become the avatar of a god.

## **Creating a Lacerta Character**

### **Lacerta Traits**

- Lacerta owe their draconic nature to one of the Dragon-Gods, and one of their aspects must be a Species Aspect which reflects which Dragon-God they have ties too.
- Lacerta have two forms: dragon and human, which they can shift between at will.

- All lacerta have some sign of their true nature even when in human form, usually concealable.
- They are dragons (not humans or anything else) as concerns any weapons or other items meant to impact dragons specifically.
- Have a connection to the dream world, and are lucid dreamers.
- Can speak and read the Draconic language.
- All lacerta, have some weak spot in their dragon form. Often this is a small place where they are missing scales, or their hide is especially soft. This is a part of the lacerta's species aspect.

### **Lacerta all begin play with the Dragon-Shape Stunt.**

If you are using the Leaves of Chiaroscuro setting, this stunt is a free bonus stunt. Otherwise, you may require the usual cost for a stunt if so desired.

This stunt allows them to take the form of a dragon. What this form looks like has to do with their bloodline (meaning what Dragon-God they have ties to).

For instance, a lacerta of the Amphiptere bloodline would have features in their dragon-shape which reflect that, such as feathers, and possibly a long serpentine shape.

In dragon-shape the lacerta can fly.

Also, while in dragon-shape the lacerta can invoke their Species Aspect in ways which reflect that they are a dragon. For example, many dragons have a breath weapon, and if appropriate for your given lacerta you could spend a Fate point to invoke your species aspect to use it. The skill relevant to using your breath weapon is Shoot. A lacerta's breath weapon ignores mundane armor.

# *Factions*

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## *The Dragon-Cult*

The Dragon-Cult is by no means a united faction; it includes a wide variety of splintered off sects with their own beliefs and agendas. However, there is a mainstream of sorts which most sects adhere to, and others deviate from. For the sake of simplicity when the term Dragon-Cult is used, it refers to the core religion, not particular sects which vary from it in some way.

### **Dragon Worshipers in Asiyah**

Dragon-worshippers find themselves unwelcome in many places; people fear dragons and those who follow them, and the Church seeks, often aggressively, to convert dragon-worshippers. Thus, members of the Dragon-Cult usually operate in secrecy and those places where most of the populace honor the Great Wyrms take great care to put up a front when visitors are around.

### **Pantheon**

The Dragon-Cult holds the Five Great Wyrms as its primary gods, and on equal footing. There are a variety of other deities which are honored as well, including many of the ancient dragons of legend which are held to be children of the five dragon gods who later ascended to godhood themselves (Fafnir of the Nibelungs is believed to be a child of Tarasque for instance). A variety of gods from other faiths throughout the world are variously viewed as being names of the big five, or as aspects of them.

## **The Great Dream**

The Dragon Cult holds that creation is the collective dream of the Dragon-Gods. Once all of the Great Wyrms (avatars of the five dragon gods) have awakened, then the dream will come to an end and a new phase of creation will begin. Precisely what this mean is subject to debate.

## **Flights, Dream-speakers, and Dreamers**

The equivalent of a church for the Dragon-Cult is referred to as a Flight. The equivalent of priests for them are referred to as Dream-Speakers while followers are referred to as Dreamers. The ideal flight has one Dream-Speaker for each of the five Dragon-Gods. Both males and females may become Dream-speakers.

Every lacerta, whether they desire it or not, has a personal relationship with one of the five Dragon-Gods; the dragon sends them dreams, and the lacerta is changed forever by these nocturnal visions. With the ability to personally commune with one's god it might seem like there's little or no need for clergy, but dreams have an appropriate reputation for being highly symbolic and mysterious. For lacerta, the role of the clergy is more akin to a shamanic guide, and an interpreter of dreams. However, not all dragon-worshippers are lacerta, in fact, humans who have some smattering of draconic lineage easily out number lacerta within the dragon-cult, and for them, the clergy serves as intermediaries between them and the god.

Dragon-cult rituals often involved usage of a variety of intoxicating substances, and magic prepared by Dream-Speakers in order to facilitate the communion of their human Flight members with the gods and to further enhance the connections of lacerta members to the dream-realm.

## *Dragon-Cult NPCs*

The following are some simple NPCs which can be used for typical members of the Dragon-Cult.

### *A Typical Dragon-Cultist*

**Aspects:** Dragon-Blooded Human, Loyal Worshipper of the Great Wyrms

**Skills:** Fair (+2): Lore: Occult (+1): Rapport, Physique

**Stress:** One. A two shift hit and they are out.

### *Volsarun: Dream-Speaker of Amphiptere*

**Aspects:** Scion of the Feathered Serpent, I Lead With Cunning and Guile

**Skills:** Great (+4): Lore: Occult

Good (+3): Deceive, Will

Fair (+2): Lore: Academics, Contacts

Average (+1): Resources, Athletics, Empathy

**Stress:** 2 Physical, 4 Mental, 3 Wealth, 3 Reputation

#### **Stunts**

**Lacerta Dragon-Shape:** The character is a lacerta, capable of shifting from human form into the form of a dragon. This grants the character the ability to fly.

**Dream-Communion:** The character is capable of entering the dreams of nearby sleepers, or even bringing them into her own dreams. If a dreamer is unwilling to participate in a dream-communion they can resist with a Will Defense check vs. the Dream-Speaker's Will Attack check.

## *Surgit Dracul*

### "The Dragon Rises"

The dread Vlad Dracul, voivode (warlord) of Wallachia, renowned for his ferocity and cruelty, was a member of the Order of the Dragon.

Vlad discovered his own nature as one of the lacerta late in life after he joined the Order of the Dragon, and found a new calling in the worship of the Dragon-Gods, of which he favoured Ejderha in its death aspect. Ejderha has been the only Dragon-God with a flesh and blood avatar in living memory, and it was the Ottomans and their allies who slew the great beast. Thus, Vlad formed the Surgit Dracul, a secretive cult worshipping the god of death.

Vlad's life culminated in a bloody ritual, enacted by the Surgit Dracul. The ritual's intent was to raise the avatar of Ejderha, who would go forth and as its first act take vengeance upon the Ottomans. Alas, Vlad (and many others) perished in the horrific ritual. The surviving members of the Surgit Dracul fled with his corpse, seeking to escape retribution from Vlad's former order and his other enemies.

Surgit Dracul keeps watch over Vlad's corpse still today, which has not rotted in the least bit and now bears the mark of Ejderha. The Surgit Dracul are convinced that the ritual was a success, but an incomplete one; to their master death is but a slumber, if only they can find a way to complete the ritual, he will awaken.

Since his death the Surgit Dracul have never lingered in one place for long; they bring his body from place to place, taking on the guise of a travelling troupe of entertainers as their cover.

### **Plothook: the Circus is in Town**

A troupe of travelling circus performers arrive. Little do the player characters know that they are members of the Surgit Dracul. The Surgit Dracul are convinced that properly completing the ritual to awaken their master requires the participation of living Oneiros. The Surgit Dracul will be devious and attempt to gain the player characters trust before revealing themselves, they may also attempt to make life difficult for the player characters, perhaps secretly betraying them to their enemies, or framing them for crimes, and then offering them aid in exchange.

Perhaps the player characters discover the machinations of the Surgit Dracul early on, or maybe only well after the troupe has earned their trust.

### **Plothook: Missing Persons**

The rites which the Surgit Dracul practice in honor of their god Ejderha are gruesome indeed.

Recently there has been a spate of missing persons. One thing stands out among these missing persons; their family crests depict a dragon, either an ouroboros or a dragon with a cross. If these symbols are researched sufficiently the players should discover these can be traced back to the Order of the Dragon, and that the victims are descendants of members of that order.

Unless the player characters manage to track down and deal with the Surgit Dracul quickly, eventually some of the missing persons will be found on gruesome public display, having been impaled and drained of all blood. The victims will be marked with draconic symbols which will almost certainly sow suspicion on the lacerta populace (or possibly misplaced suspicion on non-humans more generally, or on mages), which never bodes well.

## *Nesith the Jester*

Nesith was born into the Surgit Dracul after Vlad's ritual failed, and the order was forced to flee. His father was the order's previous leader, and Nesith inherited the post. While Nesith is a Draconic name, Nesith is human, though of a lineage touched by magic. Nesith's father was one of Vlad's court mages, and like his father, Nesith is a skilled necromancer and weaver of illusions.

Nesith does not publicly lead the Surgit Dracul; instead, he typically goes by the alias Dumitru (a common Romanian name) and simply appears to be one of several jesters amongst a sizable troupe of travelling performers. He is quite the adept entertainer, but sometimes his cruel nature may show through his seemingly harmless tricks.

### **Sample spells For Nesith**

**Necrotic Tendrils:** Tendrils of black energy sprout from Nesith's hand, and lash out at his target. The target's flesh begins to rot away wherever they make contact. This is an Attack spell which has a weapon rating of 2.

**Required ka expenditure:** 2

**Chameleon:** This spell allows Nesith to blend in nearly perfectly with his surroundings. He is granted +2 to Stealth for the Overcome action for a scene when he casts this spell.

**Required ka expenditure:** 1

## *Nesith the Jester*

**Aspects:** My Master WILL Awaken, Just a Jester, Though Mortal I Have the Death God's Blessing

**Skills:** Superb (+5) Decieve  
Great (+4) Provoke, Lore: Occult  
Good (+3) Contacts, Magicka, Art  
Fair (+2) Resources, Athletics, Stealth  
Average (+1) Empathy, Will, Burglary

**Ka:** 11

### **Stunts**

**Phantasm:** tier 1

**Death:** tier 2

**Stress:** 2 Physical, 3 Mental, 4 Wealth, 4 Reputation

## *A Typical Surgit Dracul Guard*

**Aspects:** Strong-Man Entertainer, Guard the Secret with all my Might

**Skills:** Good (+3): Fight Fair (+2): Physique (+1): Provoke

**Stress:** Two. A three shift hit and they are out.

## *Societas Draconistarum*

"The Order of the Dragon"

In the early 1400s, the Order of the Dragon was forged by nobles with the Crusades burning in their hearts, to combat the Ottoman interests, and anyone else they deemed enemy to The Church.

The founding member of the Order was Sigismund, king of Hungary, who later became Emperor of the Holy Roman Empire. Other members came to include a variety of nobles allied with Sigismund. Members of the Order are still referred to as barons, regardless of their actual rank within nobility.

The Order of the Dragon's patron saint is St. George, the famous dragon-slayer. While this patron may suggest a universal hatred of dragon-kind, the Order does not have a unified stance on lacerta or other non-humans. However, the Order would birth its share of nemesis from its ranks. One of the order's more infamous enemies is the heretical sect of the Surgit Dracul, which was created by a former member, the lacerta Vlad Dracul.

After the death of its founding member in the mid-1400s the order began to lose prominence and has since become largely inactive outside a few locales (Hungary for instance). However, if the players get involved in any leads dealing with the Surgit Dracul they will hear about it sooner or later.

## *The House of Melusine*

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The original familial House of Melusine has a lineage that can be traced back to a scion of Hydra, whose father was the King of Alba, and mother was a water mage with an Oath that “no one shall witness me bathing” (see after this entry for the full legend).

The House of Melusine is no longer strictly a familial house, in fact, it boasts relatively few members of the original lineage. The House of Melusine holds that thanks to Melusine, those royals of the Plantagenet line in France and England cannot be considered merely human; indeed, they are scions of the gods.

The Plantagenet have been in decline since the War of the Roses saw them lose the Crown to House Tudor. The House schemes to see the lineage of Plantagenet restored to the throne of Royal Britain and from there to retake the Isles. Since the anti-human fervour has continued to grow in Royal Britain, the House watches their steps ever with care and works in secrecy.

While primarily based in Royal Britain the House does have members in other places, including France and Italy. As well as hoping to gain allies outside Royal England, they also seek potential heirs, as, none of the existing members has any true claim to the throne. They are convinced that somewhere out there is a surviving heir.

## The Legend of Melusine

After the Age of Legends magic began to leave the world, but, some of it would always stay behind, and the Isles had a bit more of it than most places.

Long ago Elynas the King of Alba went hunting. In the forest, he heard the cry of some strange creature, his hounds, struck with fear fled, but brave Elynas pressed on. He found not the creature who made such fearsome sounds, but a beautiful lady named Pressyne who lived alone deep within the woods.

Struck with such love for her, he invited her back to his castle, and not long after meeting he asked for her hand in marriage to which she agreed to, but on one condition: it was her Oath that no one may observe her while bathing, and even her husband must respect this.

Pressyne gave Elynas three daughters, and lived a happy life with her husband and children. Alas, the King broke his promise, and one day unable to resist the tugging of his curiosity spied upon her while she bathed with her daughters. Having so broken his promise, Pressyne and her three daughters fled.

However, one day, Pressyne's daughter Melusine asked why it was they could no longer live with their father in the castle, to which Pressyne answered truthfully. "Your father broke his promise, and in doing so caused me to break my Oath. Only twice more and doom will befall me."

The young Melusine was enraged at her father for this and decided to seek revenge. Along with her two sisters, she captured their father, and locked him away, with his riches alone for company. Melusine, did, though only as much as was necessary, visit him to make sure he was still among the living. However, eventually, Pressyne would discover her the vengeful actions of her daughters and exiled Melusine, who was the mastermind.

Melusine had become a water witch, like her mother, and had visited by the water-dragon Hydra in her dreams, who made her into one of the lacerta. She had a mage Oath not too dissimilar to her mother's "Each Saturday, you

must spend bathing, while in your true-skin, and no man must see you.” Melusine would have kept her nature secret in any case, for in those days dragon-kind were very nearly gone from the world, and mankind’s memory of them was quite unkind.

Melusine travelled for many years, before making her way to France, and being wed to the noble Raymond. They dwelled together many pleasant years.

After many years, Raymond finally unable to resist his curiosity broke into her chamber whilst she bathed on Saturday, and saw that she was a water-dragon. For a moment the knight wondered if the beast he saw before him may have devoured his beloved wife, and he was overtaken by great horror and anguish at the thought. Melusine thus took wing and fled from him forever. The dragoness even left behind her belongs, including two magical rings. However, Melusine had given the noble several children, and all of them were preternatural and showed signs of their strange lineage.

# *Myths of the Dragon-Gods*

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## *Inizia*

From the Primordial Dream emerged Ejderha the Wyrms that Eats its own Tail. Ejderha was blind both in sight and mind and thrashed about thoughtlessly within the Dream. In his violent thrashings, he created ripples which spread across the Dream as endless circles. In the turmoil a great many things came into being, they were the Nameless Others and as Ejderha was blind he would know them not.

As Hydra rose up from the depths of the Dream, Ejderha found he was no longer blind of mind, and so he knew the goddess; it was thus that Vortigern was sired.

After the hatching of Vortigern, Ejderha and Hydra's stirrings became less and less. Content, they surveyed their creation, and as they did so for great aeons, they began to grow senile and even started to forget about Vortigern. As that which grows stagnant shall surely die, Vortigern did what he must; he slew great Ejderha, and with Hydra he sired Amphiptere. Amphiptere, the Dreamer of Names granted the Wyrms true knowledge, even dead Ejderha was not denied this gift.

Dead Ejderha stirred, and deep within his decaying bones, Hydra laid an egg, from which hatched the Tarasque. Tarasque dreamt of physical things, and together the gods dreamt of worlds full of oceans, skies, fire and living beings. Together the dragons created a great tree to hold all of the worlds within creation together, its highest boughs stretching all the way up into the Great Dream.

By Ejderha's commandment, the sun and moon were created. At the end of each day when the sun made its descent, living beings would travel with it so that they could commune with the dragons in the Great Dream. When the moon descended and the sun rose the living beings would return renewed.

However, after so many cycles the spirits of living beings would grow forgetful of their former bodies and become lost during their journey back.

Ejderha, sought out and slew the Lost, thus returning them to the great dream, he created the Law of Cycles “all who become so lost shall be slain as I was, they shall return to me for a time and rest, before being restored to the worlds.”

## *Discesa*

The dragons dreamt of innumerable forms of life; from the birds who flitted through the sky, and the fish who swam through the oceans, to the great reptiles that ruled the land. Yet, there were creatures which the gods had not dreamt of; strange beasts which Amphiptere gave the name “man”. The gods puzzled over these beings and how they may have come into existence.

Vortigern took pride, for he believed that they were a result of creation generating itself, “the dream has begun to grow, change, and progress on its own!”

Hydra claimed otherwise, “these creatures were surely made by the Nameless Others which were created in Ejderha’s blind thrashings long ago.”

Yet, Tarasque claimed they were his own, “as lord of mysteries, how could they be anything other than a mystery of my own making.”

Edjerha observed the creatures, “they observe the cycles as is proper, but, I see that they may yet defy the order of things.”

Amphiptere grew fascinated by the workings of the creature’s minds “I observe that while for now, they are as dumb beasts, the potential for intellect they hold is vast.”

Fascinated by this mystery the dragons descended to the World Below and awakened within it. Though it is unknown who lay the trap, the dragons found that once so awakened, they could no longer leave the World Below to return to the Great Dream. The dragons so caged made their homes within their respective dominions.

Since the Great Dream had become inaccessible, the gods began to weave other Dreaming realms into existence, so that they, and the living beings would have destinations to venture to while on their nightly voyages. To aid them in this endeavour they sired new gods; these dragons were much like their elders but were born into the World Below.

## *Risvegliare*

It was Amphiptere who set the uplifting of man into motion.

Amphiptere convinced Vortigern to visit Hydra regularly, which Vortigern would do by becoming an underwater volcano. His eruptions caused Hydra to boil, and her passion became madness. Sometimes, while still in her state of great madness and passion Hydra would visit the dream-realms of man. Touched by her recurring visitations, the beings began to change; the glimmer of true awareness and creativity was kindled within them. Amphiptere seized the opportunity and granted these Children of the Nameless Others, with true awareness, and taught them the ways of Naming. But it was due to Hydra's visitations to the dream-realms that mankind learned to truly dream, as Amphiptere expected she eventually would. The dream realms man created were so wondrous that the other dragons would not be able to help but be drawn to them, and there Amphiptere set traps for the dragons which would seal them within, and render them unaware of his own actions. During this time Amphiptere cut the dragons into many pieces and scattered them, before doing the same to itself. It is thus, that the sleeping dragon gods can find their way into the hearts and minds of man.