

DRAGONS

by Cory Glaberson

Three Complete Adventures
Detailed Reference Manual
New Character Class:
THE DRAGONLORDS

Presented by the editors
of Role Aids[™] for use with
**ADVANCED
DUNGEONS & DRAGONS[®]**
role-playing game.

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Written about the
DRAGONLORDS
DRAGONS OF THE MONTH
from GRENADIER MODELS, INC.

What is like unto a Dragon?

‡What can compare with the majesty, the terrible grace of the great lizards?

‡The tallest trees bow with their passing. The great storms quiet at their approach. Even the cold fire of the stars does not burn as hot as the fire in a Dragon's eye.

‡What is like unto a Dragon?

‡Who can soar in the silence of the stars, or roar a challenge to the sun? What other creature could weave the rays of the dawn into a gift to appease the gods. Where is your cunning, man, your birthright, dwarf, and where is the destiny of the elves? They are all shadows against the shining light of the Dragon.

Song of the Rider
Composed by Kamreill-de-li, 500 years ago.



DRAGONS

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*Dedicated to
Tim Townley*

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Cover Illustration: © 1984 Dawn Wilson

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ISBN: 0-912771-22-4

Manufactured in the United States
Published simultaneously in Canada

Mayfair Games Inc. • 5641 Howard St. • Niles, IL • 60648

How To Use This Book

Conventions include the "D" abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are preceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 ($16-5 = 11$), or a 55 or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save ($10+3 = 13$).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) **Dire Wolves**
AC: 6, HTK: 22 each (3D8+3)
M: 18",
AL: Neutral, IT: Semi
Att: 1, Dm: 2-8
THACO: 16
Size: M

Abbreviations

AC..... Armor Class
HTK..... Hits To Kill
MV.. Movement in feet per melee round
/#..... Flying Speed
//#..... Swimming Speed
Align..... Alignment
Att..... Attacks per melee round
Dm..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... feet
EP..... Experience Points
Mage..... Magic User
GM..... Game Master
TIME:
Segment..... 6 seconds
Melee Round... 10 segments; 1 minute
Turn.... 10 melee rounds; 10 minutes



RAGONS— AN OVERVIEW

Hopefully this book will set a clear path to understanding and open the world of the Dragon to all.

There are many animals to which the name "Dragon" has been attached, but there is only one true species of Dragon. All other creatures, including Dragonnes, Dragonettes, Dragon Bats, Dragon Turtles, Pseudo Dragons, Water Dragons, etc., are unrelated animals who have the great honor to be associated with Dragons. Dragons themselves never call anything a Dragon-this or a Dragon-that. They know better.

That said, it is true that some of these animals have some Dragon blood in them because of strange experiments or a god's whim. Dragons uniformly seek out and destroy any such creature in the name of *racial purity*, treating them as a human would treat a human boy with a rat's head.

And yet, true Dragons are not all cut from the same cloth. There are 12 different Dragon Clans on this plane of existence, each with its own color and abilities. There are also rogue Dragons, Mutant Dragons, and Dragons from other planes. Together

they make up the Dragon population in all its varied forms.

Whatever is said about Dragons, there is certain to be an exception. But no matter how diversified and volatile the Dragons are, some things are consistent.

Dragons live in Clans

All Dragons of the same color gather under the banner of the same Clan. The Clan is the largest social unit of Dragons. Each Clan acts as a mini-country making its own laws, policing its borders, and regulating the daily lives of its members. Only in the event of a major catastrophe and on religious holidays will the Clans come together to form a united front.

Each Clan is divided into smaller units called *Kraats* which consist of five to ten family groups interrelated through marriage and blood. The smallest community division is the family group.

Only recently, the Spectral Clan has risen to the position of aristocracy, although not all Clans accept this rule.

Dragons are proud & arrogant.

Dragons treat all other creatures as inferior and unworthy beasts. A Dragon will never admit that another creature is braver, stronger, more intelligent or in any way better than a Dragon.

Any sort of disrespect toward Dragons will make them rage and roar. Dwarves and elves are barely fit company for a Dragon, and men are treated as cattle. Only Riders of Dragons are given a small measure of respect. Common folk call such people *Dragonlords* (though never in front of a Dragon).

Dragons possess strange and marvelous powers

Dragons are much more attuned to the magical world than any other living beast. They are prone to weird and bizarre mutations and strange magical transformations. Each Dragon is slightly different than those around him, and all take pride in their diversity. The most common powers that almost all Dragons have are the power of flight and the power to breath a terrible fire.

Dragons are part god

Each Dragon is a son of the gods and carries some divine presence within his body. This is one reason why Dragons are so powerful, which also explains some of a Dragon's strangest personality quirks.

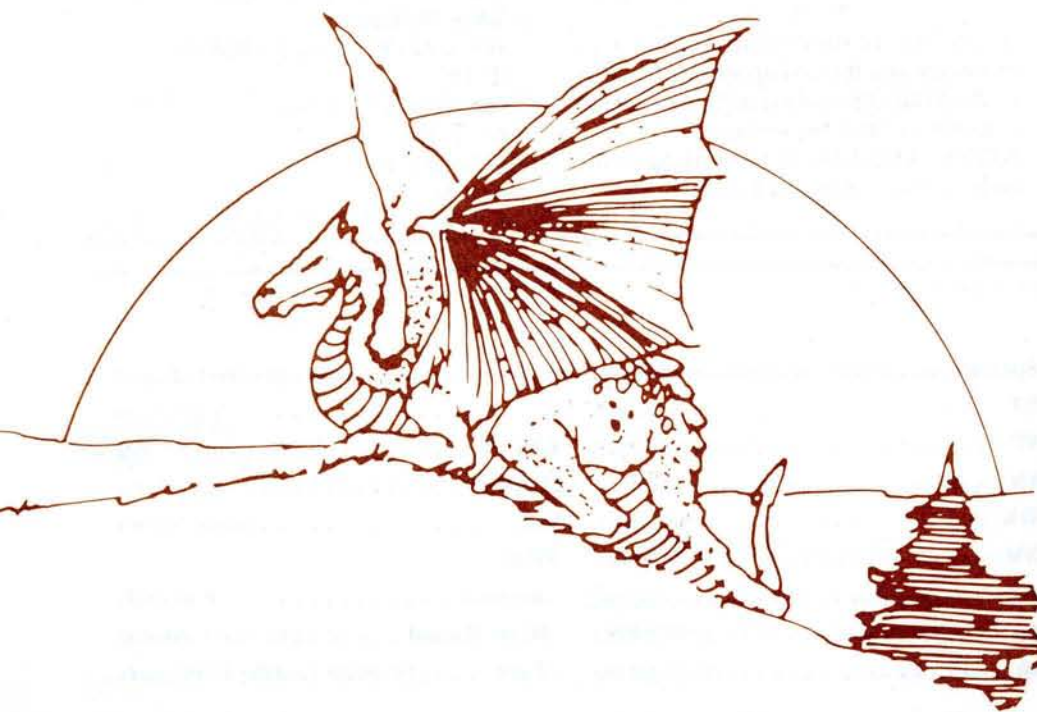
An overall description

The Dragon is a massive creature many times larger than the normal humanoid. Within the 12 Clans the average height, weight, and length vary greatly.

Wingspans also vary, although wings are never large enough to actually lift any Dragon. They are merely used for maneuvering and braking. The average wingspan, when fully extended, is twice the body length of the Dragon. Wing surface area at its fullest extension is usually twice the surface area of the Dragon's body. Note that Gold and Platinum Dragons do not have wings.

Dragons are characterized by a thick scaly skin (dry, not slimy), ridges of bone and horns on their wings, head, and backs, long tails, a double row of sharp teeth, and sparkling, intelligent eyes. While the color of the clan is predominant, other colorations can occur. Colors can fade or streak and spots of other colors can appear. These imperfections are hidden (with illusions, clothes, etc.). Dragons dislike any mark that ruins the uniform color of their hide.

On the next page are the descriptions and statistics for each of the 12 Dragon Clans, listed from smallest to largest.





SILVER DRAGONS

Clan: Kran
 Height: 8'
 Weight: 1 ton
 Wingspan: 30'
 Length (add 25% for tail): 15'
 Breath: Lightning Bolt
 Align: Lawful/Good

Like Brassine Dragons, Silver Dragons carry Riders. But because of their small size, they usually have either elves, human women, or even shire folk (with 15 or greater strength) as Riders. Each Clan of Silver Dragons carries a different type of Rider. For instance, the Kran of Tal carry only elves of the Dusky Forest (who are silver themselves), while the Kran-rac carry only human women, and the Kran-rula only carry shire folk.

Silver Dragon Clans are scattered over the world and only a few reside in the Dragonlands. They are a peaceable and fair race of Dragons, but they are usually wary of large concentrations of men. During the Wars of Extermination (see listing on page 43), many Silver Dragons were killed for their hides. A Silver Dragon has veins of pure silver criss-crossing the outside of his hide.

The Silver Dragons have contributed some warriors to the Rebellion. But this is on an individual family basis; no organized Clan support has been given to the war.

Silver Dragons chew silver and have a special breath attack. Silver Dragons can breathe lightning bolts instead of fire. The lightning bolt can fork and strike up to 2 targets.



GOLD DRAGONS

Clan: Krall
 Height: 9'
 Weight: 1 ton
 Wingspan: None
 Length (add 25% for tail): 12'
 Breath: Fire
 Align: Lawful/Good

Gold Dragons prefer to live in damp underground caverns and in dark, dank places, such as isolated areas of primordial jungles. Sightings of Gold Dragons are rare, because they are often hunted for the pure gold in their hides. Furthermore, they are prized by magic users because their internal organs are highly charged with magical essence.

These Dragons distrust humans and other humanoid races because of the brutal Dragon hunts they have led. Gold Dragons have remained neutral in the Rebellion, however.

Gold Dragons ingest gold, which they usually eat in ore form. They breathe a special flame that is intensely hot—six or seven times as hot as normal Dragon breath. Such a weapon does triple the damage of normal Dragon fire and can melt almost any substance, even rock and steel. Even creatures/places with special magical defenses against fire are affected by the heat of this blast.



GREEN DRAGONS

Clan: Krath
 Height: 10'
 Weight: 2.5 tons
 Wingspan: 40'
 Length (add 25% for tail): 20'
 Breath: Methanol Gas
 Align: Neutral/Neutral

The Krath are a common race of Dragons that thrive on the rocky slopes of deep river valleys. They have adapted to life in the forests and make no permanent nests, but each week construct new nests out of trees and branches. Green Dragons hide their gold in deep pools of still water far from humanoid settlements. Such pools are often guarded by hydras, pellet fish (see Guards & Pets on page 35), or other creatures. These remote pools serve as the mating areas for Green Dragons.

Green Dragons breathe a form of methanol gas that they create from chewing wood instead of coal or oil which creates a bright blue flame. Some Dragons have trained themselves to release only a cloud of poisonous gas instead of flame.

In the recent civil war, Green Dragons have joined both the Royalist and Rebellion and most of the Clan leaders have been discredited. Even individual family groups have split because of fighting.



COPPER DRAGONS

Clan: Katten
Height: 10'
Weight: 3 tons
Wingspan: 35'
Length (add 25% for tail): 17'
Breath: Sonic Vibration
Align: Lawful/Neutral

These Dragons live along the rocky coastline of the Dragonlands. They fish the waters and live in caves along the coast. Copper Dragons are the best fliers and divers of all Dragons. Copper Dragons have been known to stay underwater for more than an hour. It is rumored that they hide their treasure in underwater caves guarded by giant sea creatures.

Copper Dragons are great storytellers and singers. A few family groups are adept at sand painting—one of the few forms of Dragon art.

Copper Dragons often deal with men and elves, although they do not allow Riders or settlements of humanoids larger than a few dozen people in their territories. In return for a large tribute, one small sea port is located on the Dragonland coast (see map on page 54—letter M).

Copper Dragons are split because of the latest civil war. Many of the northern families have joined the Royalist cause. The Southern Copper Dragons, especially those around the sea port, are fully behind the Rebellion.

Copper Dragons ingest seaweed instead of coal, which produces a special gas in the many-pocketed stomach of the Copper Dragons. The gas expands the pockets, creating enormous pressure, which the Dragon can release in huge sonic vibrations that can strike with the impact of a sledge blow. This breath weapon is especially useful for underwater hunting.



BLACK DRAGONS

Clan: Kass
Height: 13'
Weight: 3 tons
Wingspan: 60'
Length (add 25% for tail): 30'
Breath: Variable
Align: Lawful/Good

The Black Dragons live in caves on high mountain peaks. Their love of high places has its costs, however. The thin atmosphere of their favored mountain peaks permits huge doses of ultraviolet light to strike the Dragons. Therefore, Black Dragons have the highest rate of mutation for any large animal on this plane of existence.

It is not uncommon to find two-headed or four-winged Black Dragons or Black Dragons with strange powers. The huge number of mutations does tend to keep the population small, but Black Dragons are proud of their unique adaptations and many of the most bizarrely mutated Black Dragons become Clan leaders.

Black Dragons are fiercely independent and do not want a monarchy interfering with their customs. Therefore, they have sided with the Rebellion. It has been the fierce warriors of the Black Dragon Clan who have kept the Nord-Drakon (Blue Dragons) from completely overrunning the Table Top Mountains. Black Dragons do not allow men to ride them. Because of mutations, Black Dragons exhibit a variety of different breath weapons, although they usually breathe fire as do most Dragons.



BRASSINE DRAGONS

Clan: Kaura
Height: 13'
Weight: 3 tons
Wingspan: 70'
Length (add 25% for tail): 30'-35'
Breath: Fire
Align: Lawful/Good

Brassine Dragons were the first Clan to take men as Riders. They are a civilized and intelligent race, although as all Dragons they can act out of pride and spite. Brassine Dragons have a highly developed society and live in groups larger than the inner circle of the family. Brassine Dragon communities can grow as large as 20-30 Dragons. Furthermore, they allow humanoid settlements of 2,000-3,000 to flourish on their lands. No other Dragon Clan is so involved with humans. Brassine Dragons are the leaders of the current Rebellion.

Brassine Dragons prefer human Riders over all other races. It is rare to see elves or shire folk riding Brassine Dragons (see Silver Dragons).

Because of their successful societies, Brassine Dragons have given up some of the wild hunting ways that characterize their brethren; they have even been known to eat grain and vegetable dishes made by human servants.

Mature Brassine Dragons stay with their families longer than any other Dragon Clan and often do not "Cross the Moon" (see page 31) until they are quite ancient.

Brassine Dragons live in temperate climes along the River Kaban close to the populations of men. Their largest settlements are on the Southern Border of the Dragonlands.

Brassine Dragons breathe fire in three forms: they can shoot balls of fire with the same dimensions as a magic user's Fire Ball; they can breathe cones of fire (dimensions as per Cone of Cold); and they can breathe sheets of flame with the same dimensions as a magic user's Wall of Fire.



BLUE DRAGONS

Clan: Krackon
Height: 14'
Weight: 3.5 tons
Wingspan: 75'
Length (add 25% for tail): 35'
Breath: Fire
Align: Lawful/Evil

These are the true Nord-Drackon, the North Dragons. They are a powerful and numerous group of Dragons who control a large area of the Table Top Mountain ranges (see map on page 54-55). The Nord-Drackon range in color from pale blue to deep navy blue. The intensity of the skin color is an indication of the status of the Dragon, because the color of the Nord-Drackon darkens as it feeds on humanoid blood. The deeper the skin color, the more honored the Dragon is throughout his own Clan.

The Nord-Drackon are the leaders in the recent civil war to restore a Dragon King on the Crystal Throne (see History on page 43).

They are virulent opponents of all who want to build a republic or who want to associate with the Ana-tem, or unclean ones, as humanoids are referred to by these Dragons and their allies.

The Nord-Drackon breathe a red-and-yellow flame that leaves the stench of sulfur in the air. Also, they have been known to spit a powerful poison at humanoids. The poison does not harm Dragons.



WHITE DRAGONS

Clan: Kralan
Height: 15'
Weight: 4 tons
Wingspan: 70'
Length (add 25% for tail): 30'-35'
Breath: Freezing Fire
Align: Lawful/Good

White Dragons are a stunningly beautiful race of Dragons with sleek, graceful movements and enchanting voices. They are the storytellers and singers of the Dragon Clans. As such, they have delved into magic. Many ancient White Dragons roam the countryside as Master magic users. Almost all White Dragons (75%) know some magic.

White Dragons are a small, very rare Clan. They prefer the rocky coasts high in the cold north country and only venture into the Upper Valley and Blue Haze Mountains by special request (see map on page 54-55).

In the recent hostilities, the White Dragons have, for the most part, remained neutral, although there are some individual exceptions.

White Dragons breathe fire, but many have been able to convert it to freezing fire, which is a fire that saps heat instead of giving it. A freezing fire breath blast acts as a Cone of Cold spell.



BRONZE DRAGONS

Clan: Kamen
Height: 15'
Weight: 4.5 tons
Wingspan: 65'
Length (add 25% for tail): 30'
Breath: Fire
Align: Lawful/Good

These Dragons are cousins to the Brassine Dragons and share many characteristics with them, including human Riders. In fact, it is often difficult to tell a Bronze Dragon from a Brassine Dragon. The main differences between these two Clans are the telepathic powers of Bronze Dragons and their outward appearance.

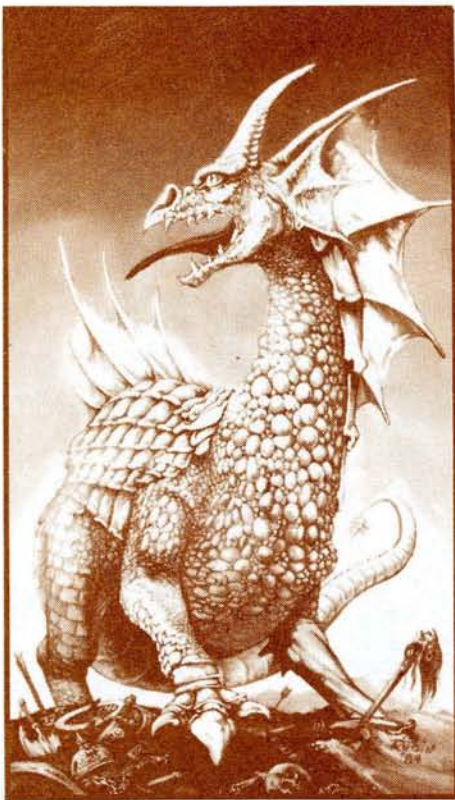
The Clan Law states that one day the interbreeding between Bronze and Brassine Dragons will create a totally different type of Dragon. Each hatching of interbred Brassine and Bronze Dragons is always surrounded with great anticipation. These hatchings are always done in secret, away from the prying eyes of men and other Clans.

Bronze Dragons live closely with Brassine Dragons, but they are less social and tend to stay in smaller, family-sized groups.

The Bronze Dragons can develop a host of mental powers including Telepathy, Telekinesis, ESP, Clairaudience, Clairvoyance, Mind Blank, and Teleportation. Once, a Bronze Dragon developed illusion generation powers. There is a 5% chance that these powers will be passed on to their Riders.

Bronze Dragons are on the side of the Rebellion. It was a Bronze Dragon who first raised the war cry.

Bronze Dragons breathe fire like Brassine Dragons do, but their flame is a bright orange.



PLATINUM DRAGONS

Clan: Kob-bar-li
 Height: 15'
 Weight: 14 tons
 Wingspan: None
 Length (add 25% for tail): 25'
 Breath: Stoning Cloud
 Align: Lawful/Good & Lawful/Evil

Platinum Dragons are the only Clan of Dragons that do not congregate in family groups. Platinum Dragons are not born to any one Clan. Occasionally, a special Dragon is born in a family group. The Dragon, instead of being the color of the Dragon Clan, is a steel gray with flecks of blue throughout and is wingless. This is a Platinum Dragon. These special Dragons are all brought to the Great Monastery in the Blue Haze Mountains. There the young Dragons are raised as priests. The Platinum Dragons are the only Dragons who can be priests. They are taught all the traditional rituals and mysteries and are sometimes instructed in clerical miracles.

For generations, the Platinum Dragons kept the different Dragon Clans together. But a recent split in its own ranks precipitated the civil war. Since then, their power has been effectively neutralized.

Platinum Dragons often deal with humanoid races and even sponsored a group of human clerics who worship the Dragon gods. No human, however, has ever ridden a Platinum Dragon.

Platinum Dragons do not breathe fire; instead they create a cloud of gas that encircles their victim. If the victim fails to save vs. Petrification, he will be turned to stone. Platinum Dragons ingest these stone statues in order to breathe this cloud again.



RED DRAGONS

Clan: Kred
 Height: 28'
 Weight: 15 ton
 Wingspan: 95'
 Length (add 25% for tail): 50'
 Breath: Fire
 Align: Chaotic/Evil

This race of Dragons is uniformly Chaotic and Evil. They delight in the torture and destruction of all living things, including other Dragons. In the religious tracts of Dragon Priests, Red Dragons are called the Rath-bar or "naked ones."

Red Dragons consume gems instead of coal in order to breathe flame. It is common knowledge that Red Dragons eat anything. In tense situations, some Red Dragons lapse into a feeding frenzy and attack anything that moves, friend or foe. Red Dragons, it is rumored, also eat their young. This may be the reason why there are, thankfully, not very many of them. A Red Dragon's favorite food, however is elves.

Red Dragons belch forth a huge stream of fire that doubles the effect of normal Dragon fire. Many feel that this is due to their diet of gems and gold.

Red Dragons are allied with the Nord-Drackon. However, they are looked upon as untrustworthy and unreliable allies. They are often used as shock troops before the Blue Dragons risk their own hides.



SPECTRAL DRAGONS

Clan: Kyh-ri
 Height: 30'
 Weight: 15-20 tons
 Wingspan: 120'
 Length (add 25% for tail): 60'
 Breath: 2 Gases
 Align: Neutral/Neutral

There are only two families of Spectral Dragons, and only from these families may the King or Queen of Dragons be chosen. The Spectral Dragons are the Royal Dragons of all True Dragons, and they claim to be the leaders of all Clans.

Spectral Dragons live on one mountain top in the Table Top Mountains (see page 54-55—letter R). From there they have conducted the war against the Rebellion. There are only 30 Spectral Dragons.

Spectral Dragons always have two or more heads and are the largest of all Dragons. They were all served by humans (until the humans were eaten at the beginning of the civil war). The Dragon Kings has decidedly supported the Blue Dragons and their allies in the attacks on human settlements. Now that civil war has broken out, the Spectral Dragon King has declared all humanoids, the Anatem, or "unclean ones" to be exterminated from the Dragonlands.

The two-headed Spectral Dragons can breathe twice per melee round. Each head breathes a different gas. The two gases they breathe are both poisonous to all life, but when the two heads breathe together in one concentrated cone, there is a chemical reaction between the two deadly gases that creates a horrible flame capable of burning other Dragons. The Flame sticks to its victims and continues to burn for 1D10 melee rounds after it has engulfed its victims.

While it is burning, the Flame can be extinguished only by a Dispel Magic or a Neutralize Poison spell. This weapon is the one reason for the Royalists' success so far in the civil war.

STATISTICS

A Dragon has the same six basic Statistics (Stats) or Attributes as all other intelligent creatures, although their maximums and minimums are different. They also have a special seventh Statistic called EGO. Other needed Statistics are given below including the number of HTK, Saving Throws, and Armor Class.

ATTRIBUTE	DIE ROLL	MAX	MIN	SPECIAL
Strength	4D6 +1 per molting	30	4	Red Dragons +3 to rolls or better to carry a human Rider; 16 or better to become a warrior.
Intellect	3D6 +1 per molting	19	3	16 or better to use magic; +1 to White and Spectral Dragons.
Insight	3D6 +2 per molting	20	3	15 or better to use Clairvoyance, ESP and other mind spells. NOTE: All Platinum and Bronze Dragons roll 4D6 on this roll.
Stamina	4D6 +1 per molting	30	4	Red Dragons roll 4D6.
Dexterity	3D6	18	3	-1 from all rolls for Spectral and Red Dragons. +2 to rolls for Green Dragons. -1 for Blue, Red Dragons.
Appeal	3D6 +1 per molting	18	3	+2 for White, Brass, Bronze, Spectral Dragons. See below: -1 for Black, Blue, and Red Dragons.
EGO	3D6 -1 per molting	19	2	+2 for Platinum and Spectral Dragons. -1 for Gold and Silver Dragons.

Strength Chart

Dragons with Strength in the human range of 3-18 have the normal bonuses and penalties for strength listed in the standard rulebook. Dragons with greater strengths use the following chart:

Ability Score Bonus	Hit Probability	Damage Adjustment	Lifting Weight
19	+3	+4	4,500
20	+3	+5	5,000
21	+4	+5	6,000
22	+4	+6	7,500
23	+5	+6	9,000
24	+6	+8	12,000
25	+7	+9	15,000

Stamina

Dragons with a Stamina of 15 or 16 add 1 HTK to all HTK Rolls.

Dragons with a Stamina of 17 or better add 2 HTK to all HTK Rolls.

Appeal

Assumes that the Dragon is judged by other Dragons. Humans and other races always subtract 5 from the Dragon's appeal score (because of a Dragon's awe-inspiring appearance), but see Terror, and other abilities for other modifications. The exceptions to this rule are the Riders and their families who are comfortable around Dragons.

EGO

This new statistic measures the confidence and pride of a Dragon. It is an important Statistic because Dragons still retain some of the cowardliness that existed in the primordial lizard being that the Elemental god of Water chose to shape into a Dragon. This deep-rooted fear is a source of embarrassment for Dragons, who tend to overcompensate (when the time is right).

This Statistic also simulates the incredible vanity and pride of Dragons. Dragons consider themselves better than any other creatures on this world. They consider themselves masters of the world.

It is because of this great, enormous pride that Dragons have the ability to touch that true bit of the actual divine substance that exists within them. And by touching the substance within themselves and reaffirming their special place in the heavens, Dragons can fly. Cause a Dragon to doubt himself, and he will begin to wither and falter. He will grow sick, and, worst of all, he will lose his ability of flight.

When to use EGO

Whenever a Dragon goes into a combat or tests his will with another Dragon or creature, the Dragon must make a saving throw vs. his EGO. If he fails this roll, the Dragon will seek to lie, cheat, or run away from the combat or test of wills. Even Good and Lawful Dragons will find it hard not to try and cheat their opponent, back-stab a victim, or run away from evil. In short, they will do anything but risk defeat.

Once the roll is made and it is successful, the Dragon will not have to roll again for 1D6 hours + an hour for every point of EGO over 15. The Dragon will act normally on successful saves vs. his EGO.

If a Dragon goes into combat and loses, or one of his goals or desires is thwarted, or if someone bests him in a contest, or one ups his bragging, the Dragon must make a save vs. his EGO one additional time. This time if he fails this saving throw, the player must roll on the chart below.

If the Dragon succeeds, he will just grumble and try to best his opponent in some other way. If the Dragon has a "losing streak" and continues to lose more than 3 combats or contests in a row, the Dragon must add one (+1) to his save while checking his Attribute Score, until his losing streak has ended.

EGO Chart (If the Dragon fails to make his save vs. EGO) Roll 1D100 and check the result given below.

Die Roll	Result
01-25	The Dragon is disgruntled and becomes moody and depressed. He will fly away and hide for 1D6 hours. The Dragon can be coaxed out of his hiding by praising his worth. He will hide no matter what the circumstances unless his life is in immediate danger.
26-50	The Dragon becomes obsessed with revenge and demands a rematch to be held on the following day. In combat, the Dragon concentrates on the opponent whom he thinks is the most dangerous and will attack only him no matter what the needs of the situation are.
51-75	The Dragon becomes enraged and attacks. Add +1 to all "to hit" rolls. The Dragon has a 10% chance of attacking his friends but often his attacks do only pummeling damage.
76-00	The Dragon becomes obsessed with revenge and plots to kill or humiliate the creature that caused him to lose. He will think of nothing else and will spend great sums of money and many years of time in order to crush his opponent.

DRAGON MOLT

Dragons grow steadily throughout their lives, but they all go through a series of 4 complete changes or molts. During a molt, a Dragon sheds his old skin and eats an enormous amount of food. For 1D10 weeks the Dragon grows incredibly rapidly and drastically increases his number of HTK. The 4 molts come at the four different ages of Dragons, and after each molt the Armor Class, HTK, Breath Weapon HTK, and maturity of the Dragon changes (see the Molt Table below).

MOLT

Molt	In Years	Size of Dragon	Age of Dragon	Armor Class	Hit Dice	Breath Weapon HTK
0	0-50	25%	Hatchling	7	2D8	2D8
1	51-150	50%	Youth	6	4D8	4D8
2	151-300	100%	Young Adult	4	6D8	6D8
3	301-500	110%	Mature Adult	2	9D8	10D8
4	501-1,000	150	Ancient	1	12D8	15D8

Notes:

- Red Dragons: +1 to Armor Class and add 4D8 HTK per molt.
- Spectral Dragons: add 2D8 HTK per molt.
- Female Dragons always have 1D4 HTK less than the males.
- Dragons increase all Statistics by +1 during each molt, except EGO and Dexterity.

Saving Throws for Dragons

SAVING THROW CHANGES PER MOLT

Molt	Poison + Paralyzation (a)	Petrification	Rod	Spells (b)	Breath Weapon
1	11	11	13	12	05
2	10	10	11	11	04
3	08	07	09	09	03
4	06	05	06	06	01

Notes:

- Platinum and Spectral Dragons subtract one (-1) from all Saving Throw rolls.
- All Magic-using Dragons lower all Saving Throw rolls by two (-2).

DRAGON STATISTICS PER CLAN

This is a summary of all the information on Dragons and their Statistics (Stats). All Stats marked with an (*) change depending on the molt-size of the Dragon. Some Dragons automatically gain benefits (these benefits are in addition to the normal growth because of molting). Such bonuses are marked with parentheses. For example: (+2D8).

Silver Dragons

AC: (-1), HTK: (-1 HTK Dice),

MV: 18"/34"

Att: 3, Dm: 1-4, 1-4, 2-12,

THACO: (*)

Breath Weapon: Lightning Bolt: range 200' can fork and strike up to 2 opponents.

+2 to save for 2 opponents.

Specials: -1 to AC

-1 to EGO

-1 HTK Die per Molt

Gold Dragons

AC: (-1), HTK: (*),

MV: 18"/34"

Att: 3, Dm: 1-4, 1-4, 1-12,

THACO: (*)

Breath Weapon: Intense Flame: extremely hot causes double damage plus all objects must make save or melt. Range of 50'

Specials: -1 to EGO

Green Dragons

AC: (*), HTK: (*),

MV: 6"/40"

Att: 3, Dm: 1-6, 1-6, 3-18,

THACO: (*)

Breath Weapon: 70% chance of flame being blue. 90' long, and 10' radius at its longest extension. Breath damage increases as molt increases (see chart).

30% Methanol Gas Cloud. Average size of cloud is 60' x 60'. Must save vs. Poison while in the cloud or take HTK damage as per the Dragon's current breath.

Specials: Always pick guardians as special ability (see Special Abilities).

+1 to all reaction rolls with fairy folk and wood elves.

+2 to Dexterity.

Copper Dragons

AC: (*), HTK: (*),

MV: 6"/44"/36"

Att: 3, Dm: 1-6, 1-6, 3-18,

THACO: (*)

Breath Weapon:

Sonic Blast range of 200'

Causes half damage out of water

Double damage while underwater

Specials: Breathe underwater;

Storytellers and Singers; Fastest Fliers

Brassine Dragons

AC: (*), HTK: (*),

MV: 9"/14"

Att: 3, Dm: 1-6, 1-6, 3-18,

THACO: (*)

Breath Weapon:

Three types of fire breath.

Fire Balls: Range 160' (save +2).

Fire Cone: 90' range (save -1)

Wall of Flame: As per Magic User spell starting at Skill 10 and adding one Skill Level of effect per molt.

Specials: +1 to Appeal.

+1 to EGO

Blue Dragons

AC: (*), HTK: (*),

MV: 6"/20"

Att: 3, Dm: 1-8, 1-8, 3-24,

THACO: (*)

Breath Weapon:

Flame Cone: Length 80' x width 20'

Poison Spit: Instead of breath weapon spit poison at one humanoid opponent.

If struck, the target must save vs. Poison at -4 or die. Poison will not affect other Dragons. Spit has 100' range.

Specials: Fast breeders.

-1 to Dexterity rolls.

+1 to Appeal rolls.

White Dragons

AC: (*), HTK: (*),

MV: 9"/20"

Att: 3, Dm: 1-6/1-6, 3-18,

THACO: (*)

Breath Weapon:

Freezing Fire saps heat. -2 HTK per die vs. fire-based creatures. Breath comes in the form of a fine mist cloud 60' x 60' in front of the Dragon.

Specials: +1 to Appeal rolls

+1 to Intellect rolls.

Natural Cold resistance. Subtract -3 per HTK dice of cold-based attacks.

Bronze Dragons

AC: (*), HTK: (*),

MV: 9"/24"

Att: 4, Dm: 1-8, 1-8, 3-18 (bite), 1-6 (tail),

THACO: (*)

Breath Weapon: Fire Cone, 60' range

Specials:

Roll 4D6 on Insight roll.

-1 to Appeal.

Telepathic Powers.

Roll for one Power per molt.

Telepathic Powers (roll 1D8)

1. Clairvoyance

2. ESP

3. Clairaudience

4. Commune

5. Detect lie

6. Know Alignment

7. Telekinesis

8. Command

Black Dragons

AC: (*), HTK: (*),

MV: 9"/24"

Att: 3, Dm: 1-6, 1-6, 3-18,

THACO: (*)

Breath Weapon: Varies Because of mutations: Has a 50% chance to breathe some form of fire.

Specials: High mutation rate

-1 to Appeal

Platinum Dragons

AC: (*), HTK: (*),

MV: 12"/12"

Att: 1, Dm: 4-40

THACO: (*)

Breath Weapon: Stoning Gas 70' range.

Specials:

No wings

Magic use (see magic spells).

Roll 4D6 for Insight.

Automatically have the ability: Navigation by Stars.

-2 to EGO.

Red Dragons

AC: (+1), HTK: (+1D8)

MV: 4"/18"

Att: 3, Dm: 1-12/1-12, 6-36,

THACO: (*)

Breath Weapon: Double Damage from Flame cone, range of 70' x 30'

Specials: +3 to Strength

Roll 5D6 for Stamina rolls

-1 to Dexterity

+1 to Appeal rolls

Spectral Dragons

AC: (*), HTK: (*),

MV: 4"/12"

Att: up to 7, Dm: 1-12, 1-12, 3-36 (multiplied by number of heads),

THACO: (*)

Breath Weapon: Fire Cones with 80' range

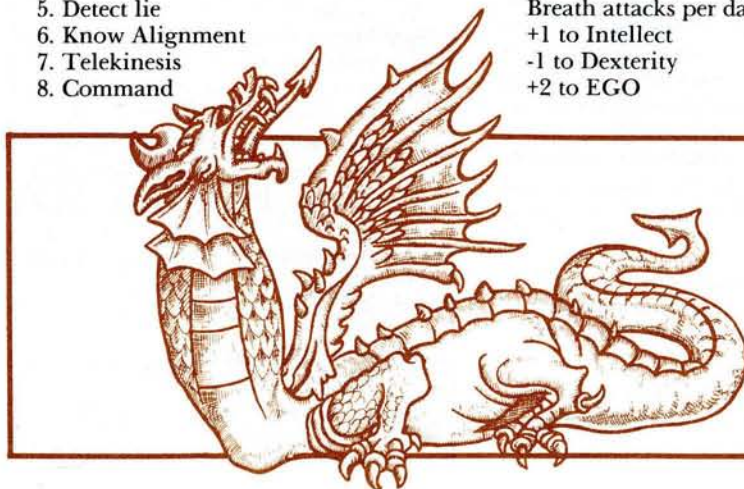
Specials:

1D4+1 heads (each head may cast two Breath attacks per day).

+1 to Intellect

-1 to Dexterity

+2 to EGO



DRAGONS AS PLAYER CHARACTERS

Dragons can be played as player characters, but some restrictions do exist. A Dragon player character is extremely powerful. In lower skill adventures a Dragon will often tip the balance heavily in favor of the player characters. Dragons are unsuited for underground and inside adventures and will rarely enter human settlements because their maneuverability will be restricted. On the other hand, no creature can match the Dragon in the air or in his own lair. Game Masters (GMs) must take care that their campaigns can handle a Dragon or suffer the consequences of an unbalanced game. Below are some basic guidelines that must be followed before Dragons can be played.

1. The Dragon's fellow characters must advance to at least Skill 4 before a Young Dragon is allowed to adventure with them. Dragons will never adventure before their first molt.

2. Dragons have trouble in respecting other party members' rights. Dragons will order other adventurers around, demand large portions of any treasure, brag about their own exploits in battle while discounting other party members' contributions, and generally act superior to all other classes, races, and creeds of characters.

3. Dragons can be cowardly (see EGO rules above); they are always greedy and value the collecting of treasure over the protection of the innocent, saving the lives of friends, or even their own selfpreservation. The degree that a Dragon forsakes others and even common sense depends on the amount of treasure at stake.

4. Dragons will always put the concern and goals of Dragonkind above those of their own party. If ever the party comes in conflict with the *Greater Good for Dragons*, a Dragon will always side with his own kind.

If these guidelines are followed, Dragons can become a fun and exciting addition to any adventuring group.

DRAGON ABILITIES

The following Dragon Abilities are not inherent benefits. Each Dragon can learn to use different powers, fighting techniques, and other special bonuses. To simulate this, as a Dragon character goes up in experience, he can choose more and more abilities. The chart below outlines the ordinary number of special abilities that a Dragon can acquire when he becomes more experienced. Other factors also affect this acquisition of abilities. These factors are as follows:

•All Dragon characters with a Strength of 20 or greater may automatically pick one Dragon Ability before the First Molt.

•Dragons with an Intellect of 17 or greater may pick one Dragon Ability free.

•Dragons with an Insight of 17 or greater may pick one Dragon Ability free.

•Dragons with a Dexterity of 17 or greater may pick one First Molt Ability free.

As Dragons go up in Skills, they still may not pick Abilities if they are too young. Therefore the list below is divided into 4 parts representing the 4 molts in a Dragon's life. No matter how experienced a Dragon is, he may not choose an ability before he is old enough, although an older Dragon may choose any ability

EXPERIENCE

Skill	Experience	Number of Abilities
1	0-4,000	1
2	4,001-6,000	2
3	6,001-9,000	2
4	9,001-12,000	2
5	12,001-18,000	1
6	18,001-25,000	1
7	25,001-50,000	1
8	50,001-100,000	2
9	100,001-150,000	1
10	150,001-250,000	2
11	250,001-500,000	1
12	500,001-1,000,000	2
For every 500,000 after:		+1

Some Dragons get special abilities automatically. Check the individual listing at the end of the list to see bonuses.

BEFORE FIRST MOLT

(0-50 years)

- 1A. Add +1 to Damage
- 2A. Add +1 to "to hit" Rolls
- 3A. Air Attack I
- 4A. Back Leg Rake
- 5A. Barrel Roll
- 6A. Body Rollover
- 7A. Body Shake
- 8A. Decrease Armor Class
- 9A. Dodge
- 10A. Flying Wing Claw Attack
- 11A. Foot Stomp
- 12A. Fury
- 13A. Head Butt
- 14A. Increase Flying Speed
- 15A. Increase HTK Dice on Next Molt
- 16A. Increase Maneuverability
- 17A. Increase Statistic
- 18A. Navigation by Stars
- 19A. Scent Glands
- 10A. Tail Attack
- 21A. Wing Buffet
- 22A. Wing Claw Attack
- 23A. Wing Crush
- 24A. Wing Parry
- 25A. Wing Swipe

BEFORE SECOND MOLT

(51-150 years)

- 1B. Additional Breath
- 2B. Rider
- 3B. Grabbing and Dragging
- 4B. Guards
- 5B. Guile Tongue
- 6B. Lower Saving Throws by 1 (+1)
- 7B. Mutations
- 8B. Pets
- 9B. Potion Making
- 10B. Smoke
- 11B. Ordinary Magic Use
- 12B. Surprise
- 13B. Terror
- 14B. Traps

BEFORE THIRD MOLT

(151-300 years)

- 1C. Air Attack II
- 2C. Breath Control
- 3C. Clairaudience
- 4C. Clairvoyance
- 5C. Dragon Song
- 6C. Find Traps
- 7C. Front Claw Manipulation
- 8C. Hypnotic Gaze
- 9C. Light Sleep
- 10C. Magic Resistance
- 11C. Meditation Dream State
- 12C. Mineral Lore
- 13C. Roar
- 14C. Elemental Magic Use
- 15C. Tail Manipulation
- 16C. Telepathy
- 17C. Telekinesis
- 18C. Treasure Lore
- 19C. Voice Imitation

AFTER THIRD MOLT

(301-up years)

- 1D. Astral Plane
- 2D. Change Breath Weapon
- 3D. Illusion Creation
- 4D. Improved Plant Lore
- 5D. Improved Roar
- 6D. Increase Body
- 7D. Magic Needed to Hit
- 8D. Master Magic
- 9D. Protecting the Soul
- 10D. Raise the Dead
- 11D. Shape Change
- 12D. Summon Air/Fire/Earth/Water Elemental

BEFORE THE FIRST MOLT (0-50 years)

1A.+1 to Damage: Each time this ability is picked add +1 to physical damage done. This ability can be picked only 4 times.

2A.+1 to all "to hit" rolls: Add +1 to all "to hit" rolls. Each time this ability is picked, add 1 (+1) to the "to hit" roll for a maximum of +6.

3A.Air Attack I: Special training allows Dragon a +1 To Hit and +1 to initiative rolls while in flying combat. May only be taken once

4A.Back Leg Rake: This attack may be used only in the air and against other Dragons or Dragon-sized creatures. The back legs of a Dragon slash a flying opponent. Two extra attacks of 1D8 HTK of damage per attack.

5A.Barrel Roll: Aerial combat maneuver which decreases Armor Class by 5, but allows no attacks (even Breath Weapon).

6A.Body Rollover: This ability can only be used on the ground and against man-sized or smaller opponents. The Dragon simply rolls on top of any creature in his path. The Dragon can roll for 40' in any one direction at a speed of 12". All creatures in his path are knocked down and stunned for 1D4 rounds and take 2D12 HTK of damage. All characters may save vs. Dexterity, and those that make a successful roll are not stunned and cut all damage in half. A Dragon may use a Body Rollover only once per Turn.

7A.Body Shake: When a Dragon employs Body Shake, he sends a ripple down his entire body. Any creature atop the Dragon and not strapped on must save vs. his Dexterity or fall off. A Body Shake is also good in jettisoning any ropes, vines, or other non-magical entanglements. When using a Body Shake a Dragon can free himself in time to brake himself before he hits the ground.

8A.Decrease Armor Class: Maximums cannot be exceeded. Armor Class is lowered by 1 point each time this ability is picked for a maximum of -10 Armor Class.

9A.Dodge: With this ability a Dragon may sacrifice one of his attacks for each decrease of 1 in his Armor Class. No more than 3 Armor Class levels can be decreased while using the Dodge ability.

10A.Flying Wing Claw Attack: This attack is used exclusively when the Dragon is flying. The Dragon sweeps by his prey and rakes it with his wing. Damage is 1D10. After such an attack, the Dragon must pull up 1D6 x 10'. After such an attack he cannot land or attack again for 1D4 rounds.

11A.Foot Stomp: Foot Stomp may be used only on the ground and against man-sized or smaller creatures. A Foot Stomp can be used every other round of combat. Damage from a Foot Stomp is 1D10 HTK.

12A.Fury: Dragons may become so enraged at an opponent that they will fight with Fury. When Dragons want to use this ability they must save vs. their EGO. If they are successful they receive the effects of a Fury attack.

If they fail, they must automatically make another save vs. their EGO (see EGO rules on page 9).

In a Fury attack the Dragon fights with a +2 to his "to hit" and to damage rolls. This will last for 1 round per EGO point the Dragon has.

13A.Head Butt: A Dragon who can head butt must forego using a breath weapon or bite that melee round. The Head Butt causes 1D12 HTK while the Dragon is on the ground, and 2D12 HTK when the Dragon is flying, but most importantly a Head Butt causes 1D6 HTK points of structural damage to inanimate objects when the Dragon is on the ground and 1D10 points of structural damage when he rams a structure while flying. An attacking Dragon is never affected by his own Head Butt.

In man-sized or smaller opponents, a victim of a Head Butt must save vs. Stamina or be knocked down and stunned for 1D8 rounds.

14A.Increase Flying Speed: The Dragon may increase his flying speed by 1" per melee round. Each time this ability is picked increase the Dragon's speed by 1". This ability can only be picked 10 times.

15A.Increase HTK Dice on Next Molt: When the next Molt occurs, add one extra HTK Die to the Dragon's total. This can only be picked once.

16A.Increase Maneuverability: Aerial maneuverability may be increased. While in flying combat against another flier, Dragon adds 2 to all initiative rolls. This ability may be chosen twice.

17A.Increase Statistic: Any Statistic may be increased by one point each time this ability is taken.

18A.Navigation by Stars: Dragons using this ability decrease their chance of getting lost at night while above ground by 75%.

NOTE: Platinum, Green, and Spectral Dragons have this ability automatically.

19A.Scent Glands: Dragons may use their Scent Glands as weapons. They can spray a stream of concentrated scent so powerful that it causes dizziness and even unconsciousness. The spray is jettisoned in a thin line with a range of 120'. When it hits a solid object, it spatters. It can strike in a 5' x 5' area. When struck, a creature must save vs. Poison or be overcome. Roll on the chart below for the scent's effect:

Roll on 1D8:

1-3 Creature is coughing and choking, -2 to hit and damage rolls.

4-5 Creature is blinded for 1D4 rounds, -4 to "to hit" rolls.

6-7 Creature is entangled in sticky substance that acts as a Web spell cast by a Skill 5 Mage.

8 Creature is overwhelmed and knocked unconscious for 1D10 turns.

20A. Tail Attack: This attack changes per type of Dragon. By acquiring this ability, Dragons may use their tail as an additional attack. Three types of tail attacks are possible, but only one type may be learned by each Dragon.

Whip: With this attack a Dragon may slash out with his tail anywhere behind him or to his side, but not in front. The tail attack cannot be used on the first round of combat, but it can be used on every round thereafter.

Damage: 1D6

Constriction: This attack can be used on the first round of combat. It can also be used to attack on all sides of a Dragon because the tail is stretched during training. The constriction attack causes 1D4 HTK of damage the first round and 1D2 HTK of damage every round thereafter. When attacking man-size or smaller creatures, the Dragon can also pin his opponent to the spot, giving the Dragon an additional +2 to hit and damage. Trapped characters may fight back, but must save vs. Poison every round or suffer a -2 penalty to all "to hit" rolls.

Damage: see above.

Club: This attack may be used only behind or to the side of the Dragon. The club attack can be used on the first round and every round thereafter.

Damage: 2D4

NOTE: Blue, Black, and Dragons with club tails cause 1D10 HTK of damage with this attack.

21A. Wing Buffet: A Wing Buffet is employed by a Dragon to create a powerful wind that can knock man-sized and smaller opponents down, make flying opponents fumble, and annoy larger foes. During a Wing Buffet, a Dragon may attack with only his bite or use his breath weapon.

Effect:

Man-sized opponent Save vs. Dexterity or be knocked over for 1D4 rounds and may not attack this round.

Flying opponent Save vs. Dexterity or be knocked away 100' and dropped up to 200' down. Items in hand are automatically dropped. Foe may not attack this round.

Large opponent (Dragon-sized) -1 to hit for 1D6 melee rounds.

22A. Wing Claw attack: Dragons attack with their wing claws. The damage is 1D6. Only one wing attack can be performed at a time.

23A. Wing Crush: This attack may be performed only on the ground. The Dragon brings both his wings together, smashing anything between them. The HTK of damage is 1D6 and the opponent must make a save vs. Poison or be stunned for 1D6 melee rounds. During this attack, the Dragon may not attack in any other way, but he receives a +3 to initiative rolls. Dragons with this ability often use it when they are surprised.

24A. Wing Parry: Using this ability a Dragon can attempt to knock aside any one intended blow harmlessly. There is a 25% chance per molt age of the Dragon that the blow is harmlessly deflected. The Dragon may use up to two wing parries a melee round, but each parry reduces his own number of attacks by one. For spells involving damage, a successful Wing Parry subtracts 2 from the saving throw. A Wing Parry has no effect on non-damage spells.

NOTE: A Wing Parry is declared after a blow has scored, but before damage can be determined.

25A. Wing Swipe: A Wing Swipe can be used while flying or when on the ground. The Dragon simply swipes with his wing, hoping to slash or skewer an opponent with his sharp wing claws. This adds one onto the number of attacks a Dragon may employ, per melee round.

The damage from a Wing Swipe increases as the Dragon becomes older.

Age	Damage
1	1D2
2	1D4
3	1D6
4	1D6
5	1D8

BEFORE THE SECOND MOLT (51-150 years)

1B. Additional Breath: The Dragon can use one additional Breath Weapon.

2B. Rider: Only Green, Bronze, Brassine, Silver, and Copper Dragons will allow Riders and only they will benefit from this ability. Once a Dragon picks this ability, he may begin the Choosing Ritual outlined in the Dragonlord Section (page 49).

3B. Grabbing and Dragging: This is a favorite attack by Blue Dragons. While flying, a Dragon swoops down and grabs his land-based prey. Then the Dragon skims the nape of the earth, dragging the helpless prey along the ground for 2D12 HTK of damage.

A Dragon must score two attacks with his front claws before he can use this ability. If these attacks are successful, the Dragon may drag any creature smaller than himself for 1D10 melee rounds. For each round dragged, the creature automatically takes 2D12 HTK of damage. Furthermore, the grabbed creature must save vs. its Dexterity or it cannot strike back at the Dragon. Once the creature is released, the Dragon cannot land or attack for 1D6 rounds. Furthermore, while the Dragon is dragging his victim he cannot use any other attack except his breath weapon.

4B. Guards: A Dragon may study many types of guards and their care and feeding, but he may employ only as many types of guards as he has HTK Dice. For instance, a 5D8 Dragon may have only 5 types of guards. The number of guards per type is determined by the Dragon's Appeal. He may have as many guards per type as a human has a maximum number of henchman.

For Guard types see page 35.

The base chance of acquiring guards is 25% per year +10% for Appeal over 16 and -10% for Appeal under 6.

5B. Guile Tongue: Guile Tongue is not a magical ability. It is merely the ability to talk people into believing what you want them to believe. With this ability a Dragon can convince another Dragon to lend him some gold, or he can fool a human into believing that a cave contains thousands of gold pieces, when it really contains thousands of rats. There must be a kernel of truth in every tale a Dragon spins, and he cannot tell gross exaggerations of obvious facts. For instance, the Dragon is actually a large dog. However, if the Dragon wants a Paladin to believe that the Dragon is really a Prince cursed by a witch and Polymorphed into a Dragon, then Guile Tongue percentage would be rolled.

The percentage is 90% minus the Skill of the character x 5%.

6B. Lower Saving Throws by 1 (-1): All Saving throws for all attacks are lowered by 1. This ability can be chosen until all saving throws are down to 1.

7B. Mutations: A Dragon may purposely cause Mutations within himself. The Mutation will appear at the time of the next molt. Roll one mutation from the Mutant Table (see page 20). A Dragon must accept any mutation, even those that have bad effects.

In order to cause the Mutation, the Dragon must 1 day a week for 6 months in the high mountains where the atmosphere is thin and the ultraviolet radiation is stronger. This ability can be chosen as many times as desired.

8B. Pets: A Dragon may begin to acquire pets. He may have as many pets as his Appeal score. See listing of Dragon pets on page 35. Pets may act as guards, but Dragons will generally be reluctant to endanger their pets.

9B. Potion Making: The Dragon can make one potion from the Plant Lore Section

(see Plant Lore of Dragons on page 40).

10B. Smoke: All Dragons that breathe any form of fire can develop this ability. A Smoke ability causes a thick cloud of smoke to envelop anything within the Breath Weapon range of the Dragon. The size of the smoke cloud is roughly 50' x 50' x 50' although it will conform itself to a confined space. A Dragon who uses this ability uses one of his Breath Weapon charges.

The cloud obscures all vision beyond 2'. The cloud lasts for 20 melee rounds plus one melee round per molt age of a Dragon.

Dragons employ the cloud in two ways. They envelop an enemy who obscures their vision and subtracts 4 from all "to hit" rolls. Or they envelop themselves, obscuring their location, giving them a -4 to their Armor Class and making them 50% harder to detect while in a cloud, Fog Bank, or Swamp Mist.

11B. Ordinary Magic Use: Dragons may learn Ordinary Dragon Magic Spells. See Spell Use on page 33 for details. Dragons may not pick this ability if they have an EGO under 12, and an Intellect under 14. White Dragons may learn Elemental Spells in addition to Ordinary Magic Spells.

12B. Surprise: A Dragon can learn to hide himself within the vastness of an ancient forest, the deep shadows of its lair, or the thick mass of a cloud. The Dragon can then surprise an opponent with a 1 or 2 on 1D6.

A surprised character may not attack on the first round of combat. A Dragon must attack with claws and bite on a surprise attack. The preparation for a Breath weapon involves deep breathing that will give a hiding Dragon away.

13B. Terror: A Dragon can develop the ability to strike terror into the hearts of his opponents. The Dragon must actively keep up a display of roaring, fanning of wings, and snarling, which reduce his number of attacks by one.

The effects of a Terror display is as follows:

Effects of Terror

- All creatures under 1 HTK Die as well as all ordinary animals, including pack mules, horses (except war horses), and live stock, will flee in panic for 3D8 turns.

- Creatures with fewer than 3 HTK Dice must save vs. Magic or be paralyzed with fear (25%) or panic as creatures under 1 HTK Die (75%). The saving throw of the creatures is modified by the EGO of the Dragon. Dragons with EGOs of 10 or less cause a +2 to the creatures save vs. Magic roll. Dragons with an EGO of 16 or better cause a -2 to the creature's save vs. Magic roll.
- Creatures that have fewer HTK Dice than the Dragon fight with a -1 to their "to hit" rolls, unless they save vs. Magic as above (including modifiers).

14B. Traps: The Dragon learns how to build a trap. Every year the Dragon may attempt to build a Trap (GM's choice).

There is a 90% base chance that a Trap doing 1D6 HTK of damage will work.

For each additional 1D6 HTK of damage that the Trap does, subtract 10% from the base chance. For example: The Dragon decides he wants to build a Trap that does 4D6 HTK of damage; there is a 60% chance that the Trap will function correctly.

The GM should roll this percentage chance secretly. The Dragon player character will never know whether a trap is defective until he sets it off.

BEFORE THE THIRD MOLT (151-300 years)

1C. Air Attack II: Allows Dragon +2 to initiative and +2 To Hit rolls against flying opponents. May only be taken once (substitutes for Air Attack 1).

2C. Breath Control: The Dragon can control the amount of damage and area of effect of his Breath Weapon. A Dragon can reduce the amount of damage his Breath Weapon does by 1D8 increments. Therefore the normal 6D8 HTK of damage from a Mature Dragon can be reduced by any amount, but not less than 1D8 HTK.

The volume of an attack can also be reduced by 1" in any dimension. The Breath Weapon's effects or area of effect can never be increased.

3C. Clairaudience: This is exactly like a magic user's Clairaudience spell. The duration is 1 turn per point of EGO.

4C. Clairvoyance: This is exactly like a magic user's Clairvoyance spell. The duration is 1 turn per point of EGO.

5C. Dragon Song: When a Dragon learns this ability, he acquires a number of different abilities.

First, he can use the Dragon Song like a Bard uses songs to charm, negate the audio effects of harpies and shriekers, raise the morale of friends by 10%, and inspire ferocity in attacks (increase "to hit" rolls by +1 per round of singing, with a limit of +2 to hit).

A Dragon's percentage chance to use his song this way is equal to his EGO plus Appeal Stats multiplied by 2.

Second, the Dragon Song can be taught to birds that will use it instead of their own song. In this way Dragons mark their territory as well as impress male or female Dragons for the mating ritual.

Third, the Dragon can create songs about himself which, if popular, can spread his fame and glory. The chance of a song becoming popular is equal to a Dragon's EGO. A new song may be produced once every 1D6 years.

6C. Find Traps: Dragons can learn to Find Traps like a thief with a 40% chance of

success. This ability may be chosen three times, each time increasing the percentage by 40% (for a maximum of 120%).

7C. Front Claw Manipulation: A Dragon can learn to use his front claws as a human uses his hands. Such manipulation allows a Dragon to write in a book, work machinery, play a musical instrument, weave clothes, make furniture, and even hold weapons. With Front Claw Manipulation a Dragon can throw rocks as a Hill Giant.

8C. Hypnotic Gaze: With this ability a Dragon may hypnotize one particular opponent or paralyze anyone who looks into his eyes. When concentrating on one opponent, the victim must save vs. Paralyzation or become susceptible to a Suggestion spell. This opponent does not have to be looking directly into the Dragon's eyes but just be able to see the Dragon and hear his voice. The Dragon may cast this spell at will.

Also, the Dragon may create a glimmer in his eyes that paralyzes all who look into his eyes. The chance of looking into his eyes is as follows:

Action	Chance of Gazing into Dragon's Eyes (on 1D10)
Surprised	9 in 10
Looking at Dragon	5 in 10
Attacking Normally	3 in 10
Avoiding Gaze	1 in 10

Opponents actively trying to avoid the Dragon's gaze strike at him with -4 to hit and subtract 1 from their initiative roll.

If an opponent meets the Dragon's gaze he must make a save vs. Paralyzation or be paralyzed for 1D6 melee rounds. A Dragon may use either the Hypnotic Suggestion on one opponent or the Paralyzation Glimmer, but not both on the same melee round.

9C. Light Sleep: Dragons who pick this ability become light sleepers who can be awakened from any sleep, besides Dream

State sleep, with a mere touch or the slightest sound (GM's discretion). Dragons who pick this ability are usually solitary Dragons who inhabit deep caves where sound is controlled. They often "tune out" certain natural sounds like dripping water or wind.

Such light sleepers are impossible to sneak up on while they sleep. Even a thief's Move Silently percentage is reduced by 50%.

10C. Magic Resistance: With this ability a Dragon makes himself 05% more magic resistant everytime he picks this ability.

11C. Meditation Dream State: By using this ability a Dragon is able to automatically put himself into the Dream State described in the Dragon Dreams on page 29. This ability may be used only once per month.

12C. Mineral Lore: A Dragon may learn how to make any one of the magic charms from minerals outlined in the Dragon Mineral Lore section on page 42. A Dragon may choose this ability more than once, for an additional charm per time taken.

13C. Roar: A Dragon's Roar is a powerful bellow that can be heard many miles in all directions. The Roar has three uses. It is used in the mating ritual to attract female Dragons (although female Dragons may learn to roar as well, it is considered very unfeminine).

The Roar is used to announce the presence of a Dragon at a public meeting, especially when the Dragon wants to impress other creatures and younger Dragons.

All those who hear the Roar, including other Dragons, must save vs Insight or immediately lose initiative on the first round of combat with the roaring Dragon. Furthermore, all opponents must make an additional save vs. Insight or flee in panic for 1D6 melee rounds. These rolls must be made every time a Dragon Roars. A Dragon may Roar as many times per day as he has points of EGO.

14C. Elemental Spell Use: Dragons have completed the basic training needed to learn Elemental or Ordinary Spells. See Dragon Magic on page 33 for details. Dragons may not pick this ability if they have an EGO under 13 and an Intellect

15C. Tail Manipulation: Dragons with this ability can use their tails as humans would use their hands. The tip of the tail can be used to grab objects, work machinery, pull a lever, hold a weapon, or other actions. Furthermore, the Dragon may have one tail attack per melee round (see Tail Attack on page 13).

Black and Red Dragons may not pick this ability.

16C. Telepathy: The Dragon is able to use Telepathy at will. The Dragon can read the surface thoughts of any creature to a range of 120'. The Dragon may also

send his own thoughts into the mind of a creature to the range of 200'. This power is stopped by 2' or more of rock, earth, wood, or metal.

Intelligent creatures can shut out a Dragon's thoughts if they save vs. Magic. Characters must only save once per Dragon using Telepathy per day.

17C. Telekinesis: This ability acts like a Telekinesis spell in the standard spell books, with one exception—the Dragon can only lift 250 gp of weight per Age of Molt.

18C. Treasure Lore: This ability acts as a Legend Lore spell but only for specific magical or expensive treasures. By choosing this ability the Dragon has a 80% chance of knowing about any treasure trove within 1,000 miles in any direction. Furthermore, the Dragon has a 50% chance of knowing its general location within a 300 x 300 mile area and a

10% chance of knowing its whereabouts within a 50 x 50 mile area.

The dragon also has a 30% chance of knowing what the treasure mainly consists of and a 10% chance of knowing one of the treasures traps, guards, or defenses. The Dragon learns this information by going into a Dream State (see *Dragon Dreams* on page 29).

19C. Voice Imitation: The Dragon can imitate any voice he has heard for at least one melee round. The chance that a Dragon's opponents will believe the voice is 50% + 1% per Intellect point of the Dragon.

If a Bard is with the party, subtract an additional 10% from this chance. Dragons can also imitate animal noises, natural sounds like waterfalls, brooks, flames, wind through the trees, and others.

AFTER THE FOURTH MOLT (501 years & up)

1D. Astral Plane: The Dragon may project himself into the Astral Plane. The entire Dragon can then move to any other plane of existence. Unlike the clerical Astral Spell, the Dragon can take his material body with him into the Astral Plane, dispensing with the silver cord.

2D. Change Breath Weapon: The Dragon can actually change the chemical composition of his Breath Weapon.

Once a Breath Weapon is changed, the Dragon can switch between the two Breath Weapons. It takes one full day of using no Breath Weapon to make this change.

Below is a list of different Breath Weapons and their effects. Other Breath Weapons are possible to obtain (GM's discretion).

Acid	Line
Cloudkill	Cloud
Cold	Cone
Fire	Cone
Flesh to Stone	Cloud
Hallucinogen	Cloud
Lightning	Line
Paralysis gas	Cloud
Poison gas	Cloud
Repulsion	Cloud
Slow gas	Cloud
Stinking Cloud	Cloud

3D. Illusion Creation: The Dragon may create permanent illusions such as the Skill 6 illusionists spell. Dragons may create as many illusions per day as they have points of EGO.

4D. Improved Plant Lore: A Dragon may learn to make any of the many preparations detailed in the *Dragon Plant Lore* section on page 40-41.

5D. Improved Roar: The Dragon is able to project his Roar 100 miles in all directions. (See Roar on page 15 for details.)

6D. Increase Body: The Dragon may in-

crease the size of his body by 1D4 HTK Dice every time he picks this ability. Also his length is increased by 10' for every extra HTK Die he gains.

7D. Magic Needed to Hit: The Dragon makes himself impervious to normal weapons.

This ability may be chosen more than once. Every time it is chosen, the Dragon increases the plus of the weapons that are needed to affect him.

- After picking this ability once:
Need magical weapons to hit.
- After picking this ability twice:
Need +2 or better weapons to hit.
- After picking this ability thrice:
Need +3 or better weapons to hit.

8D. Master Magic: This magical discipline cannot be learned until the Dragon has completed his Fourth/Final Molt.

9D. Protecting the Soul: With this ability the Dragon can remove the life essence of his soul from his body and place it within any covered container. The Dragon cannot be killed if his essence is so protected, although he can be hurt and his body totally destroyed.

In this case the Dragon's spirit is trapped in its container and must wait until another Dragon comes within 100' of the container. At this point the Dragon's soul may attempt to enter the unsuspecting Dragon's body, destroying the new body's original soul. The percentage chance of this attack succeeding is equal to the Dragon soul's EGO x 4, minus the defending Dragon's EGO. If the attack succeeds the Dragon soul takes over the body completely. If it fails, it retreats to its container. Only one attack may be made per turn.

A Dragon may attempt to take over other creatures' bodies and later attempt to take over a Dragon's body. The attempt must be tried on an intelligent

creature. The percentage chance of success is equal to the Dragon soul's EGO x 5, minus the creature's Intellect + Insight.

If the Dragon soul succeeds and then uses the body to get close to another Dragon, it may attempt another transfer. In this case, the Dragon soul suffers an additional 10% subtraction to his attempted take over.

A Dragon soul may take over as many Dragons and other creatures as it wants, although once inside a Dragon body it may not willingly cast it aside for a better body. Note that none of the memories or abilities of the original Dragon are saved by the Dragon Soul.

The only way to actually destroy this Dragon is to find the container and destroy the magical essence within by using a Dispel Magic spell.

10D. Raise the Dead: The Dragon can Raise the Dead like the Skill 5 clerical spell. The Dragon may raise as many HTK Dice of creatures per day as he has points of EGO.

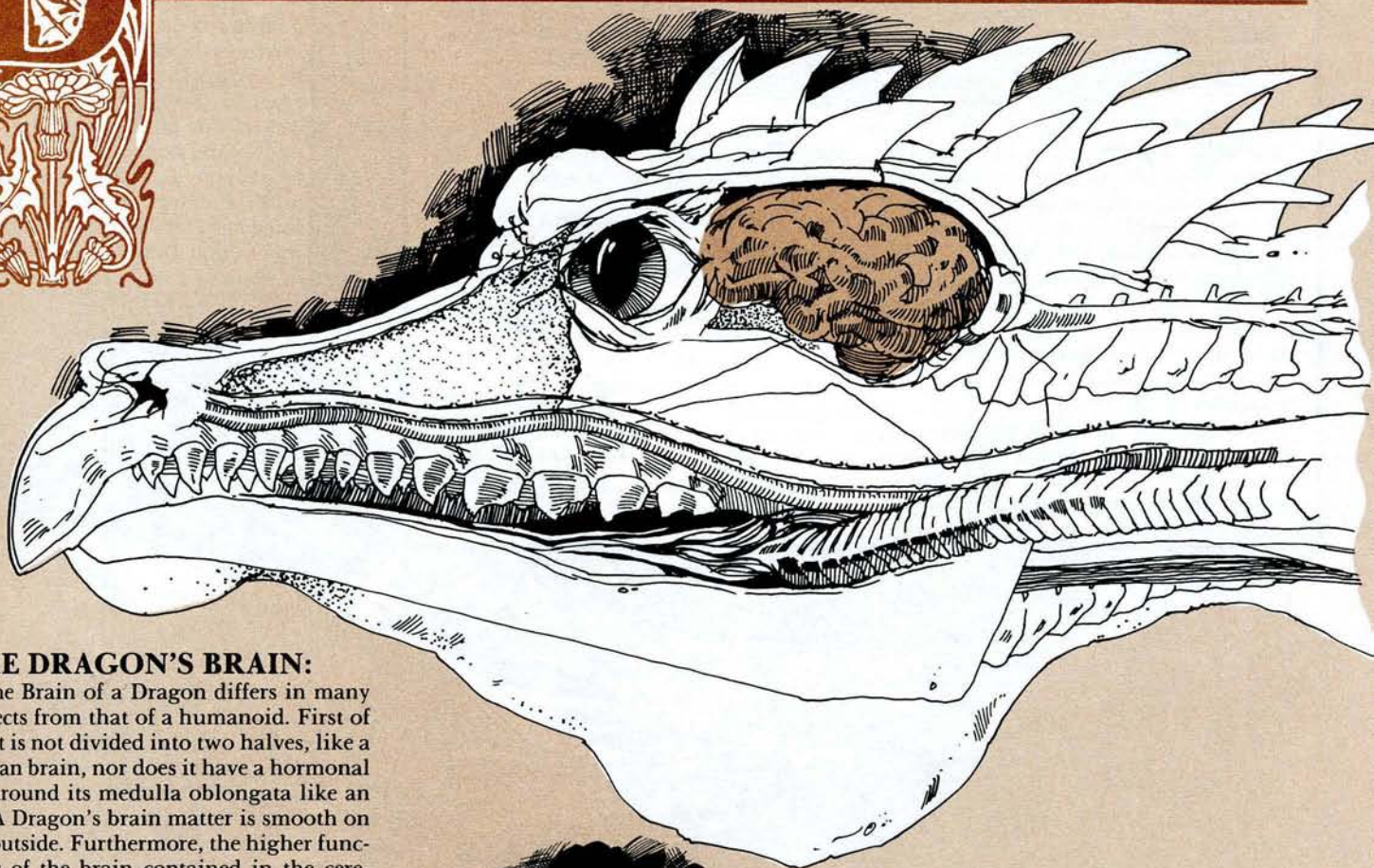
11D. Shape Change: This is exactly like the Skill 9 magic user spell of the same name. The Dragon may use this ability at will.

12D. Summon Elemental: The Dragon may summon only one elemental of one type at a time. The size of the summoned creature is 11D8 HTK Dice. Unlike the magic user spell, the elemental does not need to be controlled. It will do the bidding of the Dragon without the Dragon's concentration.

Length of service is 1 month for every point of the Dragon's Appeal. If the Elemental is destroyed, it will take the Dragon 1D4 weeks to summon another one.



DRAGON BIOLOGY

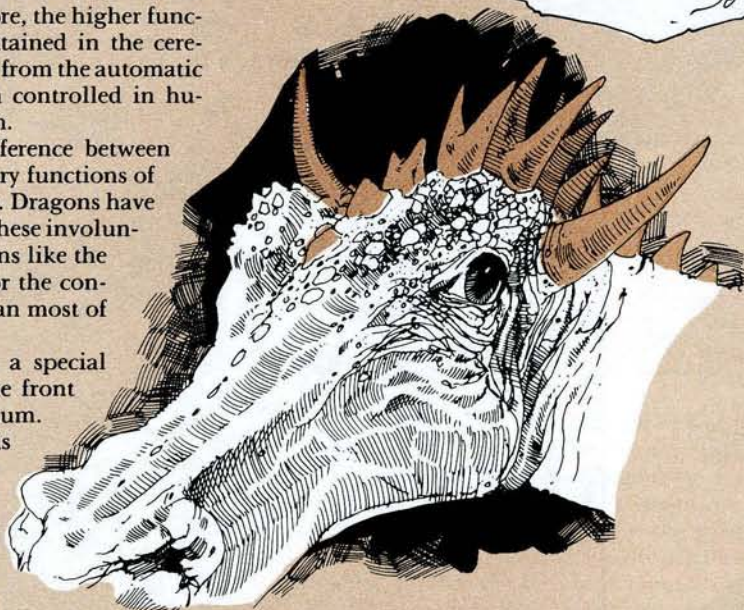


THE DRAGON'S BRAIN:

The Brain of a Dragon differs in many respects from that of a humanoid. First of all, it is not divided into two halves, like a human brain, nor does it have a hormonal sac around its medulla oblongata like an elf. A Dragon's brain matter is smooth on the outside. Furthermore, the higher functions of the brain contained in the cerebrum are not separated from the automatic functions of the brain controlled in humans by the cerebellum.

In Dragons, the difference between automatic and voluntary functions of the body is more vague. Dragons have much more control of these involuntary automatic functions like the beating of the heart, or the contraction of muscles, than most of the world's creatures.

In Bronze Dragons, a special organ is located in the front part of the Cerebellum. While its exact nature is unclear, many believe that this is the source of their telepathic powers. Other types of Dragons have this organ, though it is very primitive and under developed.

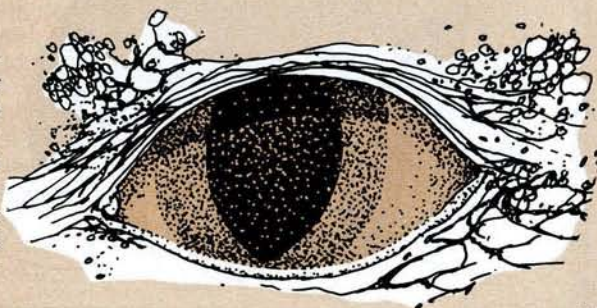


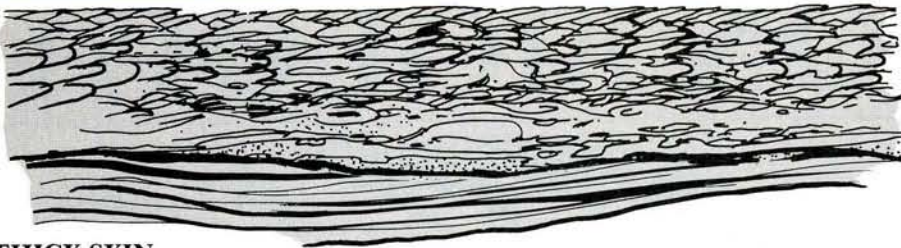
RIDGES AND HORNS

Ever since Dragon fought Dragon, many Clan leaders have sought to increase the protection of their warrior Dragons. Most male Dragons sport an assortment of bony ridges or sharp horns that are used in combat against other Dragons. Such hard and sharp surfaces are never seen on Female Dragons.

TRANSPARENT EYELIDS

All Dragons, when they fly in high altitudes, are protected against the strong ultra-violet radiation with special eyelids that filter out the harmful rays. The eyelids also contain special nerve endings that allow the Dragon to see in the dark (infravision). Recently, a Bronze Dragon was born with a spot on his eyelid that allows him to magnify anything he sees by a power of 10.





THICK SKIN

The skin of a Dragon is designed for protection from physical attacks, shock absorption, and protection against heat and cold. The scales of a Dragon grow beneath the outer skin layer, but the old layer of scales doesn't fall off. Instead special excretions thicken and congeal the old scales into a hard mass. As a Dragon gets older, this hard outer layer is continually worn away so it stays about the same thickness throughout its life.

There is always one spot on a Dragon where the protective covering of dead skin is totally gone and the softer living skin is exposed. This spot is necessary for Dragons to expel gases that become trapped between

their lungs and stomach. They literally sweat the gases out at this spot.

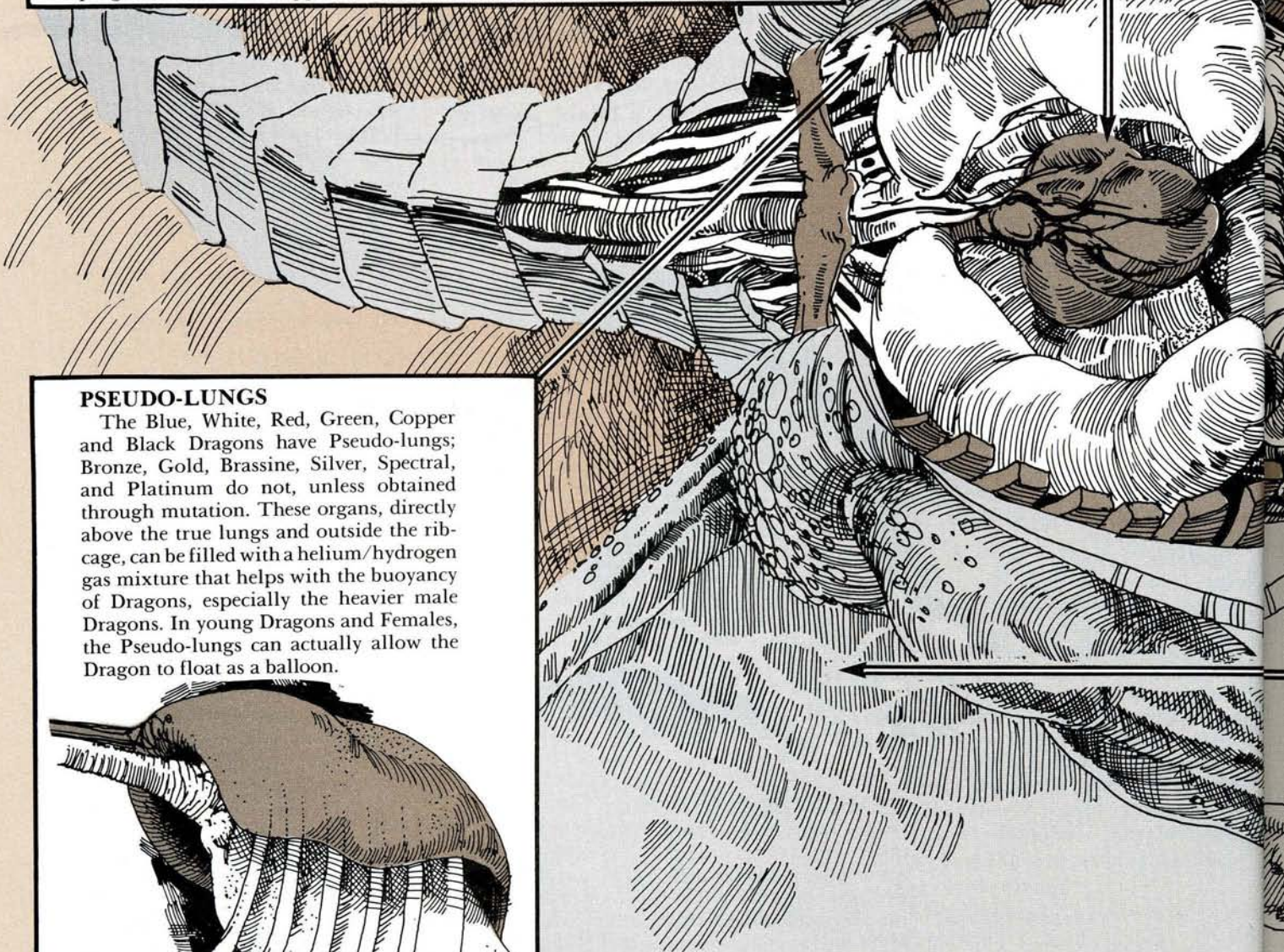
Random Location (Roll 1D10)

Number	Softened Area
1	Head
2	Neck
3	Chest
4	Stomach
5	Back
6	Wing(50% L/R)*
7	Front Leg(50% L/R)*
8	Back Leg(50% L/R)*
9	Groin/Rear(50%)
10	Tail

*L/R: Left/Right

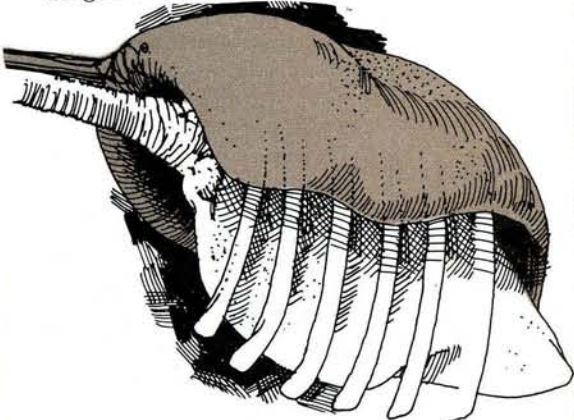
THE DRAGON'S HEART

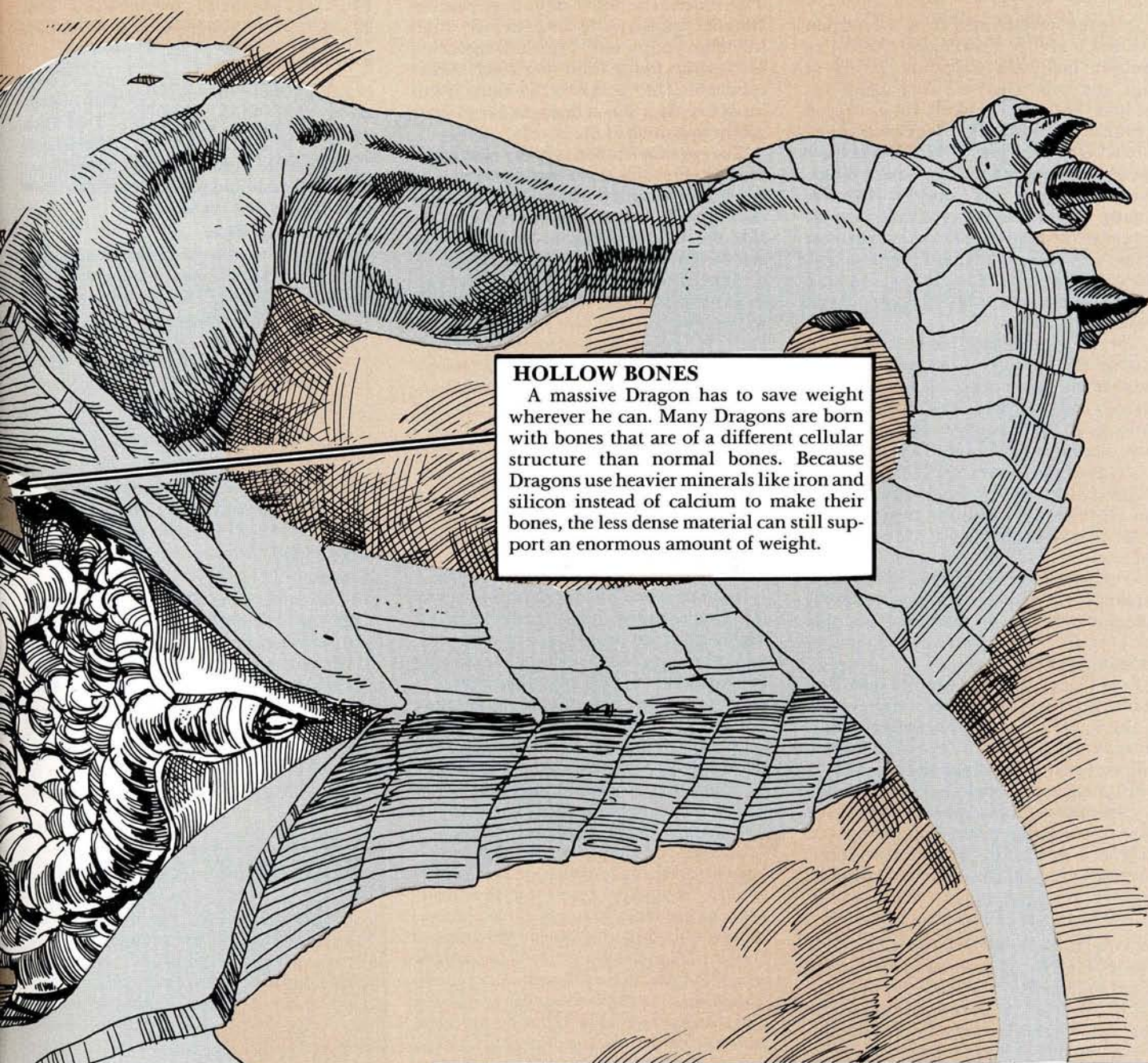
The Dragon's heart acts much like a human's heart, except that it is much larger and much more powerful a pump. Dragons have a special gland in the middle of their hearts that secretes a chemical, which increases the pumping rate almost instantly, giving a Dragon an extra boost. Over the years, by-products from this chemical collect in this gland and calcify, creating hard round stone. Heart stones can grow to be as large as a man's fist and cause the death of many Dragons. These brightly colored mineral deposits also gave rise to the legend that Dragons have precious stones in place of their hearts.



PSEUDO-LUNGS

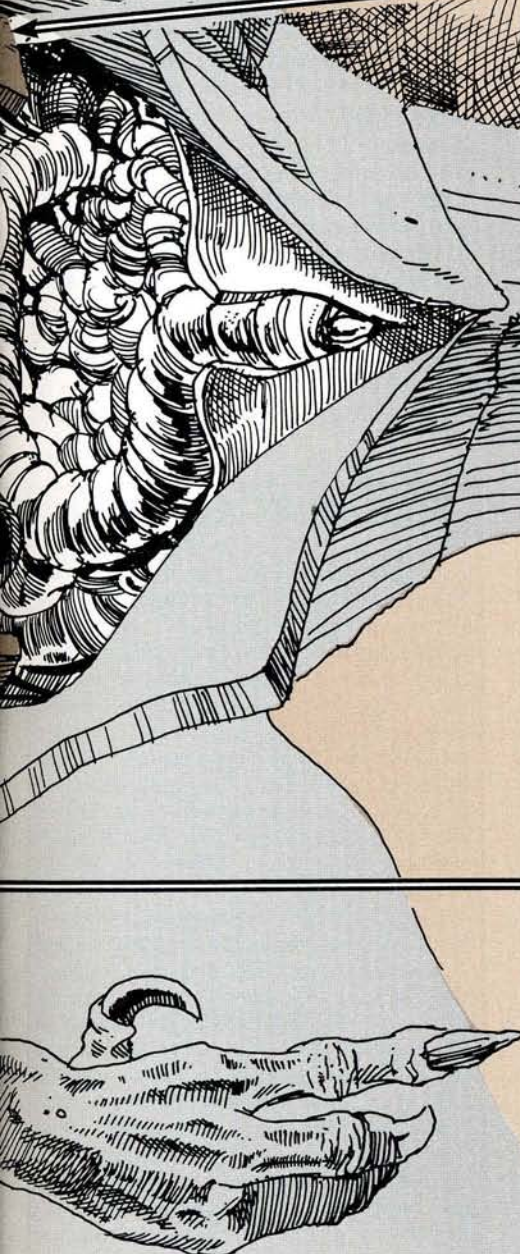
The Blue, White, Red, Green, Copper and Black Dragons have Pseudo-lungs; Bronze, Gold, Brassine, Silver, Spectral, and Platinum do not, unless obtained through mutation. These organs, directly above the true lungs and outside the ribcage, can be filled with a helium/hydrogen gas mixture that helps with the buoyancy of Dragons, especially the heavier male Dragons. In young Dragons and Females, the Pseudo-lungs can actually allow the Dragon to float as a balloon.





HOLLOW BONES

A massive Dragon has to save weight wherever he can. Many Dragons are born with bones that are of a different cellular structure than normal bones. Because Dragons use heavier minerals like iron and silicon instead of calcium to make their bones, the less dense material can still support an enormous amount of weight.



DRAGON WINGS

The Wings of the Dragon are superbly constructed for maneuvering the huge mass of the Dragon. Because Dragons do not need the wings for lift, their entire construction is designed to brake the great mass of the beast and define the air flow around his body. Dragons can manipulate the surface area of their wings to provide a knife-like surface when diving or climbing, but when they need to soar, Dragons can extend their wings out in broad fan shapes.

Dragons also have control of a group of openings on the wing surface. When closed, these openings (or eyelets) dramatically increase the pressure on the wings and cause the Dragon to greatly increase lift. When opened, the wings act as an effective air brake that slows the Dragon down.



Dragons were created from a reptilian creature, and they retain many reptile-like features, including scales, the laying of eggs, and tails. There are some major differences, however. Dragons are six-legged creatures; the third pair of legs were turned into wings by the god of Air. Dragons are hot-blooded creatures. They have a multi-chambered heart and complex digestive organs. Dragons have fierce rows of teeth instead of the simple teeth common to most reptiles. Finally, and most importantly, Dragons were created by the gods and did not evolve like most other creatures on this plane of existence.

This is a fundamental concept when discussing the biology of Dragons, because they are the most curious of creatures and embody many contradictions that gods are so fond of placing in animals. Dragons were created using the very same substance as the gods themselves (see the creation of Dragons on page 43). On one level, Dragons are associated with the creatures that inhabit the four planes outside the standard one.

Their ability to fly, to breathe flame, to eat precious metals and gems, to be intelligent and cunning, all come from the gifts the Four Elemental gods gave to the first Dragon, the Kaban-la-ri.

Even though Dragons are different, they share many things in common with the rest of the world's creatures. A Dragon has a heart, lungs, stomach, liver, glands for special hormones, reproductive organs, a skeletal structure, and skin. He breathes just as other animals do and digests his food in a similar manner. In general, a Dragon is one of the few successful creatures to be part magical and part natural.

EVOLUTION

In the past few thousand years, Dragons have evolved by the laws of natural selection. Compared to other creatures, the process of evolution of Dragons is incredibly fast. The mutation rate within Dragon populations is extremely high and Dragons are intelligent enough to encourage the better mutations to breed while killing off or sterilizing dangerous mutations. In just a few thousand years, Dragons have evolved into larger, smarter, and stronger creatures. They are also faster fliers, more disease resistant, able to withstand greater extremes of heat and cold, and are thicker skinned than their predecessors of thousands of years ago. Clan and Family leaders are constantly examining the young Dragons for mutations. They also like to breed their families for specific facial or wing markings

REPRODUCTION

Although the average Dragon lives to be a 1,000 years old, they can live to be up to 2,000 years and older. Through her entire life, a female Dragon will rarely see more

than ten of her children grow to maturity. The extremely high mutation rate in Dragons translates to an extremely high infant mortality rate. Female Dragons do not become fertile until they reach the second molt. Once pregnant, the Dragon will carry her eggs for as long as three years before they are laid.

The egg of a Dragon is a very tough and flexible shield for the maturing baby. The egg is grown with the baby and protects it during birth from the harsh chemicals inside the mother Dragon. Once the egg reaches the air, it solidifies and turns brittle. The Dragon baby inside the egg is almost fully grown when the egg is laid and within two weeks it will hatch out of the shell. A bony ridge on the forehead or a horn on the nose of the hatchling Dragon will help it break through his/her eggshell.

There is a 50/50 chance of female and male young being born.

A popular Dragon expression: "He was born with his shell already cracked" means that he was born well off and lucky and did not have to go through the hardships other Dragons' children often do.

MUTATIONS

Dragons spend most of their time above the clouds. In the thin atmosphere of the higher altitudes, Dragons sleep, eat, play, and pray. It is also above the clouds that Dragon mothers come to lay their eggs. It is during this time that most Dragon mutations occur. The thin shell of a Dragon egg is no protection from the harsh ultraviolet rays found in the elevations. The genetic structure of the Dragon, already highly susceptible to radiation, quickly adapts to new changes in the standard formula.

Dragons are uniquely designed to survive radical changes in their genetic code. A special "template" exists on the inside walls of the Dragon's egg. This template contains all the necessary information to keep a Dragon baby alive. If mutations arise that contradict the information, chemicals within the shell of the egg are released that rebuild the mutated strands of genetic material, destroying the mutant strands in the process. Thus baby Dragons are always a little different, but the basic functions of life are always the same.

Choosing Mutations

Die Roll	Mutation
1	Astral Projection
2	Aura
3	Change Breath Weapon
4	Double Wings
5	Duo-Stomachs
6	Extra Eye
7	Extra Toes
8	Forked Tongue
9	Gem Eyes
10	Glow
11	Hard Skin
12	Increased Strength
13	No Wings
14	Prehensile Tail
15	Pseudo-Lungs
16	Regeneration
17	Snake Eyes

18	Spots
19	Trill
20	Rare Choice (roll on 1D4)

Rare Mutations

1	Twins
2	Twin Heads
3	Two Tails
4	Ultravision

Many more mutations are known to exist. The Gm should use his discretion when introducing new mutations.

1. Astral Projection:

With this mutation the Dragon can enter the Astral Plane, leaving his physical body behind. The Dragon is not connected to the material body by a silver cord as required by the magic user's spell, but the Dragon must always return to his physical body within 24 hours and always at night. If he stays away too long and the rays of dawn strike the physical form, the Dragon will irrevocably die. The Dragon can travel anywhere on the normal planes of existence within this time, but there is a 10% chance that the Astral Form will get lost and fail to reach the body in time.

2. Aura:

Because of the elemental powers that gave birth to Dragons, some Dragons are mutated so that they are partially within one of the four planes of the Elements. Each elemental plane creates an Aura around the Dragon that follows the creature wherever he goes. Such Auras are considered very powerful magic and it is good luck to stand within the Aura of such a Dragon. The Auras are as follows:

Continued on next page

BIOLOGICAL NICHE

Dragons are at the top of the feeding pyramid. They only eat live game that they kill themselves, although children will eat the hindquarters (the juiciest and most nutritious part) of game brought by their parents. Dragons eat goats, sheep, deer, cattle, humanoids, fish, birds and other predators. Each type of Dragon has grown to prefer a different type of meat. Green Dragons love fish, Brassine Dragons will choose a cow over any other meat, while Blue Dragons will eat the shepherd before they eat the sheep.

One good-sized sheep (about 70 lbs.) will feed a mature Dragon for one day. Younger Dragons require more meat per day, and they will also eat grasses, berries, and the tops of local trees. All Dragons also consume large quantities of minerals, and some prefer very specific kinds of precious metals.

In the Dragonlands of the north more than a million animals are eaten by Dragons yearly. Humans who live in this land are forbidden to eat meat except for chickens, rabbits, squirrels, and pigs. Considering the size of the Dragonlands and their fertility, a million animals a year is not a great burden on the population. Dragons fit their biological niche easily.

Earth: Dragon is constantly enveloped in a Dust cloud no matter what the weather is. Because of obscurity, the Dragon is 10% (-2 Armor classes) harder to hit.

Air: Dragon is constantly enveloped in a Cloud no matter how windy the day may be. Like the Earth envelopment the Dragon's Armor Class is bettered by two points (-2).

Water: The Dragon is constantly enveloped in a Mist of water. This Dragon may naturally breathe underwater, but he may not breathe fire. Such Dragons are always surrounded by the watery mist no matter what the weather is.

Fire: A Dragon is constantly enveloped with fire. His breath weapon is always at double strength. Furthermore, he is resistant to all forms of fire attacks in-

cluding other fire-based Breath weapons. However, the fire around this Dragon can be extinguished and if it is, the Dragon must save vs. Magic or die. The Dragon will have 1D10 melee rounds to rekindle the blaze around him by re-rolling the save vs. Magic. The Dragon can try to save for the next 10 rounds only, after which time he is irrevocably dead.

continued on next page

THE FOUR GIFTS OF THE GODS

Dragons are blessed with very valuable gifts from the four Elemental gods. However, each gift had its price, as shown below:

THE GOD OF WATER'S GIFT:

Intelligence

The god of Water took the beast and gave it the insight and cunning all intellectual beings have. For if Dragons are to rule, they must be smarter than all other creatures of the world. At the same time, the creature took on the Water god's need for solitude and distrust of society. This cursed the Dragon, for it would never breed in large numbers and would always travel in small groups.

THE GOD OF EARTH'S GIFT:

Muscles of Stone

The Muscles of a Dragon are different than those of other creatures. The more the muscle is compressed, as in the act of lifting or flying, the greater the power of the muscle. It is as if under great stress the muscles of Dragons *grow!* This explains the awe-inspiring sight of a Dragon pulling himself out of a tailspin. As the pressure on the wings grow, the Dragon's muscles turn incredibly strong and he can still try to maneuver his wings to break the descent. This does not, however, always work; there is a STR+5% chance of this failing.

The god of Earth gave the Dragon more than his wondrous power. He also instilled in the mind of the beast an intense desire for precious stones and precious gems. A Dragon has an almost insatiable need to acquire these items, even if it means forsaking more profitable ventures.

THE GOD OF FIRE'S GIFT:

Fire

Originally, all Dragons breathed fire, but as the millennium passed, many Dragons mutated into breathing other forms of destruction.

A Dragon has a breath weapon because he stores gases in his stomach. Most Dragons like to eat rocks, especially coal bearing rocks. The digestive process of the Dragons requires these rocks to grind up food that

Dragons insist on swallowing whole (and usually still alive).

One of the by-products from the digestive process is a gas that, when mixed with a flammable substance, such as coal, oil, wood fibers, or some chemical explosives, turns into a highly volatile gas. This gas is harmless until it is passed up the esophagus to the throat.

GM NOTE: This gas contains small quantities of white phosphorous, which is flammable in air. The white phosphorous ignites, which sparks the gas into a roaring blaze that is expelled from the throat in a cone shape.

Dragons can breathe gases other than those that produce flame, which is one reason why different types of Dragons have different breath weapons.

Some Dragon Clans can alter the chemical composition of their breath weapon by mixing their digestive gases with other chemical compounds found in their bodies. Brassine Dragons, for instance, produce a chemical that binds with the white phosphorous in their digestive juices. When the gas hits the air it does not explode immediately, but simply hangs in the air for a few seconds. By gently blowing on the gas and using its wings as fans, a Brassine Dragon can shape his gas into many forms. Up to 5 minutes after the Dragon expelled his breath weapon, the chemical bound with the phosphorous will disintegrate, freeing the white phosphorous to spark and the area will explode into flames.

Dragons can store these gases in special compartments of their stomachs. A Dragon can store up to five such bursts in different compartments of his stomach. If he stores all five charges, the Dragon will be sick within 1D4 days later (-2 to hit and damage) for 1D4 days. Dragon fire is hard on Dragons, too.

The usual safe number of stored fire blasts is three. It takes three hours to refill a compartment and at least 10 pounds of coal or 1 gallon of flammable light oil.

A Dragon's circulatory system wraps around the stomach, and special blood

cells transfer the heat of the chemical reactions to all parts of the Dragon's body.

But the Fire god's Gift is not all good. The fire that burns within the Dragon's body makes it prone to sudden and unpredictable rages. Dragons tend to be rash and act before they have all the facts about a situation. Furthermore, they hold grudges forever. Many Dragon families still hate other families as a result of feuds that have lasted hundreds of years. (See Feuds on page 31.)

The most extreme example of this behavior is the Red Dragon's feeding frenzy.

THE GOD OF AIR'S GIFT:

Flight

Of all the gifts so far mentioned, none is more important to a Dragon than flight. Flight is the reason for a Dragon's being. It is his personal statement on his superiority to all other creatures of this world. To a Dragon, his flying is like a rainbow, a promise from the gods that he is favored.

A Dragon does not fly because of the laws of nature; he flies in spite of them. A Dragon is much too large for his wings to lift; the weight can barely be supported by the Dragon's bones, let alone a pair of wings.

A Dragon flies because the god of Air gave him the secret of flight. This is a secret every Dragon knows from birth. It is very simple: a Dragon flies because he wills himself to fly. By sheer will so powerful and pure, the Dragon can lift his huge body off the earth and into the heavens.

But the Dragon's great gift is also his great danger, because if a Dragon ever begins to doubt himself or his race's abilities, he will lose the ability to fly. In the hard times that followed the Dragon races, many pathetic creatures roamed the ground, no longer sure of themselves and no longer able to take to the clouds.

Fortunately for everyone, these creatures (they could hardly be called true Dragons) died very quickly.

Once a Dragon loses his ability to fly, it is possible for him to regain it. In fact, some Dragons can fly even without the aid of wings. They are no longer very maneuverable in flight, but they can still fly.

3. Change Breath Weapon:

A Dragon can mutate to breathe other attacks besides fire. These include: Acid, Poisonous Gas, Lightning Bolts, and Cold. See chart within listing for Change Breath Weapon; Skill 4 Ability page 16.

4. Double Wings:

With this mutation both the normal Wings and the front legs have become wings. Such Dragons find walking difficult (move 2") but are powerful and graceful fliers. Warrior Dragons came from Dragons with this mutation. Dragons with Double Wings fly 5" faster than normal Dragons of their Clan types.

5. Duo Stomachs:

Allows a Dragon to create an additional potion.

6. Extra Eye:

The third eye usually replaces the horn on the top of a Dragon's head.

7. Extra Toes:

From 1D4 extra toes.

8. Forked Tongue:

This mutation is very common among Blue Dragons, but it serves no purpose.

9. Gem Eyes:

This is a strange mutation. The eyes of the Dragon are actual gems, beautifully faceted and flawless at birth. The gem eyes will stay beautiful until the bejeweled Dragon cries. At this time his eyes turn normal. Dragon gem eyes are extremely valuable and highly magical. If an eye is extracted from a Dragon it will possess one of the following powers:

Extracted Eye Powers

Die Roll	Eye Power
01-25	+3 protection.
26-45	Protection from Lightning Bolts.
46-60	Adds one point to Strength and Stamina.
61-80	Heals 2D6 HTK OPD*.
81-95	Acts as a Crystal Ball.
96-99	Burns with an inner blue flame that will shoot a 6D6 Fireball OPD*.
00	When exposed to the light of a full moon it will grant bearer one wish, then disintegrate.

*OPD: Once Per Day

10. Glows:

A Dragon with this mutation will be able to make any part of his body glow with an unearthly green light. The Dragon can glow at will, although the light is never stronger than the average torch.

11. Hard Skin:

With this mutation the Dragon develops an extremely hard skin after the first Molt. The Dragon's Armor Class is bettered by 3 (-3), but because of the inflexi-

bility of the harder skin a Dragon's flight speed is cut in half.

12. Increased Strength:

Add 1D6 Strength points to the Dragon.

13. No Wings:

Some Dragon Clans have never grown wings and therefore do not consider this occurrence a mutation. (Such Dragons consider the growing of wings a mutation.)

Dragons who usually have wings but are mutated without them, still can fly. However, they are not very good fliers.

14. Prehensile Tail:

This mutation allows the Dragon to use its tail as if it were a manipulative front claw.

15. Pseudo Lungs:

This mutation allows the growth of two extra lungs above the true lungs and outside the ribcage. These lungs can be filled with a helium/hydrogen gas mixture that causes the Dragon to be more buoyant.

16. Regeneration:

The Dragon can regenerate 1 HTK per melee round. Each time this mutation occurs add 1 HTK of Regeneration.

17. Snake Eyes:

Dragons are usually born with round pupils, but some Dragons have mutated to a slit pupil like a snake. The eyes are considered the sign of an evil Dragon, although there is no more to this than superstition. Dragons with snake eyes have an additional 10% chance to hypnotize when using the ability of Hypnotic Gaze. In addition, they add one point to all rolls to determine whether an opponent looks into the eyes of the mutated Dragon. See Hypnotic Gaze on page 15.

18. Spots:

Spots of color not associated with the Clan appear on the Dragon after the first molt. These spots cause a great embarrassment to the afflicted Dragon and 95% of the time spotted Dragons are driven from the Clan to lead solitary and bitter lives alone in the High Mountains.

19. Trill:

This special mutation is a recent development. The vocal chords of a Dragon are changed so that they can vibrate extremely fast. The sound produced is too high a frequency for humanoids to hear, but for Dragons and other flying creatures it causes an annoying buzzing that affects their flight. The Trill causes all flying creatures to save vs. Petrification or be forced to land in 1D4 rounds.

A grounded Dragon must stay on the ground for 2D10 turns while the unpleasant vibrations caused by the Trilling

continue. A Dragon with this mutation can trill for 1 melee round every hour and no more than 6 times per day. On the seventh and subsequent times, the Trilling Dragon must save vs. Poison or strain his throat and never be able to Trill again.

20. Twins:

It is very rare for the single eggs of Dragons to produce Twins. Such mutations cause great comment in the Dragon community for they are a clear sign of uncertain and troubling times. Twins were born to the Brassine Dragons right before the Civil War exploded.

Twin Dragons are always exactly the same, and they can always communicate telepathically with each other. Furthermore, they can feel the pain of each other's ailments, and they always die precisely at the same time.

Twin Dragons always defend their brothers or sisters and always live within 2 miles of each other. If twins are forced apart more than 2 miles away, they will each sustain a loss of 1 HTK per week apart. It is said that the Dragon Lord was the son of twins who were themselves the offspring of Twins. On whether the Dragon Lord had a twin the legends remain silent.

21. Two Heads:

This Mutation is considered good luck by all Clans. A two-headed Dragon is often given a place of prominence in the Clan. The two heads are two different personalities, but they work together out of necessity. Each head has a different Intellect, Insight, and EGO. The head with the greatest EGO is the dominant head.

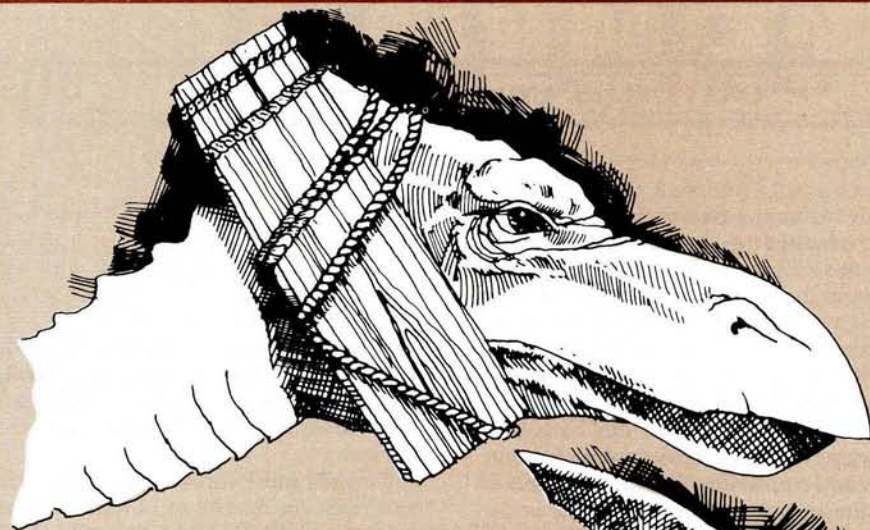
Two-headed Dragons obviously get an additional bite attack per turn. But only one head at a time may use a breath weapon and only the usual number of charges can be used each day. In 85% of two-headed Dragons the two heads are telepathically linked. Two-headed Dragons can never use Dragon Magic.

22. Two Tails:

This is usually a nuisance for the afflicted Dragon. A Dragon with a Dexterity of 18 can use the second tail as an extra attack if he picks the Ability Tail Attack, but for most Dragons it simply gets in the way. Legend states that when a Dragon is born with two tails it is considered a bad sign and means that two Clans will fight a feud.

23. Ultravision:

This mutation is like infravision, but works on the ultraviolet radiation and not infrared radiation. This gives the Dragon effective night vision so that the dark of night seems as bright as day. However, 95% of all Ultravision Dragons lose their infravision abilities. Ultravision does not work underground.



HEAD SHAPING

Although the practice may seem barbaric, Dragons enjoy molding the soft skulls of their baby hatchlings to form strange shapes. This practice does not harm the young Dragon, however. The hatchling's head is strapped with wooden boards tied very tightly. By slowly increasing the pressure on the boards, the young hatchling's skull begins to change shape. Below is one of the more popular head shapes. About 10% of the male Dragon population have had their heads shaped, including all Platinum Priest Dragons. Female Dragons do not undergo Head Shaping.



DISEASE AND PARASITES

A Dragon can contract many different types of diseases and parasites. Dragons have a great paranoia of disease and have invented many strange cures. Although Dragon diseases tend to be highly contagious to other Dragons, they rarely affect other beings, including the humanoid races. The diseases of man rarely affect Dragons.

Parasites, however, often infest both men and Dragons. The common biting gnat is an excellent example. Below is a list of the major Dragon diseases and parasites, their effects, and cures.

Blood Rot

This disease is caused by a virus, which attacks a Dragon's blood cells and uses them to create more virus. The Dragon soon becomes anemic and weak. Such Dragons will lose 1 point of Strength every day until they are reduced to 3 Strength points. At this point, the Dragon must roll against his Stamina or lapse into a coma and die in 1D8 days.

This disease is highly contagious, especially in the last two weeks of life. There is a 25% chance per exposure of a Dragon con-

tracting the disease. This disease occurs only in Dragons during the Summer months.

The common cure for this disease is a soup made from the blood of flying animals and birds. This soup has a 25% chance of curing the stricken Dragon. Otherwise, if the Dragon makes his Stamina roll while at 3 Strength points, the disease will have peaked and the Dragon will slowly regain his strength (1 point every two days). There is a 25% chance that the surviving Dragon will permanently lose 1 point of Strength from this disease. The disease is also treatable with magic and priestly intervention with a 20% chance of success.

Elbow Boils

Dragons sometimes develop boils and cysts underneath their skin. The boils cause the Dragon great pain whenever he moves the joint that the boil is on.

As the name indicates, the boils most often appear on the elbows, but they can appear anywhere on the Dragon's skin.

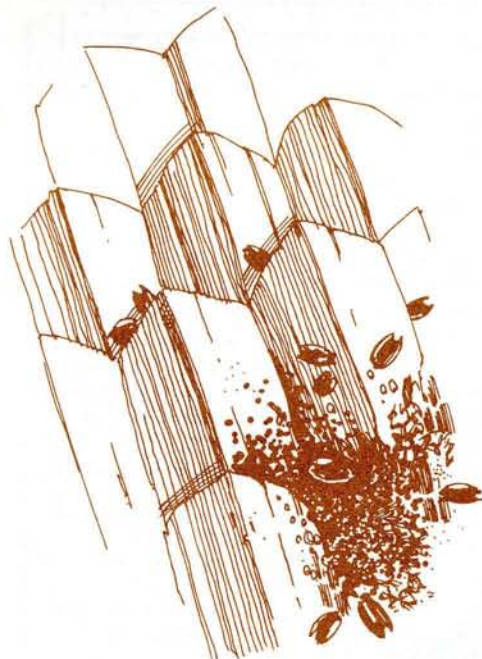
The chart below gives the percentages and specific effects:

Head	05%	Pain reduces Intellect by 3 and Insight by 4.
Arms	40%	Pain causes loss of use of limb—lose 1 attack.
Legs	20%	Pain causes loss of use of limb—movement is halved.
Torso	15%	Pain causes irritability—lose 4 Appeal points.
Tail	10%	Pain causes loss of use of limb—lose 1 attack.
Wings	10%	Pain causes loss of use of limb—Dragon is reduced to the worst maneuverability, and flying speed is reduced by 5.

Boils last about a week, after that they dry up and heal. They can be lanced and covered with a special dressing made from the leaves of Halo plants (see Dragon Plant Lore).

Lancing a boil is slightly dangerous, and there is always a 5% chance that the boil will become infected and the Dragon will suffer a permanent loss of 1 HTK.

Boils can happen in any season, anywhere in the Dragonlands.



These common parasites live within the dead tissue that make up the outside of a Dragon's skin. Usually, they will not cause problems, but during the Summer and early Fall, these parasites burrow into the living layer of skin and lay their eggs.

The intense itching this produces is indescribable. Dragons go wild trying to soothe the irritations with mud baths, arctic ice packs, scraping the sides of mountains, and employing dozens of humanoid laborers to search and destroy the infestations.

Furthermore, these parasites are extremely mobile and spread quickly throughout Dragon Family groups, multiplying the

misery. Even Riders are not immune to the ravages of gnats, flies and other insects.

A Dragon who is infested with egg-laying insects always fumbles on his "to hit" roll on a natural roll of 1, 2, or 3. Furthermore, there is a base 1% chance that any action the Dragon attempts will end in failure because at the most inopportune moment an insect will bite him in a sensitive spot.

The only sure cure to rid oneself of biting insects is via magic, although if all the gnats are not killed (say in a Cloud Kill spell) the survivors will re-infest the Dragon in 1D6 days.

Stomach Worms

These insidious parasites actually live within the stomach of the Dragon. They are the only creatures that can live within the boiling chemical soup therein. Stomach worms survive by changing the chemistry of the stomach to suit their own needs.

When a Dragon has Stomach Worms, he first notices that he cannot use his breath weapon as many times as usual. As the worms grow, they change the Dragon's stomach chemistry and can prevent the Dragon from using his breath weapon completely. The worms grow slowly but persistently, taking effect in the following manner:

First week:

Lose one Breath Weapon charge per day.

Second week:

Take twice as long and twice as much material to use breath weapon

Third week:

May only use Breath Weapon once per day.

Fourth week:

May only use Breath Weapon once per week.

Fifth week:

Breath Weapon gone.

Stomach Worms are remarkably hard to kill; they are resistant to clerical and magical spells. After each Cure Disease attempt, the Worms are allowed a saving throw of 10. If the save is successful, the Worms survive. Even if the Worms fail to make their save, they are only reduced one stage. For example, the Worms in their fifth week of infestation that are attacked with a Cure

Disease will revert to their fourth week stage.

The traditional cure for Stomach Worms is swallowing a cloth soaked in a mild poison. This cure is 25% effective per week of treatment. Each week the cure is successful, the worms are reduced by one stage. If the week's save is not successful, Worms' damage progresses another week.

Red Eye

This disease is named after the condition's third stage, when the Dragon's eyes turn a pale red. This disease affects the muscular system and causes spasms and twitchings that gradually knot all the muscles of a Dragon, making them useless.

This disease is not contagious and only appears in the Winter months. The most common cases are reported after the Dragon has awakened from a long sleep. There is a 5% non-cumulative chance every time a Dragon sleeps for more than one week that he will contract Red Eye.

Stage One: The disease begins in one of the limbs, usually the wings (60%) or front legs (35%), and directly in the heart (5%). The affected areas are completely paralyzed and useless. In the event of a direct attack on the heart, a Dragon will die in 1D4 hours.

Stage Two: Within 1D4 weeks the disease will spread to adjacent areas, especially the neck, back, tail, and face. These areas will also become paralyzed, often causing great pain for the Dragon. The Dragon's eyes will then turn a pale shade of red.

Stage Three: The paralysis strikes the

heart 7 to 10 1D4 days after it has spread. The Dragon will die in 1D4 hours.

The only cure for Red Eye involves the brains of a dozen elves, or when elves are not available, a dozen of some type of monster that paralyzes with a touch (i.e. ghouls, carrion crawlers, etc.). The preparation must be drunk under the light of a full moon. If the procedure is followed, there is an 85% chance of success. Magical and clerical spells have no effect against Red Eye.

Shell Plague

This disease strikes egg-carrying female Dragons, deforming the young Dragons they are carrying as well as thinning the shells of the young Dragon, sometimes eliminating the shells completely. There is a 1% chance that the disease will strike. The infant mortality rate for diseased mothers is almost 95%. It was an especially virulent form of this plague that nearly wiped all the Dragons out thousands of years ago.

The Shell Plague also attacks the reproductive organs of female Dragons, and there is a 50% chance that an affected female will become sterile.

Compounding this dreaded disease is the Shell Plague's high rate of contagion. Male Dragons can also be carriers of the disease, (5% chance). There is a 50% chance per exposure to such male carriers that a female Dragon will contract the Shell Plague.

There is no known cure for the Shell Plague, although magical and clerical healing have a 65% chance of returning the female Dragon's fertility. Most Dragons practice strict quarantines and abandon diseased lairs.



CULTURE

The daily routine of a Dragon is tied to the seasons. The colder the temperature, the more lethargic and sleepy a Dragon gets. When the heat of Summer is on the land, however, Dragons soar on the heated updrafts until late in the evening.

Generally, Dragons begin the day when the sun first lights the eastern clouds. A Dragon will begin with stretching exercises to warm his wings, then fly to a secluded spot that is barely touched by the early light and greet the sun.

Even ancient hermit Dragons can be seen extending their wings to the sun's light, spending a moment in prayer and meditation. Mating pairs often greet the sun together, with their children at their sides. Male Dragons have been known to fly in lazy circles while bathed in sunlight, turning over and over in the pure ecstasy of flight and light.

These rites are especially noticeable after a few days of rain and cloudy skies. Then the mountains in the Dragonlands are covered with Dragons. Peasants who live near Dragons know that early morning is the best time to pass by Dragon lairs, for the Dragons are off worshipping the sun.

By mid-morning most Dragons have begun their daily routines. Food is always an important part of the day. A Dragon who has a herd of sheep or cattle penned in a valley will often feast on a kill in the morning. Hunting Dragons circle their lairs searching the surrounding hills and valleys with their keen eyesight. Dragons slowly increase the circumference of the circle expanding the area under the search. A Dragon will rarely return to his lair before he has spotted and eaten his prey.

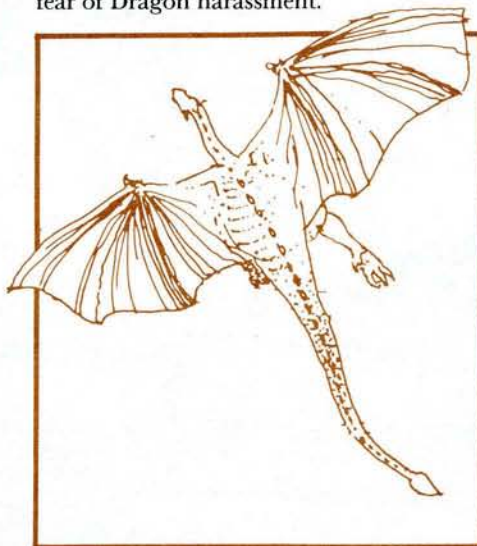
After a kill, a Dragon will not eat again for the rest of the day. Occasionally, however, a Dragon will snack on a small mammal like a dog, rabbit, or squirrel. On the coastal plains, Green Dragons can be found eating the mice that literally overrun the short grasses. All other Dragons find such eating habits dreadful.

At noon, whether a Dragon has eaten or not, most Dragons stop to rest. Favorite spots to rest are shaded pools, dark damp caves, deep, thicket-filled forests, or the sides of sheer mountains. Dragons enjoy their privacy, especially at this time of the day.

In the early afternoon, Dragons are usually ready to deal with men or Dragons from other Clans. In the city of Riverin,

along the river Kaban, flights of Dragons begin to appear over the town around one o'clock and by three o'clock the sky is dark with circling Dragons. Many Dragons trade with men, dwarves, and elves. Many more come to sample the latest wines, eat the choicest calves, or speak to Dragons from other Clans. Of course, much of this trading has been disrupted because of the civil war.

Dragons pursue all facets of organized life during the afternoon and evening, but when the sun falls most Dragons fly to a secluded spot. With a beating of wings and craning of necks they honor the sun's passing. Once again, the peasants may quickly pass through mountain valleys without fear of Dragon harassment.



An hour later the Dragons are home, back to their lairs and loved ones. Any cleaning of the nest comes now, though Dragons are notoriously bad housekeepers who prefer to simply burn the entire cave clean than sweep it out with their tails.

In the dying rays of the sun, Dragons often visit their secret treasure troves and add any new trinkets they have acquired.

At night most Dragons sleep. But on the nights of holy days, Dragons congregate atop their sacred mountains. Most Dragon rituals are held at night including marriages, funerals, confirmations, hatchings, and celebrations of the Winter and Summer Solstices and the Fall and Spring Equinox. Lone Dragons sometimes hunt at night, and of course, Ancient Dragons "cross the moon" at night.

LIVING IN THE LAIR

A Dragon's lair is designed as a fortress, shelter, and storage bin, but it is rarely a home. On good weather days, even during the coldest winters, Dragons spend most of their time out of doors.

Most Dragon families have more than one lair. Often they will have a winter lair which is in a warmer clime than their normal hunting grounds. Other Dragons have huge barns built for them in the human towns and villages. Dragon warriors also build lodges for their military units. Such structures are almost always built by humans or dwarves. During times of strife, male Dragons stay in the lodges and move their females and children into hidden lairs deep in the forests and mountains.

Many families of Dragons have been working on their lairs for thousands of years. These lairs are extensive constructions with many rooms and tunnels.

Clan leaders also have extensive lairs that double as the official seat of that Clan's power. These caverns are very big and can hold many families of Dragons in times of trouble, though usually only the Clan leader and his immediate family live there. These fortresses are secret and Dragons never tell where the Clan House is located, even to their human riders.

EXCAVATING

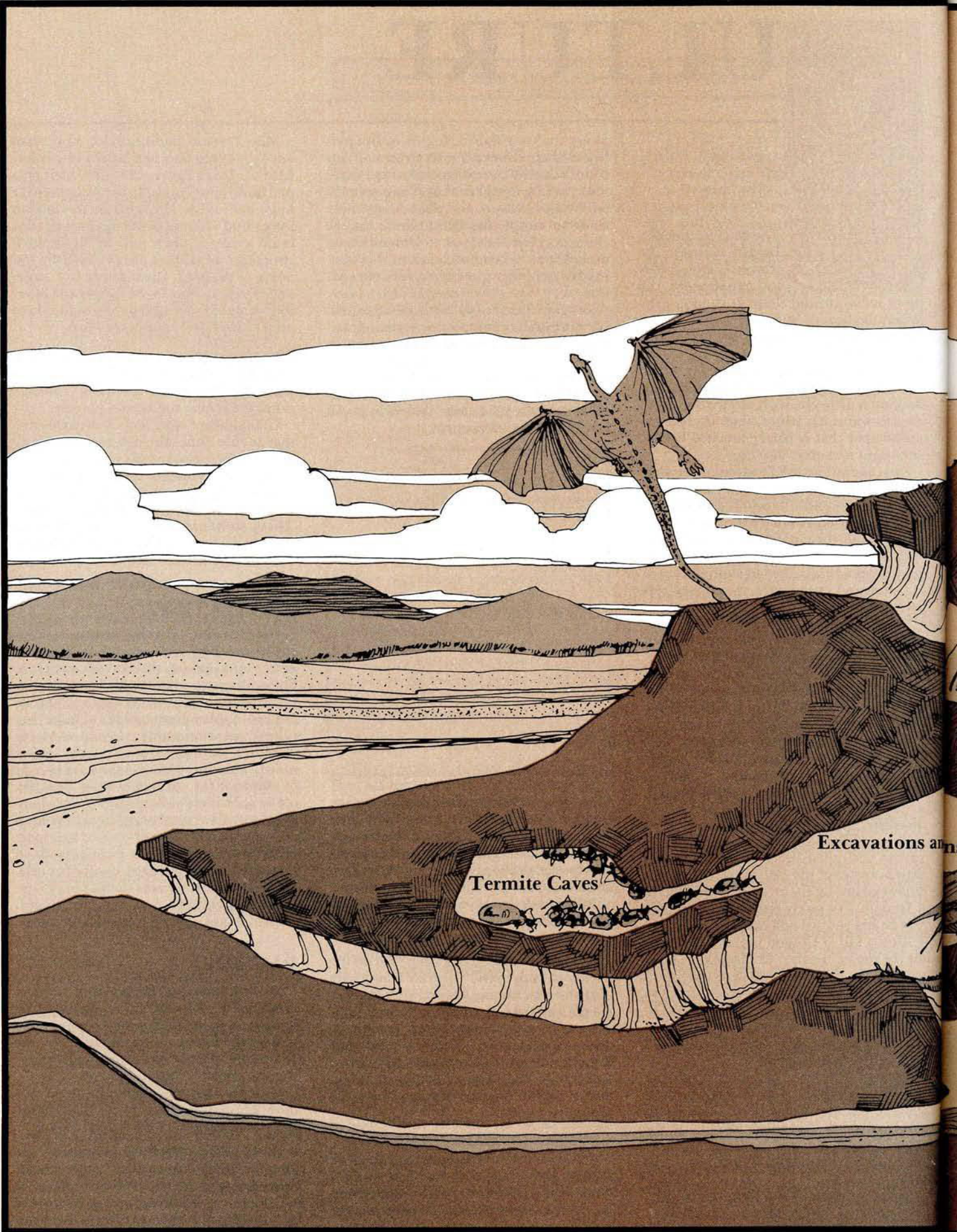
Dragons create lairs by excavating existing caves using their powerful claws and, where appropriate, their breath weapons. Some Dragons, like the Gold and Silver Clans, can actually eat the rock walls away. Others employ humanoids or more frequently giant termites (see section on Macro Termites, page 36). Once a central cave is made, smaller alcoves are carved out of the rock for various nesting sites. Females spend lots of time carving and shaping the walls of the nesting sites. Eventually, lairs that have been developed will sport vents to allow smoke to escape, walls of luminous lichen for light, escape tunnels, secret entrances, streams channeled into reservoirs, ponds of fish, treasure rooms, storage rooms, and even human servants.

PASTIMES

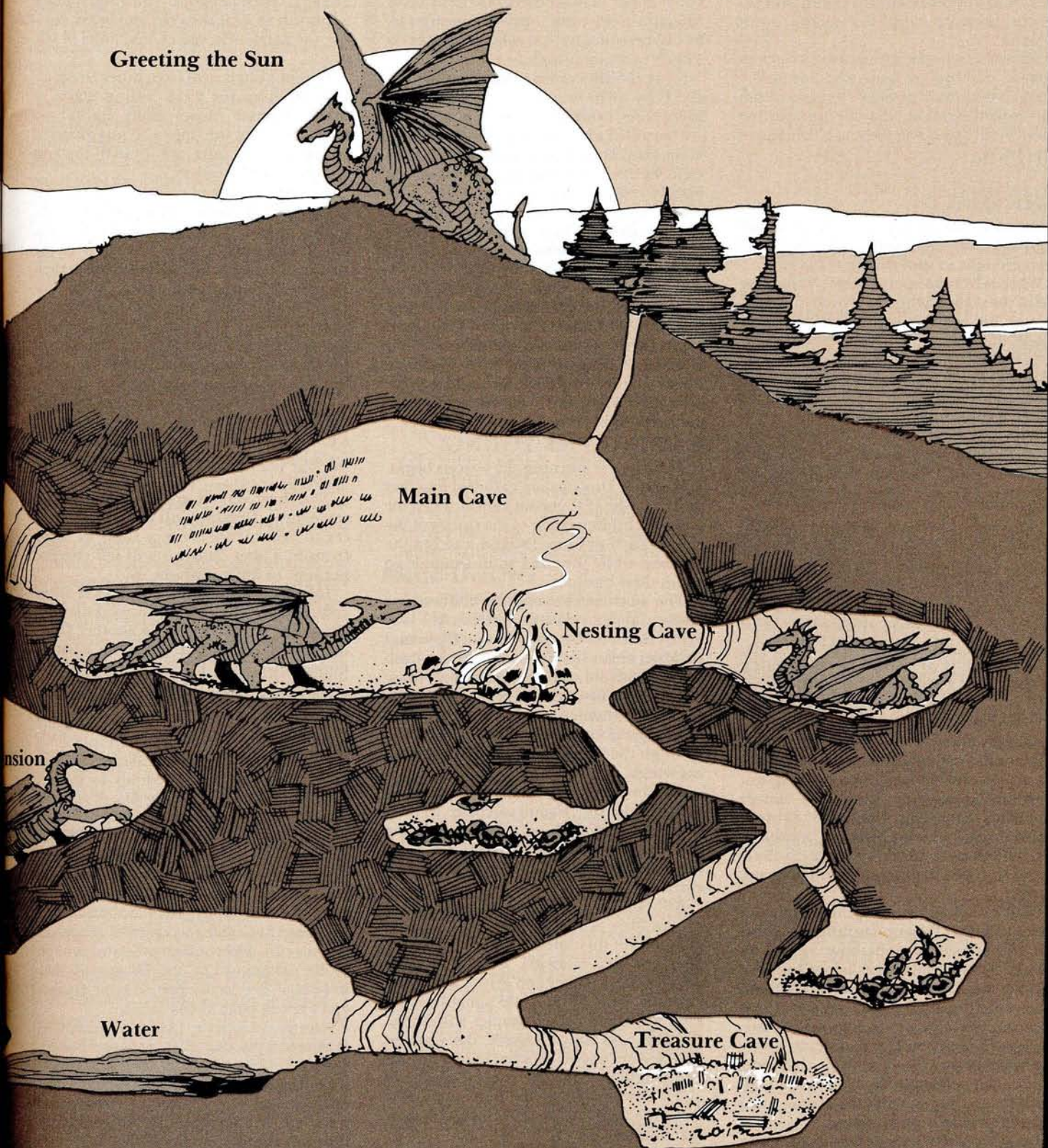
Daily life among Dragonkind revolves around five pastimes. These are the hunting for food, the raising of the young, the gathering of gold and precious stones, the protection of their territories, and sleep—the pastime they love most of all.

Solitaire Dragons, especially those that have "crossed the moon" spend many hours in meditation and in repeating prayers.

In the normal family group there is one Dragon, either male or female, that is the acknowledged leader. All other Dragons within the group either accept the rule of this Dragon or they leave to form their own family group. The family group usually



Greeting the Sun



consists of a dominant mating pair (the leader and his/her mate), a subservient mating pair (usually the son of a dominant female and the daughter of another family group within the same clan) three or four young adult females, and one or two children. Young male Dragons do not join a family group, but roam in packs of two to three Dragons. During the mating season, they will follow a family group and attempt to mate with the young adult females.

Sometimes in the group are an ancient Dragon and his/her mate who have given up their dominant position, but choose not to "cross the moon." Family groups that keep their older members are considered very lucky.

THE HUNT

Dragons hunt singly or in pairs, soaring high above the landscape and using their keen eyesight to spot game.

When a Dragon spots a target he swoops out of the sky with the sun behind him so as to cast his shadow on the animals and spook the herd. A Dragon's eyesight can keep him locked on the running buck as he begins to brake his descent and extend his hind talons for the grab. A Dragon can snatch a running buck on one pass.

With his meal securely caught in his haunches, the Dragon will soar high into the sky to find a nice safe spot among the mountains or in a forest glen to eat his prey.

Dragons always save the hind quarters (the plumpest and juiciest meat) of their kill for the children of the family group.

Needing to get as much nourishment as possible out of everything they eat, Dragons have an extremely efficient digestive system. The rest of the kill, head, bones, skin and all, is consumed by the hunting Dragon. One good-sized sheep can last all day.

Occasionally, families will work together to herd animals into the open for an easy kill, but this cooperation is rare. All animals are considered fair game by Dragons, even those supposedly "owned" by human shepherds or ranchers. Dragons often make a casual snack out of a human's pet dog or cat, though such displays are usually done out of the need to express dominance, not hunger.

Clan Law states that a Dragon may not restrict another Dragon's hunting of game, but in practice Dragons have agreed on certain rules of etiquette before hunting another family group's territory. Dragons, when entering another Dragon's territory, will first circle slowly in a spiral towards the sun. Then he will dive quickly spraying his scent into the wind. With this done, the Dragon will begin his hunt. Once a kill is made the Dragon will take his catch out of his neighbor's land to eat it.

Dragons prefer live, fresh kills to eating cooked or smoked meat. Therefore, a herd of sheep is greatly prized while a wagon of smoked meats would be ignored.

28 Dragons have been known to raid the

Southern lands for a feast, but in the past hundred years such raiding has only occurred 30 times. Green Dragons regularly take sheep, goats, and fresh fish off the decks of ships that dock within their lands, but this pilfering is allowed under the terms of an agreement between the Green Dragons and the port authorities.

Dragons are intelligent creatures and know better than to overgraze their land. Attempts to increase the herds through selective breeding have also kept the natural supply of animals high.

Some families covet certain food animals. They create ranches and farms, tended by humans, to breed animals. These corrals are partolled and watched by the members of the clan. Half of the animal corrals have scent barriers that warn away curious or hungry competitors.

In winter, when stocks of live game can run low, Dragons have been known to fight other Dragons for food and even to eat carcasses of animals killed by cold or starvation. To combat these occasional acts of desperation, the Platinum priest Dragons have raised hundreds of sheep, goats, and cattle in the fertile valleys around their monastery. Dragons from other Clans are free to take these animals. So far this system has kept the Dragons from starving even in the harshest of winters.

RAISING THE YOUNG

Early in the morning the lessons begin. The young Dragons are gathered together and recite the 12 Rememberances. Then the Dragon children listen to the stories of the elders. Each day one Dragon watches the children while the other adult Dragons go about their business.

The adult teacher and the children are responsible for preparing the family's lair. While the other Dragons are out, the young children clean the debris and bones from the night before and lay a bed of fresh straw or clover (scented with wild flowers) on the floor. One smaller tyke is given the job of cleaning the ventilation hole by crawling through the flue with brushes attached to his wings.

Children also prepare the lair for the rituals that dot the Dragon calendar. In their spare time they play games, practice flying and fighting; and for the more studious, learn the intricacies of Clan Law from their elders.

Although the children are raised as a group, there is a lot of maternal feeling in Dragons for their offspring. Except for the Blue and Red Dragons, Dragon mothers are especially tender and gentle with their children. They often spend hours stroking their hides and playing games with them. For Red and Blue Dragons, the younger children are passed between family groups and taught to value the whole community above the feelings of the individual. Red and Blue Dragons are never told who their real mothers are.

WEALTH

Nothing is more important to a Dragon than a full belly except, perhaps, resting

that belly on a bed of precious metals, jewels, and magic items.

Green Dragons love shells and coral. Black Dragons have a fondness for crystal. Platinum Dragons prefer fine wines. Whatever its form Dragons acquire treasures in three ways.

First, they steal. This is common for Dragons who have dealings with Southlanders. Often Dragons will simply attack a caravan to steal the gold and gems, leaving the dates, oils, spices, and bolts of silk to rot.

Dragons often steal from other Dragons. Looting from the secret hiding places of other Dragons causes many fights and feuds. Many of the traps and guardians of secret Dragon lairs are geared towards Dragon-sized intruders.

Another avenue of collecting treasure is tribute. Clan leaders practice this technique, as do Dragons that deal with men. All Riders must give at least half of the treasure they get while adventuring to their Dragons. Towns and cities inside the Dragonlands also pay hefty tributes in precious items. Dragons also demand tolls from people who use the rivers and lakes of the Dragonlands as well as those that cross the friendship bridge over the River Kaban.

Dragons even stop travellers in the middle of the forest and demand the payment of a toll. These tolls are not fixed and usually are whatever the travellers and Dragon can negotiate.

The third way of getting treasure is to trade for it. Dragons will trade their services to Southlanders for a share of some treasure. Other Dragons will sell charms, potions, or other artifacts.

Information on other treasures is also a commodity. The Dragon himself may not attack the secret treasure of another Dragon, but he can tell others about what he knows, then split the take.

PROTECTING TREASURE

Dragons protect their treasure in many ways. The most common is to simply sit on it. This isn't always practical and Dragons have taken elaborate methods to protect their hordes. Secret hiding places are very popular with Dragons that live in forests or mountains.

Guardians are another favorite method of defense. Dragons are adept at catching monsters and convincing them to aid the Dragon. Dragons are constantly trying to find guardians that are powerful enough to stop any intruders but not powerful enough to be dangerous to the Dragon if they somehow get loose. See *Dragon Guards and Pets* on page 35 for details.

Another favorite tactic of paranoid Dragons is to trap their treasure hordes. Dwarves and orcs do a healthy business with Dragons in trapped chests, floors, ceilings, gas traps, pressure traps, water traps, etc. All the traps that Dragons build have one thing in common, they will never harm the treasure they are protecting.

Many of the traps in Dragon hordes are geared toward other Dragons, who are the most common thieves of Dragon hordes.

DRAGON DREAMS

To a Dragon, sleep is more than an important rest time. Dragons dream while they sleep; it is during these dreams that a Dragon transcends the mortal realities of this world and touches the divine presence that is within himself. This is a very difficult concept for the humanoid races to understand. Dragons, unlike other worldly races, were made from the same material as the gods. Because of this, they can soar in skies never seen by man.

All Dragons can dream, and a Dragon's dream can have many effects. Many Dragons can see the future in their dreams. Some Dragons can read the minds of people thousands of miles away or spy on other Dragons just by dreaming. Dreams often tell Dragons where gold and silver can be found.

Some Dragons can cause physical phenomena as they dream, such as rain, storms, or tornadoes. Green Dragons have been known to start hurricanes. Brassine Dragons cause floods or earthquakes. Not all physical manifestations are bad, however. Flowers have been known to grow in the middle of winter above the tree line because of a Dragon's dream.

Dragons cannot control their Dream States; nor can they predict when one dream will be harmless and another dangerous. See the chart on Dragon Dreams for dream suggestions.

Below is a list of dreams that often occur to Dragons. Dreams can occur in any type of sleep state, from a light nap to the longsleeps of the ancients. Dragons of any age can dream as well, although the younger the Dragon, the weaker the dream's effects.

To determine whether a Dragon is dreaming, roll once every time a Dragon sleeps. For all average slumber, there is a 5% chance the Dragon will dream. When a Dragon is in the long sleep of hibernation, roll once per night. There is a 10% chance per night that the Dragon will enter a Dream State.

NOTES ON DREAMS

- 05% chance of slipping into Dream-state in average slumber. 10% chance during hibernation.
- All dreaming damage is real.
- Dreams will stop instantly when the Dragon awakens.
- Only one type of dream can be dreamt per night.
- Priest Dragons can always use *Call to Clan*.

Audio Flight

1. The Dragon dreams that he is flying.

A phantom likeness of the Dragon is created that can go anywhere the Dragon wants within 500 miles of his sleeping

DREAM TABLE

Die Roll	Dream	Die Roll	Dream
1	Audio Flight	11	Magic Item
2	Battle/Dwarves	12	Mate
3	Battle/Humans	13	Meteor
4	Call to Clan	14	Prophecy
5	Death	15	Snow
6	Enemies	16	Storms
7	Floods	17	Tornado
8	Forest Fires	18	Treasure
9	Home	19	Visual Flight
10	Lair	20	Wind

form within one night. Where ever the Phantom Dragon goes, he can penetrate any non-magical barrier and eavesdrop for the Dragon. The Dragon will be able to hear the sounds made there, but will not be able to see anything. When the Dragon awakens, he will remember everything the Phantom Dragon heard.

The Phantom Dragon exists only in the Astral Plane, is totally invisible on the prime material plane, and has no HTKs of its own. If the Phantom Dragon is ever struck, it is immediately destroyed and the sleeping Dragon will suffer 1D12 HTK of damage and awaken.

Battle/Dwarves

2. The Dragon dreams of battle.

The Dragon dreams that he is surprised by a group of dwarves. The Dragon must save vs. his Intellect or take 1D12 HTK of damage by the time he awakens. The Dragon will realize that he had a dream but will harbor a distrust for dwarves for 1D4 weeks after the dream.

Battle/Humans

3. The Dragon dreams of battle.

The same as above, except the Dragon dreams of fighting humans.

Call to Clan

4. The Dragon sends out a call to his Clan.

This dream can only occur during times of trouble. Once the Dragon begins to slip into the Dream State, he can roll vs. his Insight. If he makes the save, he can change the dream and try to contact other sleeping Dragons of his Clan. Using his sleeping form as a focal point, all the sleeping Dragons of a Clan can communicate through his thoughts and may discuss problems without physically getting together. At any one time, the Dragon can speak to 50% of his Clan's members by using this method. The effort, however, will wear him out and he must rest for three days after such a dream. Platinum Priest Dragons can accomplish this dream without waiting to slide into the Dream State.

Death

5. The Dragon dreams of death.

If a Dragon begins to dream of death the dream will not stop until someone defeats the Spectre the Dragon creates. The Dragon will create a black-clothed Spectre Snake with a coiled skeletal body and chilling presence. The Spectre will appear at the entrance of a Dragon's lair, beckoning with his bony tail, for 1D6 nights after the first death dream.

Every time the Spectre visits, the sleeping Dragon must save vs. his EGO or follow the Spectre. Other Dragons may attempt to attack the Spectre, which adds 2 to the sleeping Dragon's save vs. his EGO, or they can attempt to wake the sleeping Dragon—which only has a 25% chance of working.

If the Dragon fails his save, he must follow the Spectre, which will bring him, alone and cold to a high mountain top. The Spectre will take the soul of the Dragon to heaven, and the Dragon will die.

Spectre Snake

AC. 2, HTK: 120 (15D8)

MV: 12"/24"

IT: Very, Align: Lawful/Evil

Att: 2, Dm: 2D6+special (bite)

3D6+ special (tail)

THACO:8

Size: L (15' long)

Special: Bite: If bite hits, target is automatically paralyzed.

Tail: If tail hits, target is drained 1 energy skill level.

Enemies

6. The Dragon dreams of enemies.

If this dream occurs, the Dragon will know of any creatures, Dragons or otherwise, that want to harm him or steal his treasure. The size and abilities of the enemy will not be known to the Dragon nor will the exact time that the attack will take place—just that something is plotting to attack the Dragon and/or steal his treasure. However, if the Dragon ever meets the creature(s) from his dreams, he will instantly recognize it/them as being from his dream.

Floods

7. *The Dragon dreams of a flood (or a tidal wave in coastal areas).*

The flood will surge down the largest river within 20 miles of the sleeping Dragon, EXCEPT FOR THE RIVER KABAN. The flood will last for 1D20 miles then stop. Tidal waves will crash against the shore, EXCEPT AT ALLIANCE.

Anyone caught in a flood or tidal wave while in a boat must save vs. Dexterity or be swept overboard. All boats caught in a flood or tidal wave will take 2D10 HTK of structural damage. After 1 round, the flood or tidal wave will pass.

Forest Fires

8. *The Dragon dreams of a forest fire.*

This dream will create a fire in the nearest forest within 1D6 miles from the Dragon. The fire will move with the wind at 1 mile per hour. After 1D10 hours, the fire will stop.

Home

9. *The Dragon dreams of his/her ancestral home.*

When this dream occurs, the Dragon will create a Phantom Dragon who will fly to the ancient lands in one night and stay there until the Dragon awakens. Once this dream begins, it will not end until the Dragon awakens. It is common for Dragons who go into the Long Sleep to end their dreams with a trip to the ancestral hunting grounds.

The Phantom Dragon is exactly like the one described in Audio Flight, except that it possesses all five senses.

The dream is actually so pleasant that once started, many Dragons do not want to leave it. A sleeping Dragon must save vs. his Intellect or spend twice as long as he planned sleeping.

Lair

10. *The Dragon dreams of creating his lair.*

In this dream, a Dragon can actually enlarge his lair on a mountainside, forest, or town. The area affected can be enlarged or built, can have water and pools created or even traps, and special areas made. No living guards or pets may be created, however.

Magic Item

11. *The Dragon dreams of a magic object.*

This dream involves a gem-encrusted statue or another magic item worth at least 1,000 gp that is within 2,000 miles of the Dragon's sleeping form. When the Dragon awakens, he will develop an intense craving to possess the object and will immediately set off to locate it. The Dragon will see the room or area where the object is and know the direction and distance of his goal, but he will not know the types of guards or traps that surround the magic item. The Dragon will want to acquire the object desperately but can be satisfied with just being able to touch it.

Once a Dragon has this dream, he will dream it every night until he acquires, or is at least able to touch, the magic item.

Mate

12. *The Dragon dreams of a mate.*

If the Dragon already has a mate, he or she will attempt to mate with him or her after the dream is over. If the Dragon is single, a female Dragon will attempt to attract a male. There is a 10% chance that the female will allow herself to join a male harem. If the Dragon is male, he will attempt to mate with any female, even those of whom are mated to other Dragons. A single Dragon who has this dream must mate within one week or become extremely irritable and short-tempered. After 1D4 weeks, he will attack other Dragons and humans without provocation. On rare occasions, he will demand human maidens to be sacrificed to him as a consolation to his frustration; this extreme occurs most often with Red Dragons, but other species will occasionally resort to demanding a sacrifice.

Meteor

13. *The Dragon dreams of a meteor crashing into the Earth.*

The Dragon will dream that a meteor will crash within 1D4 miles of his sleeping form. The meteor can be from 1D100 lbs. The Dragon will not be able to determine the exact spot the meteor will crash; it will be totally random, except that it will never strike the Dragon's sleeping form.

Prophecy

14. *The Dragon dreams of a prophecy.*

The prophecy always appears in the form of a riddle.

It will always concern the Dragonlands and can range from the winner of a battle to the hatching of a specific egg. Ninety-nine percent of the prophecies are local events without much significance, but 1% of the prophetic dreams are extremely important because they deal with events that affect all Dragons in the Dragonlands.

Once a Dragon has a prophetic dream, he will continue to dream this same dream once a year on the same date until the prophecy comes true. Roll 1D100 to see how many years pass before the prophecy happens.

Snow

15. *The Dragon dreams of snow.*

The snow will fall within 1D4 miles of the sleeping Dragon, even if the season is Summer.

Storms

16. *The Dragon dreams of storms.*

A powerful storm occurs within 1D4 miles of the sleeping Dragon and lashes the immediate area around the Dragon until he awakens.

Tornado

17. *The Dragon dreams of a tornado.*

The tornado will be created, even if the weather is bright and sunny. It will start 1D4 miles in any one random com-

pass direction away from the sleeping Dragon and will move 1D20 miles in a straight line, tearing up anything in its path. After which time it will immediately disappear.

Being caught in a tornado causes 1D20 HTK of damage per round for 1D4 rounds, plus a save vs. Dexterity must be made or the victim will be flung 1D10 yards for an additional 1D6 HTK of damage per yard thrown. Buildings and other structures take 20 HTK of structural damage per round they are struck by a tornado.

Treasure

18. *The Dragon dreams of gold and silver.*

The Dragon will dream of a random treasure trove within 2,000 miles of his sleeping form. The treasure trove cannot contain less than 2,000 gp worth of precious metals or gems (or whatever the Dragon values highly).

When the Dragon awakens, he will develop an intense craving to acquire some of the treasure in this holding and will immediately set off to locate it. The Dragon will see the treasure room or vault in the dream and know the direction and distance of his goal, but he will not know the types of guards or traps that surround the trove.

Once a Dragon has this dream, he will dream it every night until he acquires at least one gold piece worth of treasure from the site.

Visual Flight

19. *The Dragon dreams that he is flying.*

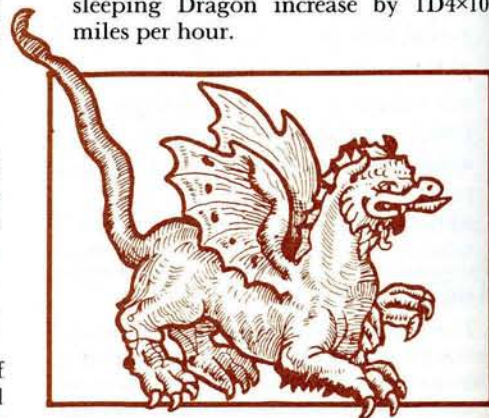
Same as number 1, AUDIO FLIGHT, except this is a visual representation. The Phantom Dragon will be able to see the place, but he will not be able to hear anything. When the Dragon awakens, he will remember everything the Phantom Dragon saw.

The Phantom Dragon exists only in the Astral Plane, is totally invisible on the prime material plane, and has no HTKs. If the Phantom Dragon is ever struck, it is immediately destroyed and the sleeping Dragon will suffer 1D12 HTK of damage and awaken.

Wind

20. *The Dragon dreams of a rushing wind.*

The winds for 1D6 miles around the sleeping Dragon increase by 1D4×10 miles per hour.



DRAGON CLANS

Each color of Dragons has its own Clan group and Clan territory. The Clans consist of loosely linked family groups that usually contain three or four adults and three or four children. Each family group has its patriarch or matriarch who represents the group at Clan gatherings.

Sometimes very old Dragons leave the family group to live alone. This break is called "Crossing the Moon" because of the Dragon's fondness of leaving on moonlit nights and the mythology surrounding one of the Dragons' greatest heroes (see History on page 43).

Family groups usually consist of one mating pair of adults, one older pair past their mating seasons, two younger brothers or perhaps a younger sister Dragon, and two or three young. Sometimes only one male Dragon will be in the group and he will form a harem of two to six female Dragons and their children.

During the week before the Vernal Equinox (March 21), neighboring family groups meet for the annual Kraat, or informal gathering. At this time, a Kraat King is elected to rule for the next year. Only male Dragons are allowed to vote, although a Kraat Queen can be elected.

The Kraat King or Queen has the power to settle all disputes between its Kraat and other Kraats within the Clan. Relations between Dragons of different Clans are polite and distrustful at best. Only the Kram-mal, or Clan Leader, can negotiate properly with other Clans.

Also once a year, the week after the Summer Solstice (June 22), all the Kram-mals and their officers gather together to solve inter-Clan disputes. The rituals are presided over by the Platinum Dragon Priests. Clan gatherings are highly religious events and extremely secret. Even ancient Dragons, who have withdrawn from Dragon society, will make brief appearances to issue prophecies or complain about disrespectful youngsters.

Each Dragon is fiercely proud of their Clans and intermarriage between different clans is strictly regulated. The eggs of such marriages are closely watched during hatching and any offspring who is of a color other than the male Dragon's Clan color is immediately eaten. There is only one exception. Every so often, such intermarriages produce a silvery blue egg called "Divine." These newly laid eggs house Platinum Dragons are given to the priesthood to be hatched as Priests.

Clan Law

The Clans are ruled by a series of laws that were decreed by the great gods thousands of years ago. The Clan leaders are charged with keeping the laws, but enforcement is lax. The main body of the Clan Law governs the day-to-day lives of the Dragons and their relationships with other



Dragons. These commandments are summarized in the 12 main proverbs, called the Remembrances. All Dragons memorize these proverbs as children. Failure to retain and adhere to these proverbs is the reason given by many older Dragons for the recent problems among Clans.

The Remembrances

1. A Dragon may not steal from fellow Clan members.
2. Dragons give the best portion to their children.
3. No true Dragon shall breed with another Dragon's mate.
4. Dragon children shall learn the Clan Law.
5. Beware of Tigers in the night.
6. Beware of men, because they shall steal your hearts.
7. Beware of elves, because they shall steal your land.
8. Beware of dwarves, because they shall steal your gold and gems.
9. Beware of those who steal your birthright.
10. Dragon must never fight Dragon.
11. Honor thy elders, for they seek the truth.
12. Honor thy priests, for they know the path to righteousness.

Supposedly, the Clan leaders must ensure that their members keep Clan Law, but the law has been broken with distressing regularity during recent years. The 12 Remembrances are the soul of the Clan Law, and from these come many more minor laws.

The entire body of Clan Law is written on clay tablets 40' tall that are housed in the Sacred Mountain.

FEUDS

When Dragons have disagreements, they go to the Clan council and try to work them out. The outcomes may not satisfy all the parties concerned and many Dragons hold grudges, which turn into resentment, and finally into a feud. There have been many legendary feuds among the proud race of Dragons. Once, two Dragon families feuded until they had destroyed each other. In another feud, one male Dragon was so angry that he defaced a sacred statue that bore the image of the hated rival's ancestors. The Priest Dragons instantly had the Dragon killed.

But the most well-known of all feuds is told in a heart-rending ballad sung by the White Dragons. It is the story of a young female Dragon who was to be mated with a brave and noble Dragon from another family, but a bitter argument broke out the week before the wedding and the two families called off the marriage.

Heartbroken, the young lovers flew straight for the sun, flying higher than any Dragon had ever flown. There in the thin atmosphere, their lungs gave out and they suffocated. The gods took pity on the two and turned them into the constellation of the young lovers.
(See illustration.)

There are many types of feuds in the Dragonlands. Here are but a few:

Called Feud

This is the most common type of feud, but it rarely gets out of hand. During the yearly council sessions, feuding Dragons "call out" their rivals and publicly air



their grievances. Both sides state their case. Then the assembled body of Dragons decide the case through voice vote.

Jest Feud

This type of feud is common among adolescents. Basically, it is an exchange of insults. Sometimes practical jokes are sprung on unsuspecting feuding parties. These jibes are almost always inner Clan affairs. Rarely will Dragons of different Clans insult each other for fun.

Wing Feuds

Right Wing competition is a physical test of wills. Tug of war, high flying, weaving between poles, and other tests are devised. The winner of the tests is deemed winner of the feud.

Left wing competition is a test of mental abilities. Riddles and mind teasers figure strongly in this competition. In traditional form, the two feuding Dragons face off and ask each other riddles or puzzles. The opposing Dragon has 1 hour to solve the puzzle. Puzzles must be solvable without special knowledge.

Honor Feud

An Honor Feud can erupt when serious accusations have been exchanged. The Dragon is always sensitive about his image in the community. Honor feuds are occasionally brought before the Clan councils, which are empowered to fine the guilty parties.

Unlike Wing feuds, Honor feuds can last hundreds of years, with both sides negotiating a settlement. In the end, both sides may pay a Kissroth (matchmaker) to heal the rift between the families.

Most feuds last a few hundred years. If this occurs, the Clan is called together to settle matters. Such council meetings decide on the type of feud competition to be held.

Blood Feud

The most terrible and grimmest feud is a Blood Feud. These feuds are rarely resolved, because no amount of money or apology will wash away the pain and grief caused by the feud.

Blood feuds occur when one Dragon causes another Dragon's death. If the relatives of the slain Dragon feel a Dragon is at fault, they may declare a blood feud on the other family. The

Dragon families are essentially at war with each other. The grieving family will attempt to kill a Dragon from the opposing Dragon's family declaring a Blood feud and continuing the slaughter. Other families will try to stop the senseless killing, but they are essentially powerless. Only a Clan leader or a Platinum Priest Dragon can heal this wound.

Serious feuds have many different aspects. They often involve families within a Clan, although recently trans-clan feuding has occurred.

TIME AND DRAGONS

The concept of time is different for Dragons and humans. Dragons live for a 1,000 years or longer; humans live 50 - 70 years. Twenty generations of humans can pass before one generation of Dragons is gone. This great gap creates differences in perception.

For instance, the marking of time is completely different. Human calendars vary, but they basically mark off the single rotation of the sun as one day, the phases of the moon as one month, and the passage of all four seasons as a year. Dragons are not so precise. Dragons never really notice the passage of single days or even single moon phases. For a Dragon, the year is broken up into two seasons (Summer and Winter) and four holidays:

- Summer Solstice (June 22)
- Autumnal Equinox (Sept. 22)
- Winter Solstice (Dec. 22)
- Vernal Equinox (March 21).

The beginning of the new year is Spring Solstice. This difference leads to enormous problems for Dragons and humans. When a Dragon agrees to meet someone, he often refuses to be more specific than "We'll meet sometime after Winter Solstice." For another Dragon this is fine, what is six months in a life span of a thousand years? A Dragon does not consider himself late if he shows up a month after the agreed upon meeting date, nor does he understand the anger of the short-lived humans.

Dealing with Dragons can also be frustrating because of their ability to out-wait shorter-lived opponents. If a Dragon does not like the terms of some agreement with a

Southland king, he simply waits until the king is dead and his son is on the throne.

This leads to another problem. Dragons remember debts and grudges incurred by humans for hundreds of years. The humans who incurred the debt could be dust, but the Dragon will demand payment or satisfaction from other humans who now live in the same spot.

A classic story illustrates this point very well:

There was a Dragon named Knabian who captured a magic user trying to loot his horde. Instead of being eaten, the fast-talking mage was able to buy his way out of Knabian's clutches. The Mage made a deal with the Dragon—if the beast would spare his life and fly him back home, he would pay a tribute to the Dragon every year.

The Dragon agreed and brought the magic user back to his castle. Every year thereafter the Dragon came to collect his tribute, but after ten years the Dragon stopped coming on the day of the Winter Solstice. Two years passed, then three, then ten. The mage, by this time had died, but still no Dragon appeared and the story was considered a fancy myth by the mage's relatives.

A plague struck the castle killing many people; the survivors fled. Another five years passed, and a new set of humans settled in the keep. A year later Knabian came back expecting his tribute, acting as if nothing had happened in the preceding nineteen years. The new owners of the castle, not knowing of any tribute, refused to pay it. The Dragon was dumbfounded. To him hardly any time had passed, and he could not conceive that the owner of the castle was not the same one he saved a few years back. He became very angry at the ingratitude of this mage and attacked the castle killing many inside and destroying the keep.

Dealing with Dragons

When dealing with Dragons in adventures, it will be very difficult (01-65) for them to be on time within the space of a week, let alone a day or hour. Sixty-five percent of the time the Dragon will be 1D4 days late from the agreed upon meeting time with a 10% chance he could be 1D4 weeks late. Thirty percent (66-95) of the time the Dragon will be 1D4 days early and only a 5% (96-00) chance that the Dragon will actually be there the day you agreed to meet him.

There is one group of Dragons who realizes the short segments of time that humans break their world into. All Dragons who cast magic know the artificial units of time because they must learn to judge the duration of their spells. Learning "quick time," as beginning Dragon magic users call it, is often the hardest part of learning to cast magic.

MAGIC

Dragons practice magic differently than other races. They are much more closely attuned to the magical patterns that permeate the world and they have a greater understanding of how to tap the magical sources of power.

Dragons do not need to study magic like a normal magic user, nor do they need material components for any of their spells. Dragons do not keep spell books. Instead, they can remember the spells using a unique form of mnemonics.

Magic-using Dragons have given each item in their world a secret magical name. Actions and descriptions also have secret names. When these names are spoken in sentences the inherent magical power begins to grow. This power is released when the Dragon speaks his own secret or true name.

This language is completely incomprehensible to other intelligent species, but some Dragons have spoken their true name while charged or tortured and with that name an opponent can control a Dragon.

The true name of each Dragon is not selected by him, but by the Master who taught him. There is no centralized body that teaches magic to Dragons. No rules exist that regulate the teaching. A loose association of wandering masters work with individual students.

Masters can be hired to teach a Dragon magic, or in some cases Dragons serve a master for a hundred years or so, learning magic as they do the cleaning, hunting, and other chores. Such deals are negotiated without any fixed rates. Often apprenticed Dragons become masters themselves.

Sometimes during their travels, masters will find an exceptionally bright and proud Dragon and they will offer their services to the Dragon for free.

There are three different disciplines of Dragon magic. The disciplines are: Ordinary Magic, Elemental Magic, and Master Magic.

Ordinary Magic:

Almost all Dragons have the opportunity to learn Ordinary Magic which is widespread throughout all Clans.

Elemental Magic:

This form of magic is a little rarer although there are many Dragons who practice this art. As its name implies, Elemental Magic deals with the forces of nature and the powers of Air, Earth, Fire, and Water.

Master Magic:

Only very mature Dragons can learn Master Magic. These great magical spells can only be practiced by master mages who have spent their entire lives in the service of the Arcane Arts. Master Magic

is the most powerful of all Dragon Magic.

SPELLS

Ordinary Magic

All spells are cast as a Skill 10 Magic User, Cleric, Thief, or Druid no matter what Skill the Dragon has obtained. The first number in parenthesis is the number of points it costs the Dragon to learn this spell. The second number is the percentage chance that the teaching will fail and even though the points have been spent, the spell is not learned. Note that the GM can divide the number of points earned in one year by 12 to find out how many points a Dragon learns per month of schooling and servitude.

Once a spell is learned in Ordinary Magic it may be cast five times per day.

(1/05%) **Breath Control:**

See below

(3/05%) **Charm Person:**

Same as Magic User's Skill 1 spell.

9/15%) **Charm Monster:**

Same as Magic Users Skill 4 spell.

(1/05%) **Comprehend Languages:**

Same as Magic User's Skill 1 spell.

(5/10%) **Darkness:**

Same as Magic User's Skill 2 spell.

Continued on the next page

LEARNING SPELLS

When a Dragon decides to study magic, he must choose a discipline and then find a master who is willing to teach him.

The base percentages for finding a master willing to teach magic are:

Ordinary Magic	50%
Elemental Magic	30%
Master Magic	05%

The modifiers are:

Every point of Appeal Dragon has over 15:	+05%
Every point of Appeal Dragon has under 12:	-10%
Every point of Intellect Dragon has over 16:	+05%
Every point of Intellect Dragon has under 13:	-10%
Every point of EGO Dragon has over 16:	+05%
Every point of EGO Dragon has under 13:	-10%
Every Year of Age Dragon has over 300:	+01% per year
Every Year of Age Dragon has under 300:	-01% per year
The Dragon has learned Magic already:	+10%

The Dragon must roll this percentage once every month he searches for a master

until he finds a master who will teach him. The search will take up all of the Dragon's time excluding a Dragon's daily tasks (hunting, eating, sleeping, etc.). Some Dragons have an obsessive Dream that forces them to search for many years in order to find the master who will agree to teach them the special spell they seek (seek *Dragon Dreams* on page 29 for details on Obsessive Dreams.)

Once a Dragon finds a master willing to teach him magic, he must spend time studying magic in general and spells in particular. During this study time, the Dragon must travel with the master and act as his servant and protector. In exchange, the master will teach the great mysteries of magic to the Dragon and give him his true and secret name.

This is a great gift for a Dragon, but also a great burden. For while the master opens the magical world to him, it also makes him vulnerable. Anyone who knows a Dragon's true name and uses it in a spell directed at that particular Dragon will cause the Dragon to automatically fail his saving throw. No matter what magical protections or precautions the Dragon has taken, he will be affected with the full force of the spell.

To learn spell a Dragon must "buy" them from the lists below. Only so many

points can be bought during one year of study (see spell points). Spells can only be bought from the discipline of magic that the master mage has agreed to teach.

GM NOTE: If a Dragon breaks his relationship with his Master at any time, he must once again roll the percentages to find another master to teach him.

SPELL POINTS

The equation for the spells is thus:

Dragon's EGO + Intellect = Base no. of points.

Modifiers (these are cumulative)

Dragon's Intellect is over 16	+1 point
Dragon's Appeal is over 16	+1 point
Dragon is in the same Clan as the Master Mage	+3 points
Dragon is over 250 years old	+2 points
Dragon is over 500 years old	+2 points
Dragon has picked ordinary Magic	+4 points

continued from pg. 33

- (1/05%) **Detect Magic:**
Same as Magic User's Skill 2 spell.
- (1/05%) **Dragon Mark:**
See below.
- (3/05%) **Feather Fall:**
Same as Magic User's Skill 1 spell.
- (5/10%) **Fly Silently:**
Same as Moving Silently as a Skill 10 Thief.
- (4/10%) **Identify:**
Same as Magic User's Skill spell.
- (8/05%) **Legend Lore:**
Same as Magic User's Skill 6 spell.
- (1/05%) **Locate Food and Water:**
Four times the range of Magic User spell Locate Object (Skill 2), except only usable to find food and water.
- (4/10%) **Locate Object:**
Same as Magic User's Skill 2 spell.
- (10/15) **Magic Jar:**
Same as Magic Users Skill 5 spell.
- (1/05%) **Magic Mouth:**
Same as Magic User's Skill 2 spell.
- (5/15%) **Mirror Image:**
Same as Magic User's Skill spell.
- (4/05%) **Monster Summoning I:**
Same as Magic User's Skill spell.
- (8/10%) **Monster Summoning II:**
Same as Magic User's Skill spell.
- (12/15%) **Monster Summoning III:**
Same as Magic User's Skill 5 spell.
- (1/05%) **Predict Weather:**
Same as Druid's Skill 1 spell.
- (1/10%) **Protection from Normal Missiles:**
Same as Magic User's Skill 3 spell.
- (4/05%) **Protection from Lightning:**
Same as Druid's Skill 4 spell.
- (1/05%) **Speak with Animals:**
Same as Druid's Skill 1 spell.
- (1/10%) **Unseen Servant:**
Same as Magic User's Skill 1 spell.
- (5/10%) **Warding Spell:**
See below.
- (3/10%) **Web:**
Same as Magic User's Skill 2 spell.
- (4/10%) **Wizard Lock:**
Same as Magic User's Skill 2 spell.

New Spells

Breath Control: This spell is used to control the Breath Weapon of a Dragon. The spell allows the Dragon to reduce the size and damage of his Breath Weapon. It also allows fire breathers to make Walls of Fire, Balls of Fire, Sheets of Fire, etc. instead of breathing.

Dragon Mark: This spell is a permanent symbol that a Dragon can place on any item. The Mark is invisible to all but the Dragon and other magic-using Dragons. This Mark is often used to mark personal property. A Dragon can, if he chooses, see the glow of his mark from 10 miles away, even if it is hidden and barred from sight. Only a box lined with successive layers of lead, silver, and gold (total cost: 1,000 gold pieces per 10' x 10' x 10' area) will hide the glow.

The mark will also glow under the presence of a Detect Magic spell.

Warding Spell: This spell is cast on a place that the Dragon does not plan to fre-

quently visit (like his treasure lair). The ward can be placed at any point in the lair. If any living thing comes within 10' of it, the ward will alert the Dragon if he is within 100 miles of the ward. The ward can also be set to alert creatures other than the Dragon. Only one creature can be alerted per ward. This ward does not force the creature to comply to the summons, it just alerts it to the presence of any moving creature (including the Dragon who placed the ward) in the Dragon lair.

When it is first placed, the ward will not work for 1 day. After it is set off, the ward disappears and needs to be replaced.

ELEMENTAL MAGIC

All spells are cast as a Skill 10 Magic User, Cleric, or Druid no matter what the Skill the Dragon has obtained or the normal Skill needed to cast the spell.

The first number in parentheses, is the number of points it takes for the Dragon to learn this spell. The second number is the percentage chance that the teaching will fail and even though the points have been spent, the spell is not learned. Note that the GM can divide the number of points earned in one year by 12 to find out how many points a Dragon learns per month of schooling and servitude.

Once a spell is learned in Elemental Magic it may be cast three times per day.

- (1/05%) **Water Breathing:**
Same as Magic User's Skill 3 spell.
- (4/15%) **Call Lightning:**
Same as Druid's Skill 3 spell.
- (9/20%) **Control Weather:**
Same as Druid's Skill 7 spell.
- (15/25%) **Conjure Elemental:**
Same as Magic User's Skill 5 spell.
- (10/20%) **Distance Distortion:**
Same as Magic User's Skill 5 spell.
- (25/30%) **Earthquake:**
Same as Cleric's Skill 7 spell.
- (3/10%) **Enlarge:**
Same as Magic User's Skill 1 spell.
- (5/10%) **Find the path:**
Same as Cleric's Skill 6 spell.
- (1/05%) **Freedom of movement in water:**
Same as Magic User's spell.
- (5/10%) **Gust of Wind:**
Same as Magic User's Skill 3 spell.
- (3/10%) **Haste:** (also doubles flying speed)
Same as Magic User's Skill 3 spell.
- (1/05%) **Protection from Lightning:**
Same as Druid's Skill 4 spell.
- (1/05%) **Predict Weather:**
Same as Druid's Skill 1 spell.
- (10/15%) **Stone Tell:**
Same as Cleric's Skill 6 spell.

Other Elemental Spells exist, but only these spells are common knowledge to all Elemental masters. (If other Elemental Spells are desired, use GM's discretion.)

MASTER MAGIC

These spells are very rare and only a few Dragons know them. They are extremely powerful and no more than one or two will be taught by the same master no matter what the threat. Also, all those who learn any of these spells must swear on their immortal souls never to divulge them to humans or other forms of Ana-tem.

Each of these spells cost all of a Dragons spell points for one year. The percentage chance of failure is equal to the Dragons spell point total subtracted from 50. For example, a Dragon with 23 points has a 27% chance of failing to learn a Master Magic spell.

New Spells

Move Mountains: With this spell 1D10 miles of mountains may be moved 1D10 miles in any direction the Dragon wishes. Anything within the path of the mountains is destroyed. After casting this spell, the Dragon mage must rest (cast no spells or fight) for 1D4 months.

Range: 1 Mile, *Casting time:* 1 Turn.

Devastate: This spell destroys the fertility of any land, killing all vegetation and wildlife and prevents new plants or animals from entering the area for 1D20 years. The area of effect is 1D10 square miles. This spell can be cast only once per month.

Range: 5 mile, *Casting Time:* 5 melee rounds. It takes one week for this spell to completely destroy the area. This spell can be dispelled during the first week by a carefully worded Wish Spell.

Green: This is the opposite of Devastate. Range and Casting time is the same, but it takes 1D4 months for this spell to take effect.

Change Season: This spell changes the season for the 1 mile area around the Dragon. Summer can become Winter, Spring can become Autumn etc. The Changes only last for the period of time the Dragon is concentrating.

Casting Time: 5 melee round

Enhanced Roar: This spell allows the Master Magician to use his Roar ability and be heard for 1,000 x 1,000 miles! The Mage must already have Roarability (see Dragon Abilities).

Casting Time: 1 segment

Mass Charm: As per a Skill 20 Magic User's Skill 8 spell.

Eclipse: This spell allows the Dragon to create a false image of the moon that will float across and block out the sun's rays. The Eclipse will affect 1D100 miles of surface area.

Range: 10 miles. *Casting Time:* 3 Turns.

Time Stop: Same as Skill 20 Magic User's Skill 9 spell.

Dispel Magic: same as Skill 3 spell as cast by a Skill 20 Magic User.

GUARDS AND PETS

Dragons know that the thought of their vast hordes of gold and silver inspire many men to brave the dangers of the Dragonlands and try to steal the riches. Because of this, Dragons construct elaborate traps and set up powerful guardians to keep at least the casual thief away. Many of the traps and guardians are designed not to kill the intruder, but merely to keep him captive until the Dragon can come by and eat him, if he is human, or demand recompense if it is another Dragon.

Some Dragons have made fortunes by enticing other Dragons into treasure vaults that look easy to penetrate but in reality are cunning traps. Many well-to-do adventurers caught in the web of some Dragon trap have bought their way out of trouble, but woe to the adventurer who welches on a deal. He and the town he was in at the time are often never seen or heard from again.

Below is a list of the more common guardians of Dragon vaults and lairs. They are usually found in lairs that have access to food, light, and air. A percentage in parentheses after the name of the creature indicates the percentage chance the guardian will be away from his post. The chance increases by 5% for deep (more than 1,000') vaults.

Asteroid Serpent (0%)

AC: 2, HTK: 8D8, MV: 3"

Align: Neutral, IT: Animal

Att: 1, Dm: 1D20

THACO: 12

Special Abilities: Disintegrate Bolt: Bolt has a 60' range and causes 1D20 HTK of damage. Characters must save vs. Disintegrate for 1 random magic item. If the Asteroid Serpent rolls a natural 20, the character must save vs. Disintegration or be disintegrated (roll separate saves for each magic item).



Asteroid Serpents are extremely useful guardians because they serve a dual purpose. They have no mouth and normally use their disintegration ray to vaporize rocks, then breathe in the dust and gas for sustenance. Dragons use these creatures to tunnel through rock and expand existing chambers.

Later, they can be left in an anteroom of a treasure vault and trained to attack all intruders except for the Dragon, although these beasts can be fooled by illusions.

Dragons usually do not keep more than a mated pair of Asteroid Serpents, because their appetites can wreak havoc with the rest of a Dragon's defenses. Asteroid Serpents have no use for personal treasure.

Description: Asteroid Serpents are dark, muddy brown in color, and are about 10' long and 4' high. Their heads are shaped like cones with the tips chopped off. The Disintegration Bolt is cast from the end of the snout. Their eyes are a bright, gem-like red.

Dark green species of Asteroid Serpents are rare but are highly prized by Dragons, because they are 50% more resistant to disease.

History: Asteroid Serpents were first brought through the Crystal Gate (see History on page 43) 3,000 years ago. Since then, they have become common in the Table Top Mountains and the Upper Valley. They originally were found in the asteroids of a planet 100,000 light years away from the Dragonlands.

Sensor Dogs (25%)

AC: 7, HTK: 2D8, MV: 18"

Align: Neutral, IT: Low

Att: 1, Dm: 1D4

THACO: 20

Special Abilities: Infravision: Range of 90'.

Telepathy: Two antennae atop head, allow Sensor Dogs to speak telepathically between themselves and their master. The range for each Dog's telepathy is 100' underground and 2 miles outside. Therefore, they are posted every 100' in a lair, but every 2 miles outside. Also, the antennae glow whenever an intelligent being other than the master comes within their telepathic range. Because of this power, Sensor Dogs are extremely hard to surprise.

Description: Sensor Dogs look like regular dogs except for the two antennae atop their heads. They are fiercely loyal to their masters and cannot be easily fooled.

Usually, Sensor Dogs are kept in packs of 10 - 15 that rotate from their assigned positions. Unfortunately, they must hunt on their own and will often leave their posts to tend young, eat, etc. Once every turn, each dog on duty must telepathically report to the lead dog (which is 1D4 HTK larger).

The dogs will report any suspicious behavior immediately and call for help if



they are attacked. Most packs have a *flying reserve* of four dogs, and the lead dog is ready to help out any post in trouble.

Sensor Dogs are impressed at birth with the thought patterns of their master and will serve no other being.

Draglos (15%)

AC: 5, HTK: 1D8, MV: 3"/24"

Align: Neutral, IT: Animal

Att: 1, Dm: 1D6

THACO: 20

Special Abilities: Infravision: Range of 90'.

Glue Strands: Draglos excrete sticky glue-like threads that have the same affects as Web spells cast by a Skill 5 Mage. It takes 10 rounds, minus 1 round for each additional Draglo, to create a 20'x20'x20' web.

Description: Draglos are giant mutant flies that eat small animals and birds and use their glue webs to catch them. They have long sharp tongues, which they use to suck the juices out of creatures. Dragons use Draglos to guard large caverns and as nuisance attacks in battles with flying creatures.

Draglos appear in groups of 1D10+1. Unlike their cousins, the house fly, they are slow reproducers and mate only once a year.

Draglos' favorite attack is to gum up the wings of flying creatures, causing them to fall helplessly to the ground.

Draglos are loyal to their master, but they can be enticed away from their posts by food, especially rabbits, which they love dearly.

Kolans (100%)

Special Abilities: (see below)

Kolans are special plants that release a

gas when touched. The gas will melt through any one type of substance, depending on the specie of Kolan. There are Metal Kolans, Leather Kolans, Flesh Kolans, Cloth Kolans, and Scale Kolans (the gas from this specie will melt through Dragon hide).

Kolans are planted close together across passageways. When anything moves against them, their bulbous heads break open and release a corrosive gas. If the Kolan gas touches a substance it is geared to, the gas will cause 1D6 HTK of damage per round of contact. Metal and Leather Kolans force those wearing metal or leather armor to save vs. Acid. If the save fails, the armor is destroyed. Even magical items must make saves.

Dragons often plant bands of different types of Kolans next to each other to provide maximum lair protection. The plant's only drawback is its need for light and air. Kolan's may not be planted more than 100' from the entrance of a lair and must be placed in direct sunlight at least 2 hours every day. Because of these restrictions, only Dragons who make their nests in wooded areas use Kolans regularly.

Description: Kolans are 3' tall plants with green, thick stalks topped by a bulbous head of closely packed leaves. The head of the plant comes in different colors, each one representing a different specie of Kolan.

Color	Material Affected
Red	Leather
Brown	Metal
Black	Scale
Green	Flesh
Yellow	Cloth

Pellet Fish (100%)

AC: 8, **HTK:** 2D8, **MV:** 24"

Align: Neutral, **IT:** Animal

Att: 2, **Dm:** 1D8

THACO: 16

Special Abilities: (see below)

Description: Pellet fish are a giant species of Carp. Each fish has a gland that secretes a hard, oval-shaped pellet that the fish can

shoot from its mouth with exceptional accuracy (+2 to hit). The pellet causes 1D8 HTK of damage, and the range of the pellet is 120' underwater. Pellet Fish can also come to the surface and strike creatures 60' away.

Pellet fish live in schools consisting of 2D12 fish, but only 1D12 of the fish will be able to shoot pellets at any time. The fish attack anyone who bothers their pool, including the Dragon owner of the lair, so they are usually kept in remote parts of Dragon lairs.

Pterilaxes (70%)

AC: 5, **HTK:** 4D8, **MV:** 18"

Align: Law/Neutral, **IT:** Standard

Att: 3, **Dm:** 1D4/1D4, 1D8

THACO: 14

Special Abilities: (see below)

They have infravision with a range of 120'. They can forego a bite attack (for 1D8 HTK of damage) and try to use their back rake attack by using both back claws. The cats' attacks are at -2 to hit, but then get an additional 2 attacks for 2D6 HTK of damage each.

Pterilaxes are as smart as humans and can imitate human voices with a 65% accuracy. This is their favorite form of attack.

Pterilaxes are so fast they receive a +1 bonus on all initiative rolls.

They can track as well as rangers, and can Hide in Shadows (80%), Hear Noise (70%), Climb Walls (99%), and Move Silently (80%).

In fact, the only weakness these superb cats have is their vulnerability to magic. All magical saving throws for these cats are at 18. Furthermore, if a 1 is rolled on a save, all magical effects are doubled.

Description: Pterilaxes come in many different colors and patterns, but all have a streak of white hair on their foreheads.

These creatures are intelligent cats mutated and bred by Dragons from common house cats. They are about 5' long and 1' high. They are fast, cunning hunters and serve as familiars as well as guardians.

Pterilaxes come in prides of 2D10 cats with one cat acting as leader. Such Top Cats are 1D4 dice of damage larger than their underlings.

OTHERS

Besides these above-mentioned creatures, Dragons keep a host of other creatures as guards, which include: Giant Ants, Gargoyles, Green Slimes, Hydrae, Lions, Giant Rats, Trolls, Tree People, Cave Bears, and Wyvern.

Dragons rarely keep undead. Even Evil Dragons hate their foul stench and cannot abide them in their lairs. Only the most Chaotic and Evil of the Red Dragons will allow undead in their lairs.

Besides Guardians, Dragons often have pets as well. These include plants that can juggle, talking monkeys, singing birds, Pseudo-Dragons, fish with gem-encrusted bodies, Floating Lights (kin to will o' wisps, but harmless) and the occasional human, dwarf, and elf forced to serve as a jester.

There are some useful partnerships with animals as well. Many Blue and Green Dragons tolerate flocks of Treepies (parasite-eating birds) that pick their scales and clean food from their teeth. Birds also live in Bronze and Brassine Dragon lairs, but eat insects that infest the lair rather than those on the Dragon.

Dragons also swallow the small white, eyeless horned sucker fish, which are found in deep underground pools that are filled with brackish, undrinkable water. The harsh chemical baths inside the Dragon are no worse than the fish's normal environment, and it makes its home in the stomach and intestinal cavities. There the fish feed on the salt that accumulates on the insides of the Dragon's stomach and intestine, keeping these areas free of dangerous mineral build-ups.

But the most successful and important partnership is between Dragons of all Clans and Giant Termites, or Macro Termes. (See below)

MACRO TERMES

There are many strange partnerships in the world between intelligent species, but the relationship between Giant Termites, or Macro Termes, and the Great Dragon races is exceptional for its longevity. When Dragons were first created, Giant Termites had been prevalent for many centuries, quietly evolving along with their much smaller cousins. When Dragons first encountered the twofoot long insects, they thought nothing more of them than as a tasty snack. But the Queens of Termite nests contacted the Dragons telepathically, and soon the two species were cooperating.

There are many advantages to this Dragon/Termite partnership. Giant Termites live in mountains and tunnel out their nests from the solid rock. Other termite

species build elaborate cave systems beneath the forests and plains of the mountain valleys. These same skills are perfect when creating Dragon lairs.

The Dragons, meanwhile, give the Termites unparalleled protection, especially from their feared enemies, the Giant Ants and Giant Wasps.

Since the Queen Termite collects vast amounts of gold and gems, they often have problems with humanoid raiders. There too, Dragons have proven a strong and reliable ally. Over the past 3,000 years, the bond between Dragon and Termite has grown stronger.

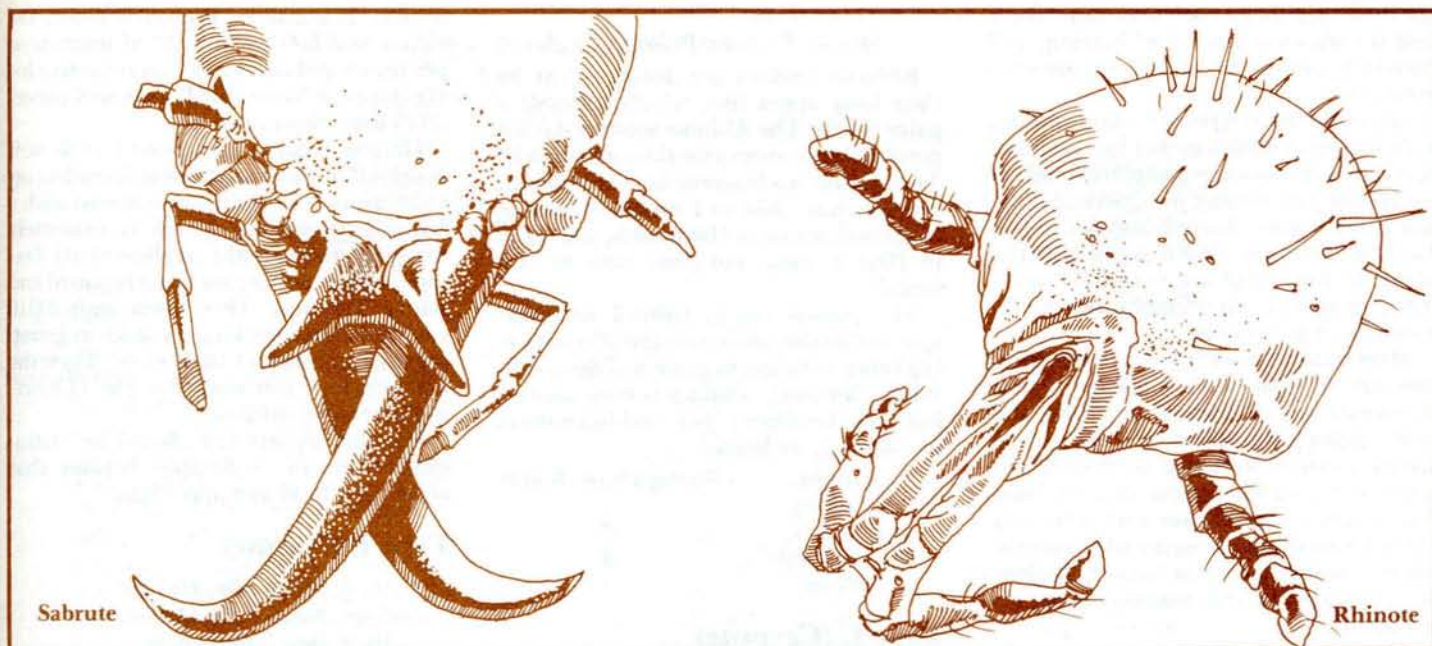
Although Dragons help defend the Termite nests, Termites have developed elaborate defenses themselves, mostly revolving

around the caste of soldiers. These insects work both independently and in cooperation with Dragons.

TERMITE LIFE

Giant Termites live in well-regulated social systems, with different castes taking distinct roles. They build large nests by excavating mountainous terrain by using a special fungus that softens and shapes the rock. The nests house an entire colony, which usually includes a Queen, Kings, soldiers, workers, and juveniles.

All of the Termites are of animal intelligence, except for the Queen, who is very intelligent and telepathic. All Termites are blind. Giant Termite colonies usually



include 3D100 Workers, 3D100 Soldiers, 2D100 Juveniles, 1D6 Kings and 1 Queen. When the nest becomes overcrowded the Queen sends out a fertile mating pair with 1D10 soldiers and 1D20 workers to start a new nest.

Worker Termites are about a foot long, range in color from green or blue, and usually cannot fight. Their mandibles are created for digging and constructing, not warfare.

Soldier Termites range from one foot to five feet in length. There are many types of soldier Termites, although no colony has more than two types. Soldier termites are superbly adapted for fighting, their bodies are developed into highly specialized weapons, including a capacity for chemical warfare (see below). Soldier termites also range in color from orange to green or blue, but are always a darker shade than the workers.

Queen Termites are very intelligent and live in specially constructed quarters. Queens can be as large as 30' in length and weigh as much as one ton. Their bloated bodies are filled with unfertilized eggs, which they lay once a month during the full moon. A Queen often has magical powers, including the gift of prophecy and the ability to heal or remove curses.

Kings are fertile males who are kept in a harem by the Queen. They are expendable and never fight. They range in size from two feet to six feet in length. All King termites are the same color as their Queen, but they have a ring of gold around their abdomens.

CREATING NESTS

Termites introduce a special fungus onto the rock face of the mountain. After about a day, the fungus tendrils have grown into the rock and absorb many nutrients by breaking down the rock into its chemical components. After a week, the fungus penetrates the rock to a depth of 10'. The Termites then harvest the fungus

for food. They clear away the debris, and then introduce new spores of fungus on the exposed inner wall. Through this method, one Termite is able to dig through rock at the rate of 10' per week, each Termite working a 10'x10' patch of rock. This is a slow process, but termites have infinite patience.

It is not uncommon, in termite nests, to see elaborate architecture, including arches, columns, shafts to let in light (for heating) and for ventilation, special traps to seal off the Queen's chambers, special traps to seal off the inner nest from the outer rooms, and reservoirs connected to pipes, which carry water throughout the nest. Even dwarves are impressed at the scope and intelligence of the layout.

TERMITE WORKERS

The most numerous of Worker Termites are sterile females, which are specialized to do many chores. Seventy-five percent of the workers are Type A, general use Termites. They build the nests, forage for food and materials, move the Queen and Kings throughout the nest complex, keep the nest clean, and do other general chores. They cannot fight, but they do have a scent signal that will alert any soldier within 600 yards (even through the tunnel system) that danger is present. Worker Termites are covered with hairs that are sensitive to wind currents.

Type A Worker Termites

AC: 9 HTK: 1D8, MV: 16"

Align: Neutral, IT: Animal

Att: None, Dm: None

THACO: n.a.

Special Abilities: Chemical Signal:

This signal is released when the Workers detect intruders in their nest.

Within 1D6 rounds, 1D10 Soldier Termites will come to investigate the scent.

Type B Worker Termites

AC: 7, HTK: 1D8, MV: 16"

Align: Neutral, IT: Animal

Att: None, Dm: None

THACO: n.a.

Special Abilities: (see below)

Type B Worker Termites are hive mothers and tend juvenile termites. Within their bodies they synthesize the special chemicals needed to turn termites into different castes of Workers, Soldiers, Kings, Queen, etc.

There is a 1% cumulative chance per year that no matter what the Queen decrees, a new Queen termite will be produced. This development is hidden from the Queen until the young Queen is old enough to challenge the old Queen.

Type C Worker

AC: 6, HTK: 1D8, MV: 16"

Align: Neutral, IT: Animal

Att: 1, Dm: 1D10

THACO: 20

Special Abilities: (see below)

These termites are specially attuned to the Queen termite. They have enlarged antennae, which are extremely sensitive to the telepathic messages sent by the Queen. The Queen uses these workers as her eyes and ears. Any stimulus these workers encounter is sent to the Queen.

Through these workers, the Queen can direct the day-to-day activities of the colony, including its defense. Type C Workers can defend themselves by using a psychic blast which is created when they rub their antennae together. The blast covers a cone-shaped area 20' long and 5' in diameter at its greatest extension. It causes 1D10 HTK of damage to anything within its range (save vs. Intellect for half damage). The blast completely destroys the termite that cast it, literally draining all energy from the Termite.

SOLDIER TERMITES

The most specialized and different variety of termites is the soldier caste. At least five types of soldiers are common and hundreds of variants exist.

In general, Soldier Termites are so specially mutated that they can neither feed themselves nor reproduce. They respond to

the movement in air currents around them and the senses of smell and hearing, and therefore cannot be fooled by invisible creatures.

Of the five main types of termite soldiers, only two types work together in a nest, one group acting as sentries and patrols and the other group protecting the Queen and flying as the reserve. There is also one or two Captain Termites, which are 3D8 HTK, about 5' long, and are semi-intelligent. They are in constant telepathic communication with the Queen.

Most termites have developed chemical defenses to deal with intruders. These chemicals are all natural in origin and non-magical. The chemical poisons and irritants can be extracted from dead termites and used for poisons or medicines. The procedure takes one week and only those trained in the process will be successful (i.e. sages of natural history, healers, few elves, druids, and rangers (5% for each group).

All Soldier Termites, except for the Sabrute, receive a +1 to their initiative die roll on all attacks.

Below are a list of the most common Soldier Termites.

SOLDIER TERMITES

Type A (Sabrute)

AC: 2, HTK: 4D8, MV: 6"

Align: Neutral, IT: Animal

Att: 1, Dm: 1D10

THACO: 16

Special Abilities: On a natural roll of 20 on a "to hit" roll, Sabrute mandibles have locked together around the victim's limb and will cut it off in 1D4 rounds, causing 1D10 HTK of damage each round until the limb is removed.

If the limb is severed, humanoids must make a save vs. System Shock or go into shock, and will die in 1D4 rounds if not attended to.

Ten percent of all Sabrute Soldiers store a waxy poison in their frontal glands. 1D6 rounds after combat begins, the heat of exertion turns the waxy poison into a liquid that flows down onto the termite's mandibles. If an opponent is struck by the poison, he must save vs. Poison or itch and break out in a rash, causing a -2 to his "to hit" die rolls and -2 from his damage die rolls.

Sabrute soldier termites have enlarged white mandibles, which are vicious cutting tools. They attack the limbs of intruders and attempt to remove them. They also are the most heavily armored, slowest, and largest of all soldier termites. Sabrute soldiers always guard the Queen's nest. Ten percent of all Sabrute soldiers have evolved special glands in their heads that spread a mild poison on their mandibles. When a Sabrute strikes, the mild poison infects his victim.

Type B (Rhinote)

AC: 6, HTK: 2D8, MV: 12"

Align: Neutral, IT: Animal

Att: 1, Dm: 1D6

THACO: 16

Special Abilities: Poison: (see above)

Rhinote soldiers are distinguished by their long upper lips, which resemble a paint brush. The Rhinote soldiers daub a powerful poison onto the skin of intruders. This poison is a kerosene-based toxin that can penetrate skin in 1 round, leather or chain mail armor in 1D6 rounds, scale mail in 1D10 rounds, and plate mail in 2D8 rounds.

The poison causes painful muscular spasms that immobilize the intruder, allowing other Termites to come and destroy it. When "brushed," characters must save vs. Poison or be affected. For modifications to this die roll, see below:

Armor	Saving Throw Bonus
Padded	-1
Leather	-2
Chain/Scale	-3
Plate	-6

Type C (Cryptite)

AC: 7, (head: 2)

HTK: 2D8 (50% in head), MV: 16"

Align: Neutral, IT: Animal

Att: 1, Dm: 2D8

THACO: 16

Special Abilities:

Magic Resistance: 15%

Mandible Wall: Allows each termite to attack the same intruder or for the attacks to be split between two different attackers.

The five or six soldiers guarding an entrance should be taken together as a single unit during attacks. A mandible wall is not considered broken until 4 termites in the wall are destroyed.

Cryptites are always patrol and sentry termites. They rarely guard their Queen.

Cryptite soldiers have extended mandibles and large squared heads that are slightly depressed on the top and left side and slightly raised on the bottom and right side.

When these soldiers are alarmed by an intruder, they rush to an entrance of the nest and plug the narrow tunnels with their heads, stacking together like blocks. Five or six Cryptite soldiers are usually needed to plug up an entrance.

With the entrance completely blocked, the Cryptite soldiers present a wall of mandibles to intruders.

These soldiers have no chemical defenses, but they have evolved resistances to magic and poisons. The tough cuticle of their head is prized because weapons and armor made from the head's exoskeleton still retain a 5% magic resistance, but may never be enchanted.

Type D (Harnite)

AC: 5, HTK: 1D8, MV: 16"

Align: Neutral, IT: Animal

Att: 2, Dm: 1D6 (bite), 1D4 (bristle)

THACO: 18 (bite), 16 (bristle)

Special Abilities:

Bristle Attack: Range of 20', +2 to hit.

Once the bristle hits, it injects a poison that will kill its victim in 1D6 melee

rounds. If a save vs. Poison is made, the victim will be slowed to 3" of movement per round and will go last on initiative for 1D6 turns. A Neutralize Poison will cancel all of the poison's effects.

Harnite soldiers are covered with stiff bristles that they can shoot at intruders up to 20' away. The bristles are covered with a fat soluble poison, which is extremely toxic. Harnites are the smallest of all Termite soldiers and are exclusively patrol and sentry Termites. They often wait 1D10 rounds before attacking in order to group together in bands of 10 or more. Then the Harnites form into rows and start a blistering barrage of bristles.

Harnite soldiers can always be distinguished by the red-tipped bristles that cover their head and upper back.

Type E (Nasute)

AC: 6, HTK: 1D8, MV: 18"

Align: Neutral, IT: Animal

Att: 2, Dm: 1D6+poison

THACO: 20

Special Abilities: See Below

Type E Soldier (Nasute, Major)

AC: 5, HTK: 3D8, MV: 12"

Align: Neutral, IT: Animal

Att: 2, Dm: 1D8+ poison

THACO: 15

Special Abilities:

Range, effect, and number of doses varies between specie of insect.

Nasute soldiers are the strangest looking of all termite defenders; their heads have evolved into snouts, out of which they spray any number of different chemical secretions, depending on the specie of the Termite. The range of these attacks varies as well as the number of doses per Termite.

There are two types of Nasute Termites; the Major Nasutes, which are huge and detailed to guard the Queen, and the smaller Minor Nasutes, which are used for patrols and sentry duty.

Nasute soldiers always have a long snout flanked by mandibles.

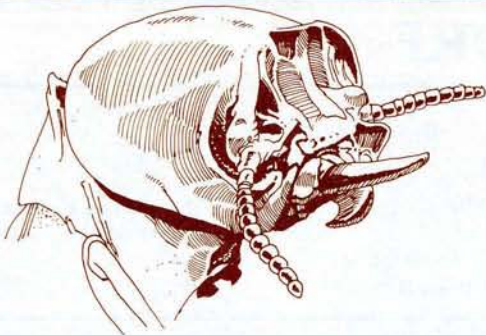
Below is a listing of each chemical substance and its range, number of doses, and the percentage of Nasute population that this chemical defense appears in. Only one type of Nasute soldier appears in each colony.

Glue: Range of 20'. This Glue entangles and slows its victim. Every time a creature is hit by this glue, its movement is slowed by 1" and its initiative roll is reduced by 1. After three hits, the victim's "to hit" and damage rolls are reduced by one per subsequent attack. Eventually the intruder cannot move and the Termite soldiers will destroy it. Nasute soldiers are not affected by their own glue.

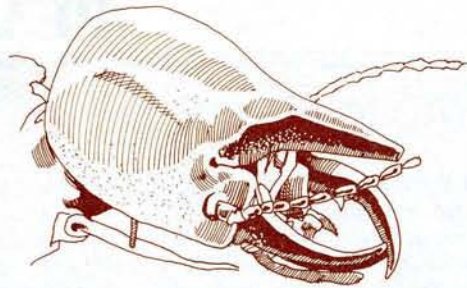
If a save vs. Dragon's Breath is made, the victim is not stuck by the glue.

Number of doses per Termite:
Minor 10, Major: 100

Cryptite



Nasute



Toxic Poison: Range of 35'. This contact poison penetrates any type of armor or other normal protection. The poison acts as an anti-coagulant and inhibits the natural ability of the body to stop the flow of blood. When struck by this poison, the character must save vs. Poison or lose his ability to stop his wounds from bleeding. If he has no wounds, he is unharmed. If he has a wound or if he is wounded within a 24 hour period, he will continue to lose 1 HTK of damage per turn until a Neutralize Poison is cast on him or the poison wears off (2D20 turns).

Wounded characters who successfully save vs. Poison lose 1 HTK of damage every 2 turns.

Number of doses per Termite:

Minor: 15, Major: 50

Skin Irritant: Range of 60'. This poison irritates the skin, eyes, ears, nose and throat of the creature struck. The irritant is sprayed out of the Termite's snout in a 5'x5'x5' cloud and lasts for 1 turn. Usually more than one irritant-spraying Nasute Soldier is present and the cloud is much larger.

Being caught in the cloud results in a penalty to initiative, "to hit" and damage, dice rolls and reduces the victim's saving throws for all other attacks (except when first encountering the irritant).

To determine the die roll penalty, roll 1D4. The number rolled is the number of points subtracted from the dice rolls mentioned above.

The duration of this irritant is 24 hours. Neutralize Poison will not reduce its effects.

Doses per Termite: Minor: 10, Major: 50

Poison Pellet: Range of 120'. The poison pellet Nasute soldiers are rare, but they are exceedingly deadly. They fire a hard pellet, which breaks open when under the skin of the struck target and releases a powerful poison.

Termites who use this weapon are specially constructed with thick back legs to anchor themselves and a special reinforced head to absorb the shock.

This Nasute not only uses a build

up of air pressure to send out the blast, but also snaps his head forward. This process makes a hissing noise ending in a loud snap.

Pellet-firing Nasute Soldiers are very accurate (adding +3 to their "to hit" rolls and do 1D6 HTK of damage. Like the Harnite Termites, they tend to gather together into groups and barrage intruders.

The poison inside the pellet does an additional 1D8 of acidic, corrosive damage after its hard outer coat of protein is slowly absorbed into the body. The victim will not experience the acidic attack until 1D4 turns after being struck by the pellet.

Victims who have the benefit of a Neutralize Poison Spell cut the damage in half for every Neutralize Poison cast. There is also a natural antidote that is extracted from halo plants.

KING TERMITES

King Termites sole function is to mate with the Queen and produce fertile eggs. During times of famine, King Termites are often turned out of the nest to die.

Once during their lives, Kings change into a more effective and dangerous insect. When the Termite population of a colony becomes too large, the Type B Workers create a new Queen and match her with a King. During this time, the hive mothers feed the King a special mixture of herbs and other potions that turn the normally ineffective and weak King into a voracious, cunning warrior. The transformation lasts for 1D4 months. The transformed King and Queen then leave the colony with the excess worker and soldier population to begin a new nest.

King (in nest)

AC: 8, HTK: 2D8, MV: 6"

Align: Neutral, IT: Animal

Att: 0, Dm: 0

THACO: n.a.

Special Abilities: Abdominal Ring: The King has a muscular ring around its abdomen. When threatened by an intruder the King will contract the ring, rupturing his abdomen and spraying the intruder with a mixture of waste material and toxic gut juices. Any intruder hit must save vs. Poison or gag and choke for 1D6 turns. Char-

acters so affected cannot write, cast spells, or take aggressive action. Creatures hit with these juices also move at half speed.

King (on wing)

AC: 3, HTK: 4D8, MV: 12"/24"

Align: Neutral, IT: High

Att: 3, Dm: 2D8 (bite), 1D4 (butt), 2D4 (wing bash)

THACO: 14

Special Abilities: A winged King Termite can fly and fight. Furthermore, the Termite fights as a Skill 7 fighter. This transformation lasts 1D4 months or until the new colony is established and the nest is out of danger.

The special transformation potion will turn a humanoid creature berserk with rage for 1D4 melee turns. At the end of this time, the humanoid will find he has gained 2D8 HTK to his normal number of HTK. These additional HTK last for only 4 weeks, then they disappear.

THE QUEEN TERMITE

The Termite Queen is a sentient, intelligent creature that has powerful telepathic and magical abilities.

The body of a Queen Termite is bloated with the hundreds of eggs developing within her. The Queen becomes so bloated that other termites must carry her around the colony.

Queen Termites also love jewels, precious metals, fine artistic items, and objets d'art.

Queen Termites

AC: 9, HTK: 6D8, MV: 1"

Align: Lawful/Neutral, IT: High

Att: see below, Dm: see below

THACO: see below

Special Abilities: see below

Queens can use any of these telepathic powers at will: Clairaudience, Clairvoyance, ESP, and Telekinesis. All powers are used as a Skill 10 magic user.

Ten percent of all Queens may also cast a Mind Blank spell.

Three times per day, Queens may use the following spells as a Skill 12 magic user: Levitate, Fly, Teleport, Passwall, Transmute Rock to Mud, and Move Earth.

Once per day a Queen can use the following as a Skill 20 magic user: Charm Person, Charm Monster, Cloud Kill, and Hold Person.

PLANT LORE

Throughout the many years of a Dragon's existence he has the opportunity to learn many things. One of the first and most important disciplines is the plant lore of the Dragons. Below is a list of many of the special plant and mineral preparations that Dragons know.

Not all Dragons know all these preparations, but 75% know one, 20% know two, and 5% are well versed in all forms of plant lore (See *Dragons As Player Characters* on page 12—9B for rules on acquiring plant lore).

Dragons do not prepare potions as men do, with mortar, pestle, and mixing table. Instead, the Dragon eats the designated herbs and plants and stores them in a special innerpouch just outside the stomach. There the ground up plants are treated to a special leeching process that dissolves the plants into a watery paste.

This paste can then be regurgitated and used for the Dragon or anyone else who will eat or spread the paste on their bodies.

This leeching process takes 1 to 2 weeks per dose of paste, but the step involving the longest time in making the magical paste is finding the ingredients. The percentages given below determine the chance of finding the correct amount and species of plant per week. The percentages assume the Dragon or his helpers are searching diligently at least 4 hours a day.



Plant	Effect	Percentage chance of finding in: woods / mountains / plains
Hazelnuts	Invisibility	30%/10%/20%
Heliotrope	Invisibility	10%/50%/10%
St. John's wart with green birch, fennel, and apples	Remove curse as a Skill 10 cleric	10%/05%/05%
Elderberries	Fermented in stomach for 1D4 weeks, the wine will Cure Disease.	10%/05%/05%
Bloodwort	Coats stomach and prevents use of breath weapon for 1D4 days.	30%/60%/15%
Halo Plant	Used to treat Elbow Boils	60%/65%/75%
Dream Snakes	Used to put a Dragon automatically into a Dream State. If overdose is used: 10% chance of death.	05%/05%/00%
Mountain Ash (Bark)	Dispel Magic as Skill 10 Mage.	10%/20%/00%
Lavender	Dispel Magic as Skill 5 Mage.	10%/25%/05%
Holly	Heal 1D12 HTK of damage.	15%/30%/10%
Onion Juice	Cure any form of deafness.	10%/20%/35%
Carnations and Dandelions	Cure Disease.	25%/05%/20%
Hop and Cowslip	Sleep. If overdosed Save vs. poison or lapse into coma.	10%/05%/10%
Nettle and Milfoil	Will be immune to Fear Spells for 1D4 days.	15%/20%/10%
Fruit of the Balm	If gathered in August and eaten with wolf's tooth and Bay Leaf it will show a robbed Dragon where his goods are hidden.	05%/05%/05%
Larch	Acts as a clerical Fire Resistance for 1D4 days.	05%/05%/25%
Hellebore	Cures insanity	20%/50%/15%
Henbane	Makes She-Dragons sterile.	25%/05%/10%
Rye Wolf	Acts as a protection against demons for 1 day.	05%/00%/10%
Thistle	Acts as a protection against demons for 1 day	10%/05%/00%
Juniper	Acts as a protection against devils for 1 day.	05%/05%/05%

Ashsap	Cures poisonous bites	05%/15%/10%
Key Flower	When paste is burnt its smoke opens locked doors	10%/10%/25%
Primroses	This preparation is sprinkled over intact primroses. If the treasure is taken, but primroses not replaced, the Dragon will know where the thief is for 1D8 days.	50%/35%/25%
Water Lily	Used by Dragons to extinguish desires created by dreams. Each preparation must be made for a specific desire. For example: gold, a certain object, or a certain female Dragon.	15%/25%/30%
(Note: the Priests always keep a supply of this preparation on hand)		
Columbine	Acts as clerical Cure Light Wounds.	75%/60%/85%
Cat Mint	Dragons burn this preparation and breathe it out as a fine smoke. The smoke drives all cats crazy, including lions, tigers, etc. Acts as a Confusion spell against cats. No save.	35%/65%/10%
Almond	When eaten acts as a Locate Object spell as cast by Skill 10 Cleric for 10+1D20 rounds.	10%/15%10%
Sow-thistle	Acts as Almond lasting 20+1D20 rounds.	05%/10%/00%
Amatanth	When gathered under a full moon lowers AC by 3 for 3 nights. During the day the plant's power is negated.	05%/45%/05%
Club Moss	Acts as clerical Cures Blindness spell.	05%/15%/10%
Mandrake	Acts as clerical Cure Disease in Evil Creatures spell.	05%/25%/10%
Four-leaf clover	When eaten adds +2 to saving throws.	05%/05%/05%
Pansy	Preparation is spread on eyes of sleeping intelligent creature; when the victim awakens he/she will fall in love with first object he/she sees.	10%/05%/05%
Basil	When burnt, smoke causes all creatures of Evil Alignment to cough and wheeze (-1 to hit and damage).	10%/10%/25%



MINERAL & STONE LORE

Minerals and stones, unlike plants, are not not eaten, but worn. The magical essence, inherent in all stones, is brought out by soaking the stones in small magical pools that are lined with a precious metal like gold or silver. These pools are created carefully and slowly over two to three thousand years. Only a handful of these magical pools exist and usually only one is known to a Dragon.

Before a Dragon can look for special stones, he must secure the services of a pool and its guardian. This process usually means that the Dragon serves the guardian of the pool for a specified period of time. Then he may come to the pool whenever he wishes to soak stone. Stones to be soaked must be valued at 1,000 gp. or more.



Stone	Effect	Chance to Find	Time in Pool
Amber	Absorb one spell per day.	10%	15 months
Cat's Eye	Invisibility (as ring).	05%	2 years
Green Jade	Absorb up to 100 dice of lightning bolts.	05%	2 years
Peridot	Add one (1) to Appeal.	10%	8 months
Garnet	When given to a person he must always tell you (and only you) the truth while he possesses it.	10%	9 months
Sapphire	Will subtract one HTK of damage every time possessor is hit and adds 10% to chance of revival from Death or Stoning.	10%	8 months
Vegetable Stone	Cause plants and animals to grow double their normal size in half the time (up to 1 acre of plants or 1D20 animals).	10%	1 year
Turquoise	Will detect poison if poisoned object is touched with the gem, the gem will glow.	15%	1 year
Ivory (Milk)	When worn, increases Intellect by 1.	10%	6 months
Ivory (faint blue)	Adds 100 years to life.	25%	1 year
Aquamarine	ESP once per day as Skill 10 Mage.	05%	6 months
Agate	Has different powers when worn:	05%	1 year

Roll on D100

Powers

01-11	Cure Disease once per day.
12-51	Increase Intellect by 1.
52-00	Lower save vs. Poison by 2.





HISTORY

The Dragon's history is extremely involved. Much of it is not written down, but instead is only remembered by the Platinum Priest Dragons and in White Dragon ballads. Accordingly, much of Dragon history is intertwined with its religion and song.

Alternate theories and ideas are discouraged by the Priesthood. The Official Story of Creation is no exception. It was first put into verse form by the Dragon Kaleen-nar, a very ancient White Dragon who is rumored to have found the secret of immortality, but was cursed and can never leave the icy wastes of the far north.

If you travel the far north on an exceptionally clear, moonless night you can hear Kaleen-na' singing the song of Creation. An expression has grown out of this story. When you want to comment on an ironic situation, one that is sad but unavoidable, like the punishment of a relative, you say: "That is as sweet as Kaleen's voice."

The first Dragon, the Kaban-la-ri, fathered many more Dragons by mating with the daughters of the Elemental gods of Air, Fire, Earth, and Water. It is from these matings that the twelve clans were formed. It is said that the Spectral Dragons are the direct descendants from the Kaban-la-ri's chosen successor.

In the 3,000 years after their creation, there was nothing but strife between Dragons and other intelligent races. Dragons were hunted unmercifully by the faster breeding humans and orcs. Dragons tried sporadically to band different Clans together, but they could not seem to organize like their opponents. Even the dwarves and elves began to expand into Dragon territories. This time was referred to as the War of Extermination.

It was a time of great suffering and travail for the Dragons, but a new sun was rising.

From the east came a special Dragon, one never seen by any of the Dragon Clans. This Dragon went from Clan leader to Clan leader, from family to family, and gave the frightened bands hope. "When the sun is the highest in the sky on the Summer Solstice you will all rise into the sky with a great beating of wings and fly north to salvation," he said.

And on that day the Dragons rose from their hiding places, from the deep caves, and the hidden forest valleys and they rose with a thunderous beating of their wings.

With one voice all the Dragons called out the name of their leader. The calling was so

KALEEN'S SONG OF CREATION

Hear now the story of how Dragons came to this land. When the gods set about to make the creatures of this earth, they tried many different forms.

They took clay and made man, but they were not pleased because as the clay, man will never be strong enough to stand up to the forces of nature and the gods.

So the gods made dwarves out of stone. But the dwarves were too hard and would not be moved at all. Once again, the gods made life. They took earth and formed the elves. The gods were pleased with this effort because here they had made a creature who could be shaped like men, but had the solidness and tradition of dwarves. Many gifts were bestowed on the elves, but in the end the gods became angry.

The elves began to disappear into the forests and became indistinguishable from the trees and plants. The elves held nature above the Divine. This would not do, for the gods wanted a creature that was unique and would praise their names.

So the gods continued to create, and from their creations all the animals of the world were made. Then, on the first Summer Solstice, the god of Air was creating clouds when one of the insubstantial clouds took on a new and startling form. The god of Air looked at this form and was struck with an idea. "Of course!" he cried and soon drew his brothers together. The god of Air explained that they will create creatures not

from the substance of this world, but from their own flesh and sinew. These creatures would have all the power and majesty of the gods themselves and would be fit to rule over the rest of the world.

The god of Air and his three brothers, the god of Fire, the god of Earth, and the god of Water, set about to make a new creature worthy of gods. Each god took one finger from his hand and used this divine material to build this new creature.

First, the god of Water took a beast he had created before, a hulking six-legged monster that could live in water and on dry land. To this creature he gave a mind and intellect. Then the god of Earth changed its muscles so they were as powerful as stone, yet as light as the clouds. He also gave the creature his own thirst for gems, gold, and precious metals.

The god of Fire charged the beast's blood with flames, making it spit fire. He also gave the creature the Fire god's tendency to fly into a sudden anger and rage. Finally, the god of Air changed two of the beast's legs into huge, powerful wings. This alone was not enough to make the creature fly, so the god of Air entered the heart of the beast and gave it a soul that soared in the heavens. Touched by the hand of the god, the beast immediately flew into the air.

When the brothers had finished their handiwork, they sat back and watched the beast fly about the heavens. It was then that he called the beast a Dragon, which means "gods' gift."

load that the heavens vibrated with his name. He was Kaban-la-ri, Dragon Lord!

On that fateful Summer day Dragons filled the sky, obscuring the sun. The Dragon Lord was among them, keeping the Clans together, raising the spirits of the wounded. It is said that his mere presence would heal the most grievous wounds.

The Dragons massed in huge hordes atop the highest mountains of their lands. There they fought the armies of the men, dwarves, and elves. The Dragon Lord went from mountain top to mountain top gathering the Dragons into a huge army that could destroy an entire city with one blast of its collective fire breath.

Even the combined armies of all the rest of the races were no match for the thousands of warring Dragons. Still, the Dragon Lord knew that time was not on their side. The armies of men and dwarves could replace their losses much faster than he could replace his. Therefore, he withdrew his armies to the north and began to nego-

tiate with the leaders of the other races.

It is from these historic talks that the great division was made. Each race would be given its territories. Other races could travel in these lands only with the permission of those who ruled the area.

There was much bitterness and anger at some of the settlements. Many areas claimed by Dragons had to be given up. Meanwhile, whole cities of humans and elves had to be moved out of the area now called the Dragonlands.

As refugees moved back and forth across the land, the talks continued, but no settlement could be reached. One day before the Vernal Equinox, the Kaban-la-ri pointed with a bony claw and drew a line on the map. No humanoid will ever step beyond it and live, declared the Dragon Lord, and he stalked out of the meeting.

The next day the great River Kaban sprang up where the line was drawn on the map. The rest of the races saw this as a sign from the gods and agreed to the Dragon

Lord's terms. The Dragons saw it as a miracle and as a justification for their cause.

Within a decade all Dragons withdrew north of this river and the rest of the world fought over what was left.

The Dragon Lord chose these lands wisely, for they were filled with game and flowed with sweet mountain water. The Dragon Clans spread out over their new lands and soon settled in.

Two hundred years after the peace was made, the Dragon Lord spoke to his people for the last time. He called them together in the Crater (see map). There he told the assembled Clan leaders that his work was finished and he must leave. At this pronouncement there was much wailing and tearing out of scales and hair, but the Dragon Lord was firm, he would stay no longer than one more year.

True enough, he disappeared in one year's time from the meeting in the Crater. When last seen, his silhouette was crossing the shining disc of the moon. However, before he left, he told the Priest Dragons that if he was ever needed again to save the Dragonlands, he would return.

Thousands of years passed and while the lands south of the river seethed and popped like a boiling stew pot, the Dragonlands enjoyed peace and prosperity. The Dragons allowed no ana-tem (the unclean ones or humanoids) to trespass on their lands, and they mercilessly destroyed anyone who dared to disobey the Dragon Lord's decree.

Nor did many Dragons leave the Dragonlands. A few of the most evil and vile Dragons were banished south of the river, where they helped foster the image that all Dragons are evil, cruel, and vicious creatures. A few benevolent Dragons, curious about the rest of the world, traveled beyond the Kaban too. They invariably came back with stories of horrible barbarians and the strange mannerisms of the ana-tem.

The first thousand years of Dragon life in the Dragonlands was peaceful and fulfilling. During this time many of the traditional customs, still practiced by the majority of the Dragons, were created. Great Dragon scholars created stories, songs, and rituals to explain the ways of Dragonkind.

The Priest Dragons flourished, and their numbers and influence grew among the Clans. They founded a great monastery in the Blue Haze Mountains and built The Great Stone Temple atop the Sacred Mountain, the exact spot where Kaban-la-ri left the land of the Dragons. It was in this mountain temple that the greatest of all Dragon Priests, Kato-sa-ri discovered the Crystal Gate and the land beyond (see sidebar).

This important discovery threw open a thousand worlds to the Dragons and fueled an unparalleled expansion. The Crystal Gate became the gateway for Dragons from other worlds, millions of miles away, to enter into the Dragonlands. New ideas, cultures, gods, weapons, artifacts flowed through the smoky substance of the Crystal

Gate and down into the valleys of the Dragonlands.

To this day the terms *crystal* and *beyond* have the additional meaning of something new or foreign to Dragons. A *crystal* food is one that the Dragon has never eaten before. Sometimes the words also bring up the specter of plague and death, for the Crystal Gate brought more than new ideas; it brought nightmares.

The first plague devastated Dragons living in the Upper Valley and the Table Top Mountains. Thousands died of a sickness that turned their blood black and caused boils to appear on their hides. It was called the Boiling Sickness, and it still exists today, lurking in remote mountain valleys.

Many Dragons wanted to close the Gate, but although the Priests themselves had suffered greatly during the plague, the Priests kept the Gate open.



Once again thousands of Dragons died, but this time the pressure to close the Gate was so great even the Priests did not try to keep the Gate open. The keys to the Gate were rounded up and it was to be closed. At the last minute, however, a group of Priests defied the order and refused to give up their keys. There was a terrible battle on the Sacred Mountain and many Dragons on both sides died.

Until now the Gate has remained closed.

It was hoped that after the Gate was closed, the Dragonlands would return to the old ways, but it was not to be. Too many changes had come through the Gate; too many new ideas and too many different Dragons.

Under the banner of *racial purity*, Blue Dragons hounded alien Dragons and forced them to move south below the Kaban River.

The plague decimated the Clans and the

few remaining Dragons sought refuge in isolated places. Many refused to join in family Clan celebrations for fear of contracting a disease. Many grew suspicious of other Clan Dragons and of solitary Dragons who might have the Boiling Sickness.

The Gate was closed, and Dragons learned to distrust all but their own family.

As always in times of trouble, the number of ancient Dragons *crossing the moon* doubled and tripled, and without their leadership, the younger Dragons could not rule effectively.

Man once again interfered in the life of the Dragons. The Dragons were not fearful of the tiny humans; they just disliked their sloppy and wasteful ways. The few humans who dared to enter their lands to steal their eggs or treasure were instantly killed. Humans were considered the ana-tem, the unclean ones, useful for nothing more than an occasional snack.

But 400 years ago the Dragons of the north faced a particularly annoying problem. Where the Storm Giants feared to go and the Titans tread carefully, where even the gods of the east and west winds came only to converse, a small, irritating, blood-sucking animal made its home right in the very nests of the Dragons.

The animal, a mite, was smaller than a Dragon's tooth but its saliva contained a powerful acid that burned through the thick skin of the Dragons.

Mites would burrow deep beneath a Dragon's skin, living on the syrupy, green blood of mature Dragons.

The pain from a mite's bite would send an ancient Dragon into howls of rage. Dragons would strip whole forests of bark trying to scratch out the little parasites.

Then about 300 years ago, one Dragon, named Sicago, who had a particularly bad infestation of mites, was thrashing about in the southern woods when a human ranger came along.

The ranger cautiously approached the Dragon, who had stopped his writhing and lay there panting and moaning in discomfort. The ranger spoke sweetly to the suffering Dragon, promising to bind his wounds and give the great beast relief from the bite of the mites. The Dragon said nothing, he just rolled over and exposed his torn and bruised hide.

The ranger worked for many days and nights until he had cleansed all the wounds of the parasite. Those he could not pick out with his dagger, he burned out with the heated end of his sword. The Dragon was very grateful to the ranger and when he had rested for a while, granted the ranger one boon.

The ranger thought for a moment and said he would like to spend a year in the land of the Dragons to study the ways of the great beasts as a guest of Sicago.

Unfortunately for the ranger, that was the one request the Dragon could not grant under any circumstances. So the Dragon ate the ranger instead.

The above story, one still told by the Dragon mothers to their children, illustrates the primary attitude most Dragons have for humans. Another example is the Dragon proverb: "Never trust anything you can eat."

While most Dragons still subscribe to the above beliefs, in the last 200 years the Dragons of the north are one of the few Dragon cultures that have entered into a partnership, albeit a limited one, with humans and other humanoid species. In fact, the relationship between human and Dragon in the world of Dragonlands is a scandal in other Dragon communities. Until recently, the Dragons of the North (or the Nord-Drackon in their own tongue) ignored the jibes of other Dragons, because they understood the other great lesson of the above bed time story: Humans are good for providing all sorts of luxuries and comforts otherwise unavailable to the Dragons.

All Nord-Drackon know the epilogue to the above story. When Sicago returned to his family, he told them of the late ranger's kindness, and they all went off in search of humans to pluck out their nasty parasites. Soon many Dragons were capturing humans and using them as slaves to clean their hides, prepare meals, and other simple nesting chores.

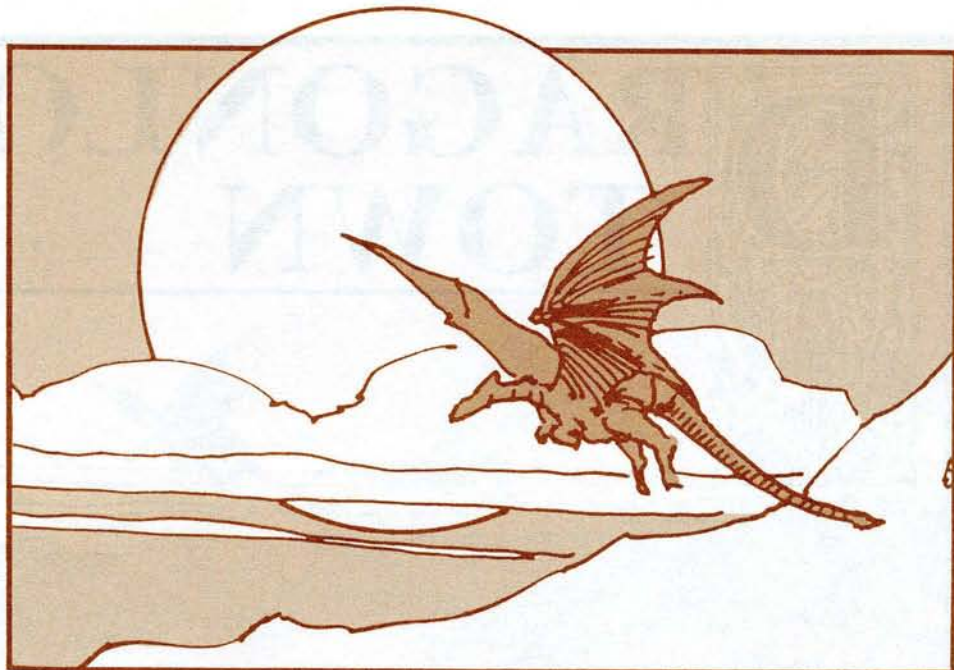
Later, Dragons found that humans could make excellent sheep and cattle herders and would serve faithfully even without the constant threat of being eaten.

So in the world of Dragonlands humans grew to a place almost, but not quite, as allies and friends to Dragonkind. The epitome of this alliance are the Dragonlords (or Riders as the Dragons call them), a class of humans who ride Dragons and provide additional fighting support for the beasts. This is, perhaps, the only example of Dragon-human friendship ever recorded in any of the known planes of existence.

Dragons and men grew closer into a tight bond of master and faithful servant, but soon that bond would be broken and the Dragonlords would be caught defending themselves against the evil Dragons who lived in the Table Top and Blue Haze Mountains.

Lured by the tales of huge forests of gold, and mountains of silver and gems, human bands began to cross the River Kaban. The few remaining Dragons could not stop these incursions, although strong protests were made to the kings whose countries bordered the Dragonlands.

The Southland kings did not know anything of these human expeditions, but they knew a sign of weakness when they saw one. They correctly guessed that the Dragons must be weakened by the plagues. Quickly, the Southland kings assembled a large army. This led to the battle of Turner's Island which the combined Dragon army won easily. But they knew the fast breeding humans would soon try again, and, for the first time in almost 1,000 years, a whole nation met at the Crater.



There, a group of Blue Dragons proclaimed that the Dragons needed a king, someone who could rally all the Clans in time of need and keep their borders safe from humans.

Many other Clans agreed, but the search would not be an easy one. The Blue Dragons had proposed their own candidate, but he was rejected by the Clans that remembered the harsh ways in which the Blues dealt with plague victims. The compromise candidate turned out to be a Spectral Dragon, who was given the title Kraken-tiri, or Dragon King.

The Spectral Dragons, a small and insignificant Clan, were a perfect choice by the independent leaders of the Clans. To the outside world, the Spectral Dragons were to be feared and their word to be obeyed, but to the Clans of Dragons, their leadership was nothing more than a joke.

Dragonlords and other humans who serve the Dragons now live in many far-flung settlements nestled in valleys among the mountains of the north. Now, 400 years after first coming to the land as slaves, the humans face extinction from a Civil War between the forces of chaos and evil and the forces of good. All that stands between them and death are the few Dragons and their Riders who defend the settlements and the cities.

The Monarchy, a weak and disrespected institution for a hundred years, suddenly began to exercise a powerful stronghold on the center of the country. A secret coalition of Blue Dragons, Platinum Priest Dragons, and Red Dragons seized the Throne and put their own puppet ruler in power.

They then began issuing decrees to limit the number of humans who could live in the Dragonlands. Laws were proclaimed that banned new human settlements from the Upper Valley. Other laws stopped the growing of crops and the damming of rivers. Man was not allowed to travel between towns without permission. New towns and cities were forbidden, as was the birth of

more than three children to any human family. Even the cutting of trees in the forests was restricted.

Every year the official number of humans who were allowed to take part in the bonding ceremonies of the Dragonlords was restricted. And just as important, humans were denied admission into the clerical orders of the priesthood. The humans already wearing the platinum priestly robes were defrocked.

The tension the new laws brought was unbelievable. Clans that had prospered with their new human partners openly defied the laws. Clashes between Riders and Dragons grew frequent. Merchant caravans were burned and cattle pens raided. The Dragons began to form societies, with names like Dragon Purity League, or Bastion of Dragon Blood. Dragons and their riders also began to form groups and arm their human subjects. No one could stop the oncoming war. The priesthood was split, the Monarchy discredited. Hate was on the tongues and in the hearts of all Dragons.

Then came the burning of Sebastion.

Named after a Dragon who traveled widely in the Southlands and who brought many humans to live in the Dragonlands, Sebastion was a new settlement created by the Brassine Dragons in direct defiance of the laws that banned new towns. The Blue Dragons decided to make Sebastion an example and sent a flight of 30 Dragons to destroy the town.

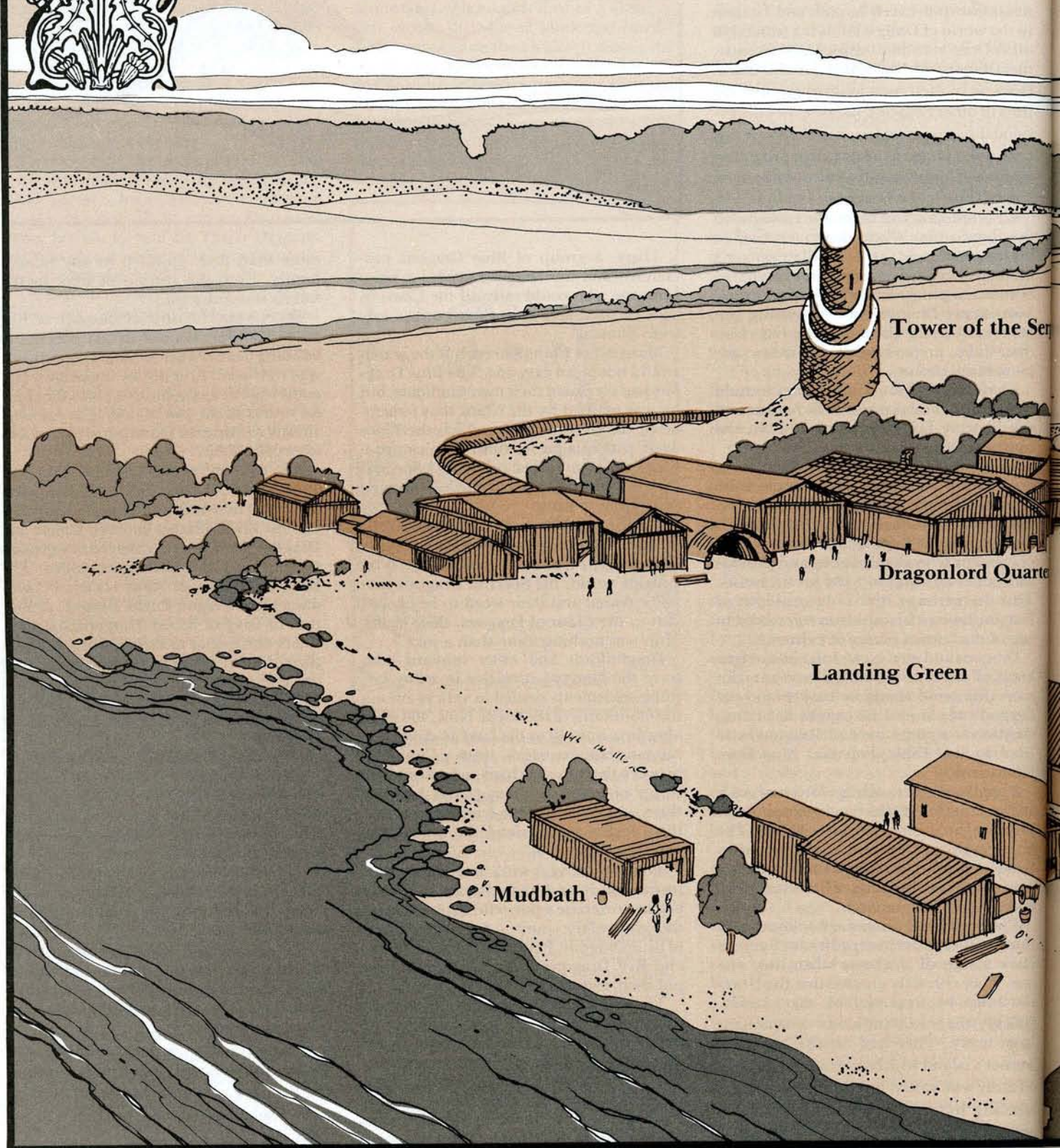
The carnage was awful and hundreds of humans died. It is said that the murderous Blue Dragons came back completely satisfied, their skins dark as night after their night of slaughter.

Two days later, a dozen Brassine and Bronze Dragons with their Riders surprised the Family group of the brother of the Blue Clan leader and wiped it out down to the eggs.

The war was on.



DRAGONLORD TOWN

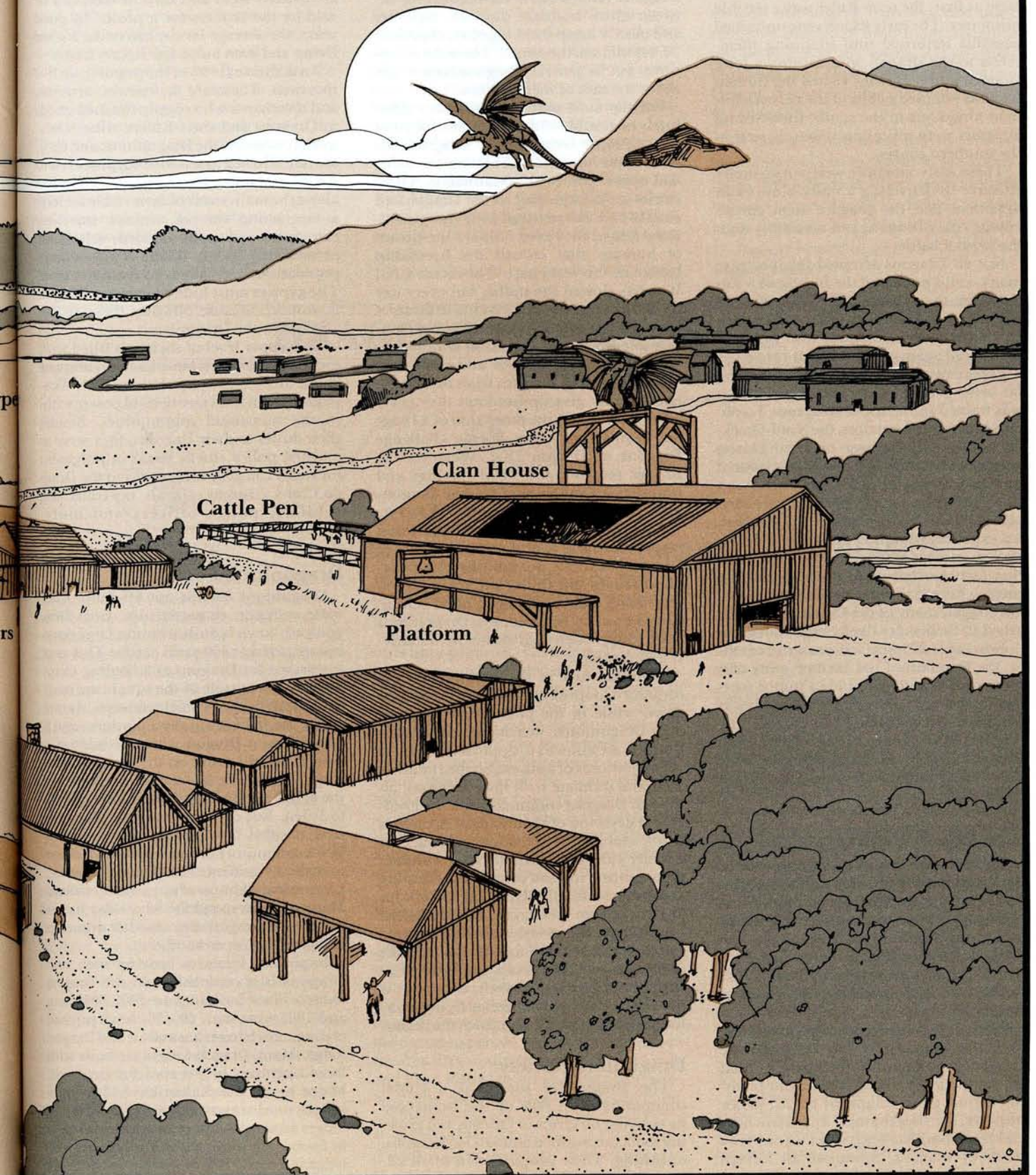


Tower of the Ser

Dragonlord Quarter

Landing Green

Mudbath



DRAGONLORDS

A new Fighter Sub-class

Two hundred years ago, during the annual spring sparring matches, the first rebel Dragons added a human Rider. Particularly at first, the term Rider was a terrible misnomer. The early Riders were untrained peasants terrorized into strapping themselves to the Dragon and carrying a long wooden lance. Having visited the human lands as honored guests of the nervous human kingdoms to the south, these young Dragons were imitating practices seen at the southern courts.

These early attempts were surprisingly effective in delivering a nasty blow to an opponent and the practice soon spread among other Dragons and inevitably onto the field of battle.

Not all Dragons accepted this practice; many could not stand the feeling of a human on their backs. The Dragonland Dragons soon formed an order and restricted membership to Dragons who were less prejudiced against their human cargo.

Experience taught the Dragons they were far better served by carrying a Rider who was trained in the use of weapons. To obtain experienced warriors, the Nord-Drackon boldly declared war on their closest neighbor and soon had droves of captured human warriors to pick from. A thriving slave market in experienced military men also grew up on the banks of the seacoast. An experienced fighter did make a difference in combat between the different warring factions that made up Norddrackon society. Eventually, as the Riders began to last longer, many of the Dragons grew attached to their short-lived companions.

Now, after 200 years of working together, the Dragonlord has become more of a partner, although definitely a junior partner, than simply a weapon holder who was discarded when damaged or killed. The original slaves' grandchildren are now the Riders, and their numbers swelled by those who were attracted to the wealth and might of Dragonkind.

The Life of the Dragonlord

There is one rule that all humans within the Dragonlands live under, that all Dragonlords, no matter how proud, obey; that every child knows by heart. This rule is the basis for all relationships between man and Dragon. It forms the core upon which Dragonlord ritual and custom are based.

The rule is simple: Never challenge a Dragon.

Dragons have complete and total sway over the humans in the Dragonlands. Dragons own almost all the property, hold all the fishing, mining, water, and planting rights, sit in judgment for all major disputes, legislate the most important laws and have complete veto power on any laws made by humans, formulate all foreign policy toward the Southlands, and collect

all taxes. Dragons have the power of life and death over all their humanoid subjects and demand unswerving loyalty from their Riders and complete devotion from their lowlier subjects.

Such demands transcend any other racial barriers that humanoids usually establish. Dragons have trouble distinguishing between elves, humans, dwarves, and orcs and mostly lump them together, claiming, "They all look the same!" There are exceptions, but in general, Dragons do not care about the race of their subjects.

For the most part, Dragons have absolutely no trouble with the demands of other races. People living in the Dragonlands still tell the horror stories of the wars, strife, and oppression in the Southlands. These stories are a large part of the Dragonlord rituals and storytelling. Lest the generations forget, they need only see the stream of humans that crossed the friendship bridge in the years past. The recent Civil War has slowed the traffic, but every day the families of humans, elves, and dwarves enter the Dragonlands because it is a paradise safe from wars, orc raids, famine, oppression of cruel warlords, and more.

Therefore, the refugees from the Southlands gladly give up freedoms they never really had to gain the protection of a Dragon. Humanoids never openly challenge Dragons or Dragon Law. Whatever the strange requests, the weird cravings and impulses a Dragon may get, the Dragonlords and their families never blink an eye.

A large part of a Dragonlord's education is spent learning to deal with the whims of Dragons. A direct questioning of a Dragon's motives and ability will often lead to reprimand and punishment, often administered by other Dragonlords. Dragonlords learn to approach their master with subtlety and caution.

Common folk in the Dragonlands are forbidden to speak and must cast their gaze down while in the presence of Dragons; only Dragonlords, merchants, and special humans are allowed to approach Dragons.

Dragonlords of long established families are more intimate with their Dragons, although Dragons continually test the loyalty and devotion of their Riders. A careless word, a moment's hesitation and suddenly a Rider's Dragon could fly into a violent rage, spitting fire and invectives, stomping around, and finally flying off to sulk for anywhere from 1D4 days to 1D6 weeks, depending on the severity of the perceived insult (the amount of time is up to a GM's discretion—see EGO rules). In extreme situations of betrayal or theft, a Dragon is not above eating his Rider or flying away for 50 years in order to live down the shame.

Dragonlord Society

The Dragonlord society is a feudal community with 80% of the humanoid races living on farms or ranches and growing food, raising food animals for Dragons, or fishing. These people live in small villages surrounded by their fields and pastures.

They are taxed by Dragonlords who use the collected grain and other food stuffs to feed themselves and their Dragons.

Dragons also can descend on any farm or ranch and demand to be fed. Therefore, each farm is sure to keep a few animals around for an occasional Dragon. Taxes are usually light and surplus food can be sold by the farmers for a profit. In good years, the average farmer can make a good living and even buy a few luxury items.

An additional 10% of the population live in towns. These are the miners, artisans, and merchants who supply finished goods to Dragons and their Riders alike. They, too, are taxed by the Dragonlords and they, too, are allowed to sell their surplus even to the Southlands. Merchants are common along the main roads of their stable society, as are acting troupes, tinkers, traveling carpenters and stone masons, scholars, priests, and healers. There is also a large population of gypsies who roam the land. The gypsies must hide whenever a Dragon is around, because officially they are not allowed in the Dragonlands.

The upper level of society is filled with the Riders and their families who comprise about 10% of the population. Only Dragonlords can hold positions of power within the humanoid communities. Besides their duties to their Dragons, they serve as mayors, police chiefs, stand in judgment for small complaints, liaisons to the Dragon Clans, customs officials, tax collectors, soldiers, police officers and more.

Dragonlord Towns

Dragonlord Towns are all built with some common characteristics. Each Dragonlord Town is built around a large open square perhaps 500 yards across. This area is reserved for Dragons as a landing strip. Around the outside of the square are most of the town's shops and businesses. At one end of the field is usually a platform and a bell. When a Dragon wishes to address a crowd, he will stand on the platform and ring the bell. The law states that whenever the bell is rung, all humanoids must come to listen. But over the years, the Dragons have decided that each family group, or block community group, appoint a *listener* to make an audience for a Dragon speaker. Listeners are almost always older citizens. Many of them spend the whole day listening to one Dragon after another drone on about one thing or another.

Important business between men and Dragons is accomplished in the Dragon lodges. These buildings are 200'-300' long and 100' wide with 60'-70' high pitched ceilings. Each town has at least one Dragon lodge. Many Dragon lodges are built with large openings in the roof for easy exit. Major towns like Kaban have 12 Dragon lodges, one for every Dragon Clan. Dragon lodges are used to house Dragons who wish to spend the night in town. Next to the lodge is a corral full of sheep and cattle for the Dragons to feast on.

Another imposing structure in a Dragon town is the watchtower. A huge platform 100'- 150' high is erected in every town. From here, Dragons can perch and watch the surrounding countryside as well as the town. A large town might have as many as four watchtowers.

All towns by large bodies of water boast mud baths. These huge stone, open-air buildings are filled with mud (made by diverting water through a series of aqueducts). Dragons love wallowing in the baths, spending days soaking in the cooling mud. After such a session, scores of humanoid attendants scour the skin of the Dragon, peeling away rough, dead skin, and cleansing the hide of parasites. Towns with mud baths are given special tax breaks depending on the number of Dragon guests they have each year. Therefore, towns compete furiously for the business. Towns extol the virtues of their special mud *recipes* or their strong and skilled bath attendants.

Bellburg, a town on the north coast of the Falken inlet (see map), boasts a machine that massages the muscles of Dragons. It is so successful that many other towns are trying to copy the idea.

Humanoid races also have special institutions within the towns.

One important area within a town is the Breeding Station, which develops new strains of cattle for the Dragons and new strains of grain for man. The success of these stations attracted the Dragons attention who pushed the managers to experiment with breeding humans. The station masters have resisted these desires.

Dragonlord Clan houses are another familiar feature of the Dragon towns. These houses are essentially glorified inns, but only Dragonlords, their families, and retainers are allowed inside. Merchants and artisans also have begun building Clan houses.

A special structure found in many towns

is the Church of the Serpent. The church is built as a long, low-lying structure that suddenly rises up into a tower. The tower is covered with shimmering scales that resemble Dragon scales. The Serpent church is one of many sacred structures that dot the towns of the Dragonlands. Churches, shrines, bell towers, convents, and other religious buildings from many religions can be found in the towns. All religious buildings have their doors painted with a Dragon symbol to show their obedience to the Dragonlords.

Of course, every town has the special buildings that can be found in the Southlands. Tax collection offices, town meeting halls, government offices, theaters, custom houses, forums and amphitheatres (these are usually formed in the shape of the great Dragon Crater).

DRAGONLORD CLASSES



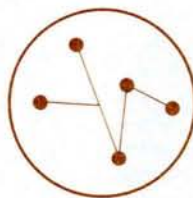
JUSTICE



POWER



SONGSTER



PRIEST



WARRIOR

Because the Dragonlords control all of the functions of the town government, they have become specialized, dividing into five separate Clans. When the children of a Dragonlord reach the age of 12, they must choose which Clan they will study. The Clan the child's father followed is the natural choice, but the child can pick any Clan. Clanless Dragonlords also are found, especially those who live upon their own lands to the east.

THE FIVE DRAGONLORD CLANS

Clan Justice

Dragonlords who study Clan Justice become the judges, teachers, and magistrates. Study consists of learning three or four languages, including the common Dragon Tongue, the laws of both man and Dragon, basic arithmetic, writing, and book-keeping. Promotion is slow, but the positions are steady and secure. A council of Clan Justice members is present at public Dragon functions to write letters, record the laws and edicts, and do basic research. Clan Justice members also keep the libraries in good shape. Finally, they teach Dragons many Southland sciences and customs. Members of Clan Justice sit in at the rebel Dragon's war meetings.

Clan Power

Clan Power Dragonlords are the spokes-

persons of all humanoids in the Dragonlands. They are the mayors and governors of provinces.

Unlike Clan Justice, which handle their own appointments, Clan Power Dragonlords are appointed by the Dragons at a special meeting held once every century. If a Clan Power Dragonlord dies before his tenure is over, his son or daughter will take his place. If they are too young, a Clan Justice judge will appoint a guardian. Many families hold the same post for hundreds of years. Laws of succession are strictly regulated by Clan Justice Dragonlords, but in the past the Spectral Dragon King could overturn any appointment at any time, for any reason.

Songster

Songster Dragonlords are the storytellers and entertainers for the people in the Dragonlands. They also bring news and new technology to remote areas. They work with the Clan Priests to create stories to bring the tenants of the Dragon religions to the common people. In fact, they represent the non-Dragonlords population at town and Clan Power meetings. They also seek to resolve difficult disputes that elude the normal process of Clan Justice, Clan Power or even Dragon justice.

After a Dragonlord has reached maturity, he can choose to be a Songster, but it is not easy. He must find a veteran Songster to

apprentice him. Then, after a few years of wandering about the land, the apprentice can go to the secret Songster college deep within the Blue Haze Mountains. The college is known only to the Songsters and their Dragons.

Priest Dragonlords

The Priesthood is continually caught between the pleas of their humanoid congregation and the demands of their Dragon masters. Priest Dragonlords are spiritual advisers for their flock and the last appeal against Dragon judgment. They are the true masters of diplomacy and civilized negotiation between man and Dragon. Besides these duties, the Priesthood heals the sick, feeds the poor, and increases the size of the herds, the yield of the crops, and harvest of fish. They officiate at weddings, funerals, and births.

To accomplish all of this, they are gifted with the ability to cast clerical spells through a holy symbol: a staff exactly like that carried by the Dragonlord Warriors. However, the powers of the staff are different

Warrior Dragonlords

Originally, all Dragonlords were warriors. Now only the strongest and most aggressive youths among the Dragonlord families choose the Warrior's way. Annual competitions are held all over the Dragonlands testing the mettle of the 12-year-old

yearlings, as the candidates are called. Competitions are held for physical prowess, intelligence, determination, and strength of character.

Out of every 100 applicants only 10 are chosen. The rest of the applicants become *auxiliaries*. The 10 applicants are brought to the Great Crater where riderless Dragons come to pick their new Riders. The process is called *bonding*. Usually, Dragons will pick the sons of Riders that flew with them before. This is called Indentured Bonding or Dynasty Bonding.

After the initial pick, Dragons spend one week with their new Riders to check them out. If they are accepted, the ritual of bonding is completed. A special herb is ground and mixed with the tears and sweat of the Rider and the blood of the Dragon. The herb is smeared over the Dragon's face and Rider's body. Then Dragon and Rider rise high into the sky and into the heart of a cloud to perform the rituals of bonding. These sacred and holy prayers are not revealed to any in the outside world.

During this ritual the Dragonlord's staff is given to the new Warrior. It is said that the Dragonlord himself sends down a bird made from metal forged in the fires of the sun to deliver the staff to the Warrior.

Auxiliaries also go through rituals to prove their loyalty and fealty. Then they are trained, though not as true Dragonlords, in horse riding, fighting, and tactics. After the initial six weeks, the auxiliaries are sent home. Once a year they are summoned to camps for retraining. In times of great need they are summoned together and formed into companies. Armor and weapons are paid for by the families of the Warrior Dragonlords.

When playing a Dragonlord as a player character use the statistics, benefits, and restrictions given below:

Warrior Dragonlords must go through the bonding and training when they are children. Player characters are assumed to have accomplished these functions if they meet these requirements:

ST: 12
IT: 15
IN: 15
SM: 10
AP: 10

Any two statistics can be ignored if the child's father and grandfather were also Warrior Dragonlords. Dragonlords never get a bonus to experience gain because of high statistics.

Squire: As a Squire, a Dragonlord is not allowed to ride Dragons, because he is considered still in training. Squires are rarely allowed to adventure alone.

Barbman/Javeliner: These two Skill Ranks are also considered *in training*, but the Dragonlord is allowed to adventure to prove himself to his Dragon.

Lancer: This is the first Skill Rank at which the Dragonlord is taken seriously. Lancers are the lowest order accepted into Dragonlord Flights.

Companion: The Dragonlord has experience enough to fly in the two man patrols known as a Company.

Wingman: The Dragonlord is confident enough to fly in a 4-Dragon Wing formation. Most Dragonlords reach this level but go no further during their careers.

Wingleader: The Dragonlord is in charge of a 4-Dragon Wing (with three other Dragons and himself). Wingleaders also command companies of 100 auxiliaries.

Flightleader: The Dragonlord is in charge of one Flight of 12 Dragons and their Riders (made up of 3 Wings).

Winglord: The Dragonlord is in charge of a Division. Divisions consist of 5 Flights for a total of 60 Dragons and their Riders. Divisions are usually composed of the same Clan of Dragon with their strengths varying as much as 25%.

Currently in the rebel forces there are 10 Divisions.

Dragonlancer: Dragonlancers tend to be free agents, roaming the countryside with their own hand-picked Wing. They feel their powers are better used directly in the foray than behind the scenes.

Dragonleader: There are only two Dragonleaders. They are both fearsome fighters. One is in charge of the rebel forces. The other has disappeared and is feared dead.

Dragon: No Dragon Warriors are alive today. The last was Dragon Kuman-li who died a century ago. His Dragon still lives as a hermit in the Blue Haze Mountains.

No Dragonlord has ever made it past

Skill Rank 12. However, 1,000,000 experience points are required for each additional Skill Rank gained beyond the 12th.

THE BENEFITS OF RIDERS

THE DRAGON

The most obvious benefit of a Warrior Rider is his Dragon. Dragons are very protective of their Riders and will fight anyone who threatens them. Dragons, however, do not always travel with their riders. All Dragons need solitude for long periods of time. No matter how loyal they feel to their Riders they will not always be available to get them out of jams.

Dragons will sometimes withdraw their help on purpose, to test the mettle of their Riders and to teach them to depend on their own resources instead of "crying Dragon" at every crisis.

The base chance for a Dragon to be with his Rider changes with the seasons.

Spring 45%
Summer 50%
Fall 30%
Winter 10%

Dragons always disappear four times during the year. These times are: Three or four days before and after the Vernal Equinox (around March 21), the Autumnal Equinox (about September 22), the Summer Solstice (around June 21), the Winter Solstice (around December 21).

These dates are religious holidays for the Dragons and Dragons everywhere spend these days with their own kind.

Modifiers

Certain factors can influence the Dragon's base chance of being present. If the Dragon has lost face, he may leave for long periods of time (see EGO rules). Other factors and their effects on the base chance are given below:

Factors that decrease base chance.

Bad Storms: -10%
Wounded (under 50%) -20%
Wounded (over 50%) -50%
Birth/Death in Dragon Family -10%
Sickness -40%
Rider's staff lost/broken -20%
Dragon not present week before . . . -10%

Factors that increase base chance.

Rider finds over 1,000 gold pieces or a magic item +20%
Birth/Death in rider family +05%
Rider Wounded/Sick +15%
Dragon present the week before . . . +05%

How to use the base chances

The base percentage chance is rolled once per week. If the percentage chance or greater is rolled, the Dragon is present. If the Dragon is present, the player must roll 1D100 for the week ahead.

Remember: Dragons will always be absent the weeks of the Vernal and Autumnal Equinox and the Summer and Spring solstice.

Dragons can also be played as characters. It is recommended that a Rider and his mount both be played as player characters and that different players play each one.

EXPERIENCE CHART

Experience Points	Experience Skill	D8 rolled for accumulated HTK	Skill Rank
0 — 2,250	1	1	Squire
2,251 — 4,500	2	2	Barbman
4,501 — 9,000	3	3	Javeliner*
9,001 — 19,000	4	4	Lancer
19,001 — 36,000	5	5	Companion
36,001 — 75,000	6	6	Wingman
75,001 — 130,000	7	7	Wingleader
130,001 — 225,000	8	8	Flightleader
225,001 — 325,000	9	9	Winglord
325,001 — 550,000	10	9+3	Dragonlancer
550,001 — 850,000	11	9+6	Dragonleader
850,001 — 1,250,000	12	9+9	Dragon (Rider's Surname)

*: Character is given his Staff of the Serpent.

THE STAFF

Besides the Dragon, each Rider is given a Staff of the Serpent when he becomes Skill Rank 3. This Staff has magical powers that increase as the Rider increases in experience. A Rider will use his Staff in battle before he fights with any other weapon.

From the first day he receives his Staff, the Rider can thump it against the side of his Master Dragon and the Staff will magically turn into a large lance with a sharp, barbed head used for spearing

other Dragons. In this form, the Staff is a dangerous weapon that can cause 3D8 HTK of damage to larger than man-sized opponents, and 3D6 HTK of damage to man-sized or smaller opponents. To turn the Staff into a lance, the Rider must be on his Dragon.

A Rider may only have one Staff at a time. If his Staff is lost or broken, see below.

Powers of the Staff:

All Powers are cumulative *except* those marked with an (*). These powers are

replaced by better versions of the same magic as the level of the Staff increases.

As the Staff increases in power, it will change its color to that of the level. When the Staff mimics the gem like Dragons, its substance becomes gem-like.

When it reaches the metal-based levels, its substance will become metallic. The Staff itself saves as a magical hard-metal staff.

OPD = Once Per Day

2PD = Twice Per Day

1. Marker Light is a Skill 1 spell. This spell lasts for as many rounds as the Rider's Skill Rank. The spell will "paint" any non-magical surface with a light that only the caster (and anyone touching *any* Staff) can see. Marker Lights are often used by Riders to leave messages for each other or mark special areas. The marking will last for 1D4 weeks plus the Skill Rank of the caster in weeks.

2. Magical flames on the tip of the Staff cause an additional 1D6 HTK of damage to all cold-based creatures.

3. Magical Ice on tip causes an additional 1D6 HTK of damage to all fire-based creatures (including Dragons).

The powers of the Staff only work if the Rider is conscious and can touch his Staff. If a Rider lets go of his Staff at any time, the staff becomes useless until he touches it again.

If the Staff is lost or destroyed a new Staff can be made, though the process is a long and tedious one. It takes one week of preparation and prayer for each level of the Staff. Characters cannot adventure while a new Staff is being prepared. The Staff must be made at the Skill Rank of the Rider who lost it. Characters may only have one Staff at a time. Any Rider can use another's Staff if he is of the same Skill Rank or higher level than the Staff.

Skill Rank 9 or higher Riders of any Clan have an additional power to their Staffs. They can plant their Staffs in the ground, speak a holy word only known to them, and the Staffs will sprout branches. This is called a Power Tree.

Riders of Skill Rank 6 and below who see the Tree, *must* place their Staffs against the Tree. There is no saving throw. Riders of Skill Ranks 7 or 8 get a saving throw vs. Magic. If the save fails, they too must place their Staffs against the Tree.

The Tree's magic is useless against Skill Rank 9 or higher Riders. This magical ability helps keep the Warrior Riders in check. Without their Staff, the Riders feel naked and helpless and are reluctant to start a fight. Also, the Power Tree helps to reinforce the bonds of fealty and loyalty that Winglords command.

THE STAFF

Level of Staff	Healing	Utility	Weapon Damage
Green	(*)cure 1D4 OPD	Tip Glows as torch for 1D4 hours OPD	(*)1D6 HTK
White	(*)cure 1D6 OPD Remove Fear	Marker Light OPD see 1 below	(*)+1 to hit
Blue		Resistance to Cold or Fire as Clerical Spell, OPD	(*)1D8 HTK (*)+2 to hit (*)-1 to AC
Red	(*) cure 1D6 2PD	Detect Magic OPD	(*)+3 to hit (*)-2 to AC
Black	Cure Blindness OPD	Create Water as Clerical Spell OPD	(*)+4 to hit 1D10 HTK
Brassine	Cure Paralyzation OPD	Knock Spell OPD	(*)-3 to AC
Silver	(*)Cure Serious Wounds 2PD	Strength Spell OPD	(*) 1D12 HTK (*)-4 to AC
Gold		Increase Appeal by +6 (limit: 18)	
Copper	Cure Disease OPD	Magic Missile OPD	(*)-5 to AC
Bronze	Remove Curse	Telepathy OPD	(*)+5 to hit Tip bursts into magical flames at will (see #2)
Platinum	Raise Dead OP week		Tip turns to magical ice at will (see #3)
Spectral	Raise Dead OPD	Commune OP week	(*)1D20 HTK

A RIDER'S KIT

A Rider carries many special items with him. He also has special armor and weapons other than his Staff. Below is a sampling of some of the pieces found in a typical Rider kit:

Flint and Steel

Jug for water or wine

Iron rations for 1 week

Dress: Riders wear inner gowns of silk, covered by a thick cloth padding, which in turn is covered by riding leathers with strips of boiled leather, studded and reinforced with thin metal plates. Sometimes Riders cover this with Break-away armor (see below).

All openings are lined with fur and a fur cap is provided for the head. Elaborate helmets are fitted for combat, most being boiled leather reinforced with bone and wood.

Cat Gut and a Sharp 6" Needle:

Good for repairing tears in a Dragon's wing. Larger rips are braced with flat pieces of bark.

Streamers and Banners: Dragons and their Riders love to display their colors. Clan and Flight markers are essential in battle formations. Most banners are tied to the tail or wing tips of Dragons.

Barbed Lances: Used to tear at the wings of opponents. Also good in slowing game for the Dragons. Sometimes a 100' length of hemp rope is attached. Riders usually carry 8-10 of these lances.

Sand Bombs: Tied to the wings of Dragons, a sand bomb is trailed behind the Dragon and swung at the opponent as the creatures pass. A sand bomb can momentarily blind an opponent. Opponents struck by the bomb are blinded for 1D4 melee rounds which reduces their initiative rolls by 6. Because of their clumsy attachments, sand bombs are always at -4 to hit.

Breakway Armor: A combination of leather and chainmail armor loosely sewn together and placed over a structure of wood. When an opponent grabs for the Rider, he often hooks the armor and rips it away instead of ripping or carrying away the Rider.

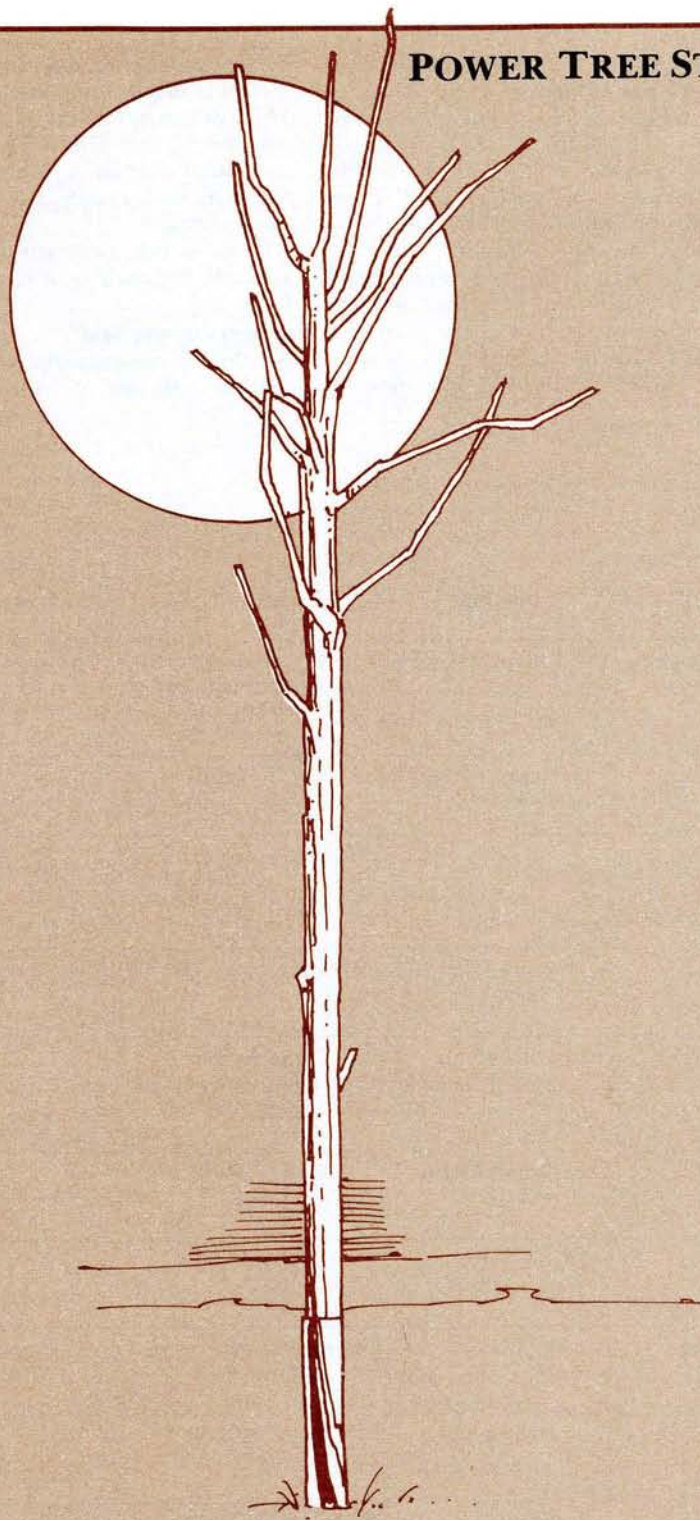
In terms of game mechanics, the armor acts as Armor Class 2 when attacked by a grabbing or biting attack. However, after each successful strike, the struck Rider must roll a 12 or better on a 1D20. If the roll is 11 or lower, the armor is ripped off and destroyed; if the roll is 12 or better, the armor remains intact.

Air Bags: These large bags have three uses.

First, the animal bladders pumped full of air are used as a cushion when two Dragons strike each other. The bags form the first line of protection.

Second, they help keep a Dragon and

POWER TREE STAFF



Rider afloat if they must make an emergency landing in the water.

Finally, they serve as a warning to a Rider to decrease altitude. When the air pressure outside the bag decreases, the bags deflate, warning the Dragon and Rider they are too high up. Furthermore, the air inside the bags can be inhaled by Riders who might pass out from the lack of oxygen.

Bolas: Used by Riders to bring down man-sized or smaller opponents. Bolas are ineffective against Dragons.

Creams and Oils: Special ointments are prepared to protect the Rider against sunburn, windburn, and exposure.

Whippets: Exported from the Elven lands over the polar ice cap, these devices are a throwing blade attached to a short wooden stick feathered like an arrow. The whippet is thrown like a javelin and while in the air, the stick explodes into flame and propels the blade at a fantastic speed.

The whippet goes so fast that it reduces any victim's Armor Class by 3.

Warrior Dragonlords (Riders) have many rules and restrictions that govern their lives. Some are self-imposed rules, some are rules that the Dragons have made, and some are social customs that have hardened into taboos. In general, a Dragonlord will obey all of these rules except for one or two. This insubordination is reluctantly tolerated by the rest of the Dragonlord community and the Dragons. Each player character may pick two rules that he can break.

Warrior Rules

1. Riders never use more than break-away chain mail. Nor does a Warrior use a shield.
2. The Riders' weapons are the lance, the staff, and the claw (a type of short sword). No other weapons can be used.
3. A Rider must give half of his treasure and all magic items he obtains to his Dragon. Those magical items that his Dragon does not want, the Rider may keep.
4. Riders must obey their Master Dragon. Dragons can prevent Riders from going on adventures or fighting certain foes. Dragons do not always tell the reasons why such orders are given. If a character selects this rule to break, he must choose one specific area. The areas to choose from are as follows:
 - a. adventures and adventuring.
 - b. feuds and personal grudges.
 - c. living in certain areas of the Dragonlands.
 - d. owning lands, shops, or ranches.
 - e. raising auxiliaries.
 - f. learning and talents (Dragons can require their Riders to learn certain skills, or give up the practice of certain skills).

Riders may pick only one of these areas to refuse a Dragon request. He does not have to pick the area before a request is made.

5. Because of their special training and diet, certain restrictions are placed on their growth. These restrictions are:
 - a. Warriors advance at the level of 1D8 HTK per Skill Rank.
 - b. Warriors cannot weigh more than 150 lbs.
 - c. A Warrior's Strength is limited to 17.
 - d. Only humans, shire folk, elves, and half (or demi-) elves can become candidates for Dragon bonding.
6. Warriors may only marry women from other Rider families.
7. Warriors worship the same gods as their Dragon Masters. They will not accept clerical help from clerics other



- than those that worship the same gods. Their will is so strong, that Riders save vs. all Clerical Spells, even those that will aid him/her. If the Rider saves vs. the Spell, it will have no effect (70% chance) or half effect (30% chance) on the Warrior. Riders may never learn clerical miracles.
8. Warriors distrust Southlanders and especially Southland magic. They will not accept magical benefits from Southlander magic. Like clerical spells, Riders must save vs. all Magic Spells even those that benefit them. If the Rider makes the save, the spell will have no or half effect depending on the spell. Warriors may never learn magical spells.
 9. Experience gain: Perhaps one of the greatest restrictions on Riders is that

- they cannot advance to a Rank higher than their Dragon. Any extra experience points are saved up, but cannot take effect until the Dragon raises his Skill.
10. Riders never take a parachute or magical flying ability with them when they fly. Many prefer to die with their Dragon than to suffer the shame of surviving combat unscathed when his Master is dead.
 11. A Rider must be the same alignment as his Dragon. An evil Rider may never ride a good Dragon.
 12. Dragons never adventure together.
 13. Warriors never receive experience points from collecting gold or magic items. Only direct experience gained by fighting and adventuring can be added to Warrior experience totals.



DRAGONLANDS

The Dragonlands encompass a vast area stretching to both seas and down from the top of the world to the fertile plains of the Kaban River. From east to west the land is 1,500 miles wide and from north to south its inhabited areas are 1,800 miles long.

This huge chunk of the northern hemisphere is crossed by two mountain ranges: the jagged soaring peaks of the Table Top Mountains and the smaller, rounder, and older mountains of the Blue Haze Mountain Range.

Between the two ranges is the Upper Valley. Before the war, it was slowly being settled by humans. Another great valley has been cut by the Kaban River, the longest river in the Dragonlands and, perhaps, the world. It snakes along the Lower Valley providing thousands of humans with fertile fields. It is also the south border of the Dragonlands.

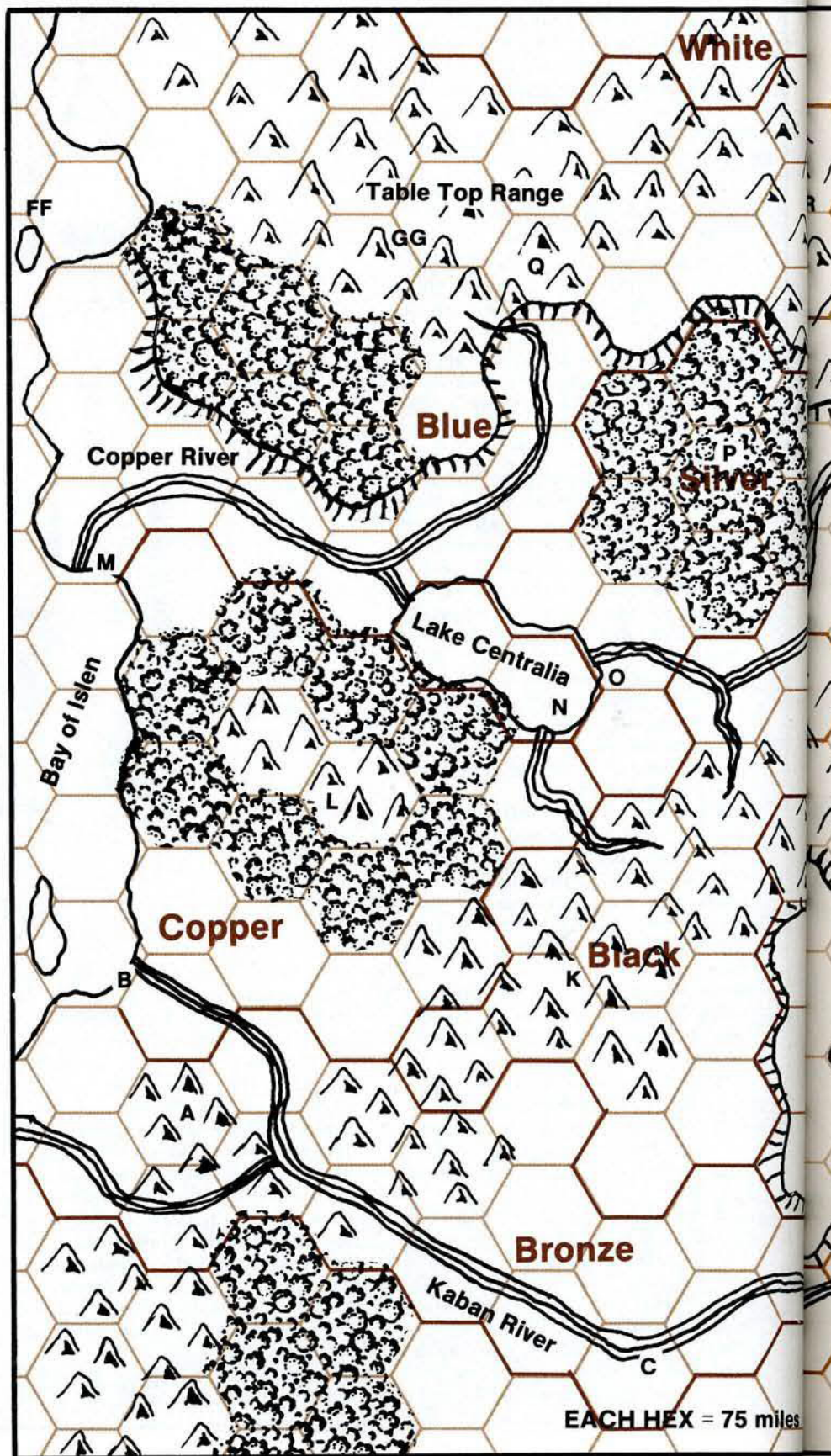
To the west, the land slopes towards the sea and turns into rolling hills and dark forests. This area was extensively populated by elves and some dwarves before the Great Exodus. Many ancient ruins dot these lands.

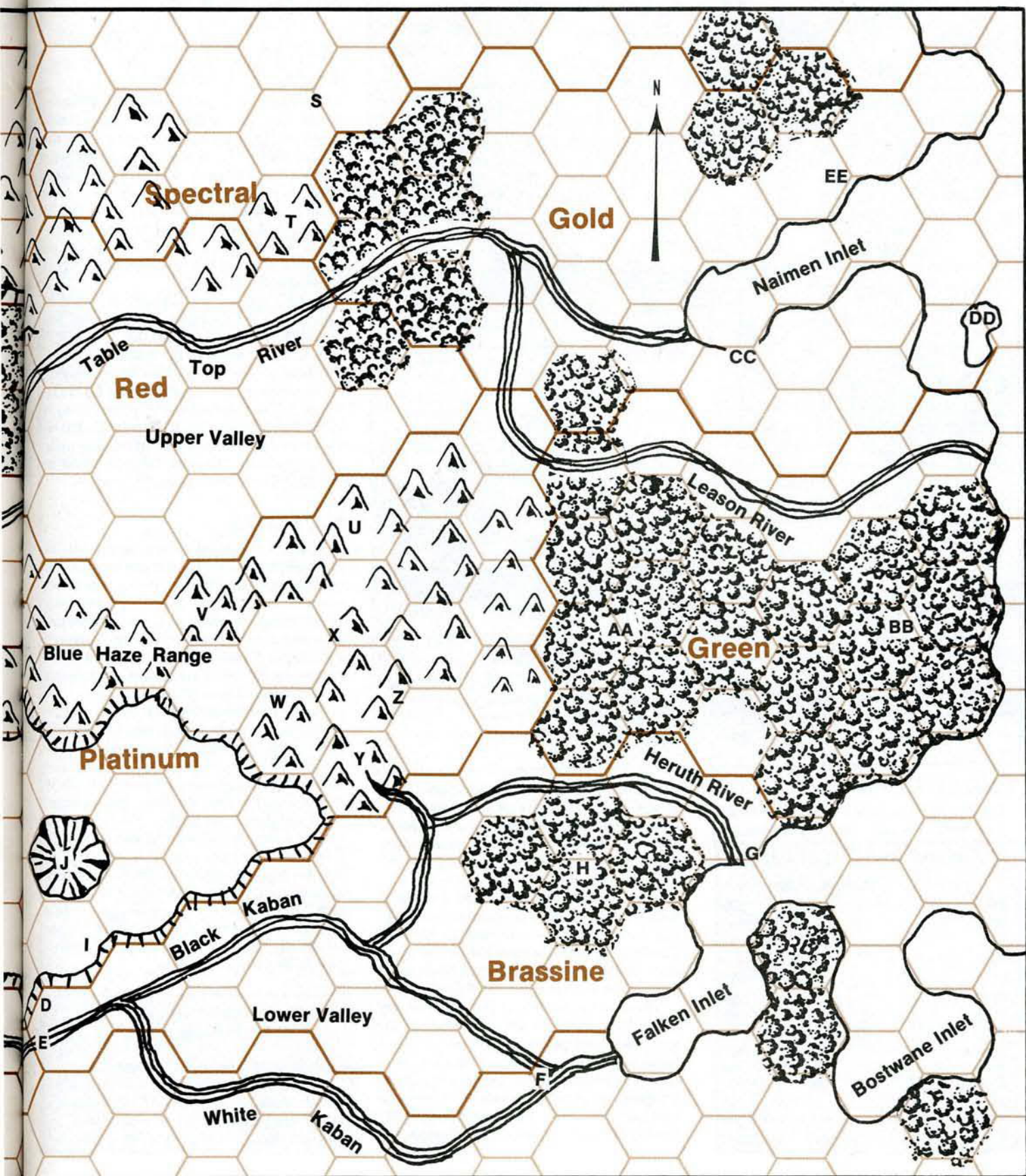
Within this land live 9,893 Dragons. Accurate counts are possible due to the Dragon Priests records of births and deaths. These counts have been disrupted during the Civil War. The last breakdown before the war is as follows:

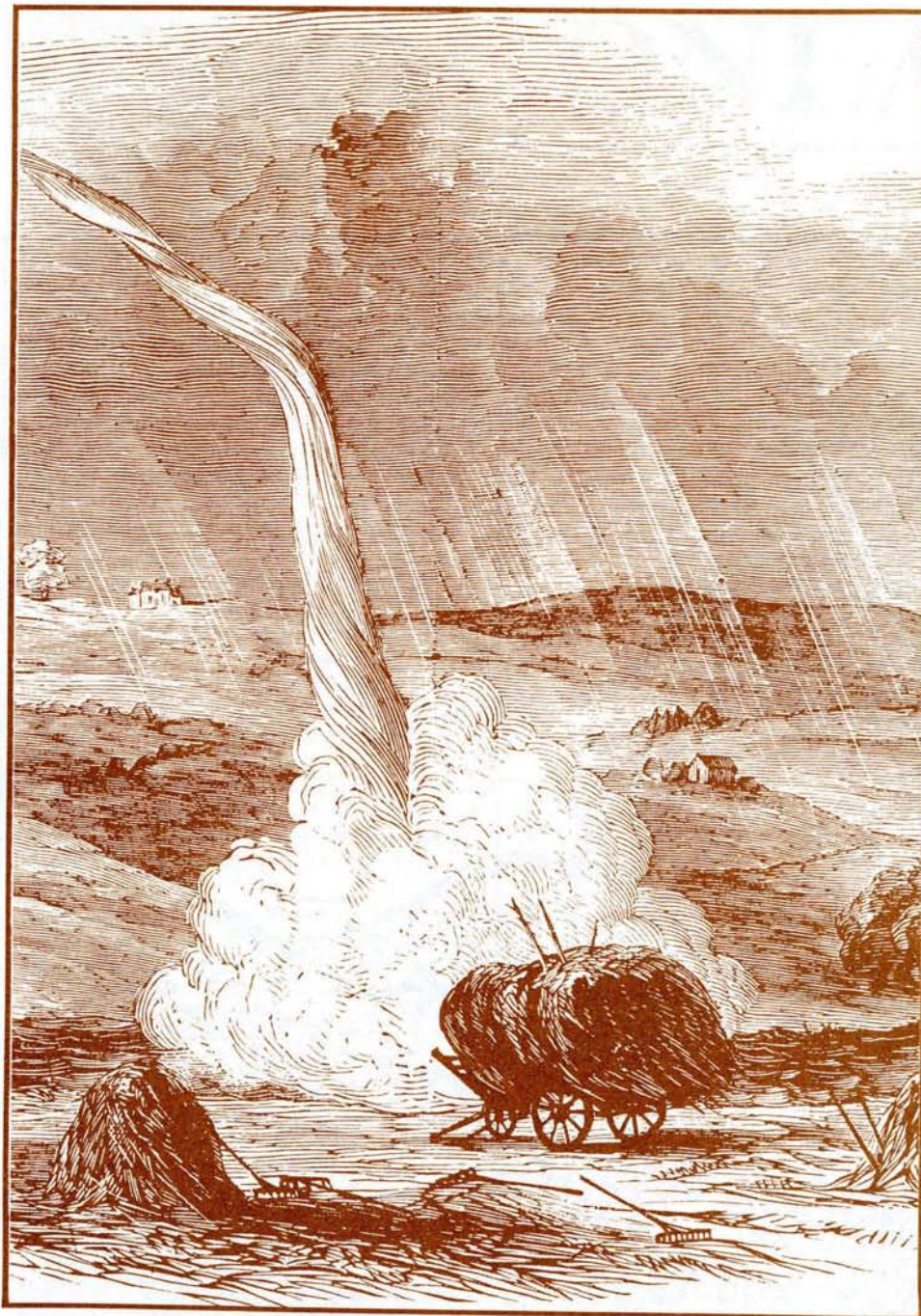
Dragon Clan	Population
Green	1,016
White	302
Blue	2,205
Red	396
Black	612
Brassine	1,078
Silver	197
Gold	170
Copper	989
Platinum	531
Bronze	1,367
Spectral	30
Other Dragons:	1,000
Total:	9,893

Not all Dragons come from the Dragonlands and other Dragons or Dragon-like monsters have taken refuge or have been brought to the Dragonlands.

Dragons are very territorial and the Dragonlands have been broken up into many smaller areas, each controlled by a Dragon Clan. Families of the same Clans have banded together to police their borders with other Dragon Clans.







THE CIVIL WAR

The Civil War has done more than make accurate population counts impossible. For

Estimated Division of Clans

	Royalist	Republican
Green	816	200
White	neutral	
Blue	2,205	
Red	396	
Black		612
Brass		1,078
Silver		50
Gold	neutral	
Copper	589	400
Platinum	300	200
Bronze	1,367	
Spectral	30	
Other Dragons	300	50
TOTAL	5,114	3,535

the first time in history, Dragon fights Dragon. The Dragons are split in a heated fight between those that support the Monarchy and those that want to govern their own lands without interference from the King's court.

Every day Flights cross the territorial borders and raid the herds of other Dragons. Human villages are burned. Many of the Dragon families have taken refuge in the Clan Houses or in secret hiding places deep in the forests and mountains.

There is the stench of fear everywhere. Many Dragon Clans are split between the two power groups and these warring Clans have suspended all gatherings. The division reaches into every aspect of the Dragonlands; for even the priests have taken up arms against their own members. Every hour the bitterness and the division grows.

These figures are only an approximation. Already, there has been grievous loss of life on both sides. Losses from all causes is 300 on the Royalist side and 150 on the Republican forces.

Actual numbers of combatants is, of course, much smaller. Estimated numbers of Dragons fighting in all areas is Royalist: 600 and Republican: 430.

MAN IN THE DRAGONLANDS

The human population in the Dragonlands stays within the Lower Valley. Only a few settlements have dared to farm the Upper Valley. A few humans tend the huge herds of wildebeasts, archoun, and other animals that roam the Upper Valley. Also, a large population of elves successfully settled on Lake Centralia near an ancient elven shrine. The power of the shrine and the protection of the Silver Dragons keeps them safe from attack.

Actual population figures are hard to establish. Last estimates put the total humanoid population at 200,000. About 75% live within 2 miles of the Kaban River.

There are few roads in the Dragonlands, so most goods are carried on the river systems. A series of locks were painstakingly carved out of rocks around the city of Riverin. One of the few roads winds its way up to the Hermitage, the great Dragon shrine in the Blue Haze Mountains.

WEATHER

Weather in so vast an area can hardly be generalized. However, the general pattern of weather in the Dragonlands is much like other Northern areas. Storms usually start in the west then travel east. The two mountain ranges tend to channel storms through the Upper Valley. Winds there can reach hurricane speeds. Tornadoes and water spouts are common here.

To the south the weather is much calmer. The Western end of the Blue Haze Mountains breaks the fury of most storms.

Temperatures in the Upper Valley and Table Top Mountains are generally 10-30 degrees cooler than the Blue Haze Mountains and the Lower Valley. Winter usually begins a month earlier and stays a month longer in the upper areas. The Lower Valley also has a much longer growing season marked by the annual flooding of the Kaban River. Often two crops can grown in a single year. The fertility of the Valley is one reason the humanoid races have been reluctant to venture far from it.

Temperature Highs and Lows In Fahrenheit

	Highs	Lows
Table Top Mountains	60 to 75	-10 to -30
Upper Valley	65 to 80	-10 to -20
Eastern Plains	75 to 85	0 to -5
Blue Haze Mountains	75 to 85	0 to -15
Lower Valley	80 to 95	10 to 0

SPECIAL FEATURES OF DRAGONLANDS

Marked on the map are many features of the Dragonlands. Many of these areas have special significance to Dragons or men. The *Current Situation* section outlines the changes that have come to this area since the Rebellion began. In some cases, special information for the GM will be listed in a **GM NOTE** section. These descriptions are not intended to be complete and the GM may find he must do some preliminary work on these areas before they can become full-fledged adventures.

The Map of the Dragonlands shows these special points as letters.

A Plesa

The mining city of Plesa is the main processing point for the many mines in this area. Rich deposits of iron, tin, copper, and semi-precious stones have been found here as well as one or two gold and silver mines. Plesa is situated in a deep bowl-shaped valley surrounded by soaring mountains.

Population: 9,000

Main Exports:

raw iron, silver, copper, and tin, finished metal goods, weapons, small ships and rafts, some jewelry and magical goods.

Main Imports:

food, cloth and finished clothes, livestock and horses.

Current Situation:

Plesa is home of three Flights of Bronze Dragons with 20 Riders. There are also six companies of Auxiliaries armed with pikes and long bows or crossbows (some 600 men).

The town's position makes it easily defensible and has become one of the centers of the revolution. In Plesa, most of the weapons made for the Riders are made by dwarven weaponsmiths hired from the Southland kings.

GM NOTE: Characters who journey to Plesa will find a bustling city fully involved in the business of war.

Two taverns in the center of town have been turned into temporary workshops for the dwarven smiths. The characters can have any type of non-magical weapon made within 3 days. + 1 magical weapons can be made within 1D4 weeks, but there is a 15% chance that the enchantment will fail. Plesa has 2 Drow spies posing as stablehands. If the three Flights of Dragons ever leave Plesa, the Drow will tell the Blue leadership and within 1D4 weeks an attack on Plesa will be arranged.

B Willimtown

This town is the center of a thriving fishing industry that works the inlets and small islands of this part of the Dragonlands. The coast in this area is filled with small islands and hidden coves. Copper Dragons

have often hidden their treasures in this area. Their guardians make the wilderness around the town extremely dangerous.

Most of the fishing villages are on the island of Stephen's Retreat across the inlet from Willimtown.

Recently Willimtown has built a huge levee designed to protect the town from destructive storms and create a safer harbor so larger ships can dock.

Population: 8,000

Main Exports:

fish and fish products, large ships, smaller fishing boats, some grains, vegetables, and produce. Some ranches to the south raise cattle for Dragons and horses for men.

Main Imports:

metal goods, clothes, some produce, jewelry, silks, and spices.

Current Situation

Copper Dragons allied to the Revolution are stretched thin, but will not allow other Dragons to defend their homeland. Therefore, the Copper Dragons have only 1 flight of 6 Dragons guarding this town. Furthermore, the Copper Dragons have not allowed the humanoid population to arm themselves. One flight of Brassine and Black Dragons has stationed itself close to the Copper border as a reserve.

GM NOTE: Spies are everywhere. People are nervous and many are making plans to leave. The main fisheries are closed, as are most of the shops in the town. Some of the town leaders have formed private companies in defiance of the Copper Dragon edicts.

Any major change in the forces will be noted in the Blue Dragon headquarters within 1D4 days.

C Riverin

The town of Riverin is a central stopover point for traffic down the River Kaban. Actually most of the town lies on the south bank of the river, a situation which has led to bitter debate between the Dragons and the Southland kingdom of Saliria which also claims this land.

Riverin considers itself neutral in the ongoing struggle, although they have allowed Dragon Clan houses, mudbaths, and other typically Dragon institutions within their gates.

Riverin is protected by a high stone wall with towers and bastions. A large keep stands on an island in the river. Supposedly, the keep has been standing since before the river roared through. It is generally regarded as impregnable. It is the seat of power for the Romanov Bishops.

Population: 12,000

Main Exports:

Ships and barges, grains, livestock, produce dried fish, textiles, jewelry, fine furniture, mercenary soldiers, clerical miracles and equipment (holy water, holy wafers, blessed crosses and weapons, spells, scrolls, magical items, etc.)

Main Imports:

finished metal goods, silks, oils, fats, books, leathers, furs, raw metal ores.

Current Situation:

Its stance of neutrality has helped Riverin stay out of the war. However, it is clandestinely helping the Republican forces. Riverin has a mercenary army of 3,000 men armed with pikes and crossbows and armored in leather or chain mail. This formidable force is at the disposal of the Rebel leaders.

GM NOTE: This town is fat with merchants and riddled with thieves. It has profited from the war to the north and there are some who wish it to continue. Therefore, loyalties are quite divided in the town.

The army is filled with disguised troops from the Southland Kingdoms and only has a 30% chance of marching for the rebel leaders, a 30% chance of attacking Kaban, and a 40% of doing nothing.

Everything in this town is done on a cash basis. Drow spies abound in the town and run the Thieves Guild. Any movement of troops will be reported to the Blue headquarters in 1D10 days.

D Kaban

Already the largest city of the north, Kaban is swelled with refugees. Estimates of population range from 40,000 to 50,000. A huge shanty town, stretching for about 2 miles, has grown along the river bank. The town is filled to the brim with warriors, mercenaries, Riders and their Dragons.

The city is home to many different institutions, including the high courts, the customs offices, the banks and lending companies, the embassies of Southland Kingdoms, and more. The only bridge allowed to span the Kaban is at Kaban. This bridge, known as the friendship bridge, is a symbol of the Dragonlands commitment to the humanoid races.

The city is protected by 7 Flights of Dragons and their Riders, more than one quarter of the available forces to the Revolution. Auxiliary humanoid troops number 5,000 to 6,000. One third are mounted and heavily armed. The rest are conscripts and are not regarded as reliable.

Population:

40,000 to 50,000 (peace time pop.: 16,000)

Main Imports:

grain, finished metal goods, ale and beer, jewelry, fine silks, oils, fish, meat, produce, and horses.

Main Exports:

All manners of finished goods, ships, wagons, weapons, armor, and building materials.

Current situation:

The leaders of the Revolution sit in council not far from the city in a secret cave. There they direct the raids on the northern Dragons' strongholds (see K, R, S, U, and GG).

Besides the Dragons that defend Kaban, an additional five warrior Dragons act as

the personal guard of the Rebel leaders.

The Rebel leader is:

Harper Kasan

Skill 10 Ancient (4th Molt)

Brassine Dragon

ST: 19, IT: 15, IN: 17, SM: 14

DX: 11, AP: 18, EGO: 10

AC: 0, HTK: 83, M: 9"/24"

Align: Lawful/Good

Att: 3, Dm: 1-6/1-6/3-18, THACO: 6

Specials: Breath Weapon, +3 to hit, +4 to damage

Abilities: Wing Parry, Foot Stomp, Air Attack, Smoke, Rider (see below), Roar, Voice Imitation, Meditation, Dream State, Find Traps, and Protecting the Soul.

Description: Harper Kasan is a skillful leader who has held his Clan together during these dark days and has risen to the undisputed leadership of the Republican movement. He stands erect, always looking a person or another dragon in the eye. He speaks in a soft, but firm and commanding voice. After he speaks, he does not expect to repeat himself. He will be friendly to the player characters, but will always keep a reserve and distance.

Harper Kasan's Rider:

Lothos Redwood

Skill 9 Rider (Winglord)

ST: 16, IT: 16, IN: 13, SM: 17

DX: 13, AP: 15

AC: 6, HTK: 45, M: 12"

Align: Lawful/Good

Att: 1, Dm: by weapon THACO: 11

Equipment: Full Dragon Rider Kit and Staff,

Description: Lothos is a jovial man who associates more with Dragons than with men. He is a bit impatient with the ways of the Southlanders (like the player characters) and will not hesitate to say so. He will be harsh with the player characters and suspect them of being spies. He himself has been suspected of spying because his wife is not from a Dragon Lord Clan.

Lothos is brash and loud, is fond of drinking contests, and tends to make extravagant boasts. He is regarded as a deadly fighter.

GM NOTE: Raids on Kaban are frequent, though they are confined to the outer edges of the town. There is a 10% chance per day that a Flight of 1D20 Blue or Red Dragons will attack. Drows have seized control of the Thieves Guild and stand ready to poison the water supplies of the town and the feed of the Dragons. There are 35 Drows lead by Slathorgar.

Slathorgar

Skill 12 Assassin

ST: 17 (+1 Hit, +1 Damage)

IT: 17, IN: 14, SM: 11

DX: 16, AP: 15,

AC: -3, HTK: 49, M: 24"

Align: Lawful/Evil,

Att: 1, Dm: by weapon, THACO: 15

Equipment: Boots of Haste, Elven Cloak, 6 Whippets (see page XX), +2 short sword. Poison darts and blow gun (Level 8 poison).

E The South Encampment

This is the only military presence that the Southland Kingdom of Salaria is allowed on its border with the Dragonlands. Recently, King Rangoon III has transferred 10 legions of his best troops to this sprawling encampment. The military camp is three miles wide and can hold 10,000 troops comfortably. A small town adjoins the camp, but only approved citizens may live here. The military camp's main duty is to restrict human movement into the Dragonlands.

Current situation:

There are now almost 15,000 troops massed in the South Encampment. King Rangoon has also collected a number of barges to ferry his troops across, should the need arise. Rumors persist that a group of magic users have also joined the troops and numerous sightings of strange animals fill the talk in bars. All leave has been cancelled for Salaria soldiers.

GM NOTE: The King's plan is to wait until the Dragons have exhausted themselves fighting each other then come in and take over the country. He is in a unique position to have an army already massed and ready to go. The other Southland Kingdoms are just now perceiving the weakness to their northern border. He cannot wait too long or lose his edge in troops and information, but he cannot strike too soon and face the fury of hundreds of Dragons. He will pay generously for any information gained by the player characters.

F Konstance

Like Kaban, Konstance is swelled with refugees. So far it has been spared the ravages of the war to the north, and has become a rest area for Dragons wounded by the fighting. Over 30 Dragons are based here, but only 5 are in fighting trim. Konstance also serves as a front for the "Refuge" a hidden city of Dragons in the Lorimar Forest to the north.

Population: 12,000 (peace time pop: 6,000)

Main Exports:

fish, textiles, ale and beer, shipbuilding, grains, produce, finished wood products, and musical instruments

Main Imports:

metal products raw and finished, meat animals, livestock, horses, weapons, and armor.

Current Situation:

Many warehouses on the docks of Konstance have been sealed and guarded. They contain food destined to the Dragon Refuge up north. Any snooping will be immediately reported and checked by three of the five Green Dragons assigned to protect the town.

GM NOTE: Konstance is a backwater to the civil war, but the growing violence is bound to catchup with it. There are no

spies in Konstance, but if the Blue Royalist leaders find out that its strength is basically on paper, they will be sure to attack.

G Scollaes

This small town is completely burnt down and destroyed. Only the stumps of trees and the foundations of houses exist. One old man lives in a shack at the edge of town. He will tell how the Green Dragons fought over the town, how the Republicans were driven off, and the Greens swooped down to burn the town. Hundreds of humans ran in panic, then cut down like wheat in a field. After this, the old man will put his head in his hands and cry.

GM NOTE: This fishing village has been destroyed by a Flight of Green Royalist Dragons. Over 3,000 people and six Republican Dragons were killed here. After this attack, the Republican Greens withdrew their children and females to the Refuge in the Lorimar Forest (see H).

H The Refuge

The Refuge is hard to find even if the players know where to look. There is only a 5% chance per day that they will find this hideaway. From the air, there is a 15% chance per day they will spot it, but a 50% chance that they will be attacked by 6 Brassine Dragons.

Note: No humans are allowed in the Refuge.

GM Only: Deep within Lorimar Forest, hundreds of Brassine and Green Dragons have hidden to escape the war. So far they are safe, but their existence is a great secret for only 12 Brassine Dragons have been detailed to protect them. Any major attack by the Red or Blue Dragons could destroy hundreds of young Dragons and their mothers.

Current Situation:

The situation is stable and secure. There are about 600 Dragons hiding here, including 12 Mature Brassine Male guards, 24 Young males (beyond the First Molt), 200 females, and hundreds of younger Dragons.

I The Travel Station

Except along the Prayer Road, no humans are allowed to travel along the high plateau that encompasses most of the Platinum Dragons' natural territory. At the beginning of this road is a Travel Station, a collection of a dozen stone buildings that sell all sorts of provisions and vehicles for the arduous journey across the high plateau.

The Travel Station has two to three years supply of food and an incorruptible source of water. Its stone buildings are reinforced and formidable. Even its Dragon Clan house is almost indestructible. Prices here

are three times more expensive than in Kaban.

Current Situation:

The strategic location and strong fortifications of this Station made it a natural advance outpost for the Republic. Many attacks of Blues, Greens, Platinums, and even Spectral Dragon have been repelled.

Since then, the battles to the north have depleted the number of active warriors to one flight of 15 Dragons from different Clans. Supporting them are 200 Auxiliaries and some 200 peasants armed with pikes. Along the walls of the Travel Station are 30 ballistas.

GM NOTE: The Travel Station also contains an important secret. The original Scrolls of the 12 Remembrances are here along with many other sacred religious documents. They will be important if the Platinum Dragons are to ever be reunited for whoever controls the scrolls will control the leadership of the church.

J The Crater

The Crater is a huge depression in the middle of the high plateau. The circular depression is a hundred miles with its sides sloping gently for almost a mile. At the very bottom of the Crater is a lake. In the center of the lake is a huge naked stone with a flat top. The acoustics of the Crater are excellent. A Dragon shouting from the stone can be heard from anywhere within the Crater. No one knows how the Crater was created.

The Crater has enormous religious significance to the Dragon population for the Kaban-li-ri would often call meetings there to address the Dragon Nation. Later on, the Platinum and Spectral Dragons would call meetings there. The annual meeting of the Clans is held here.

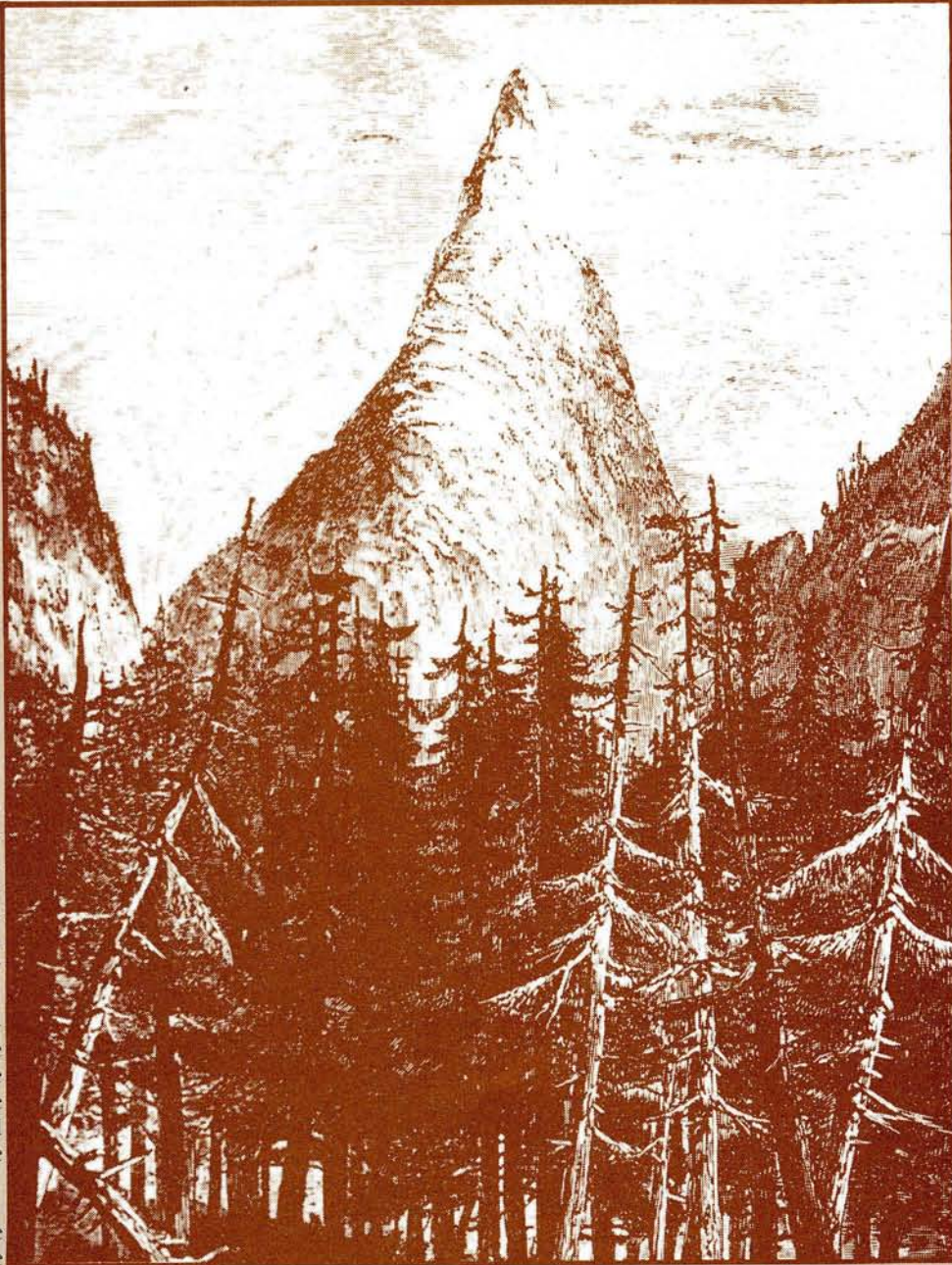
Current Situation:

The Platinum Dragons allied with the Royalist use the crater as a staging base for attacks on Kaban and the Travel Station. There are almost 4 Flights of Platinum Dragons here along with a Flight of Red Dragons and a Flight of Blue Dragons.

GM NOTE: There is a 100% chance the party will be attacked by Red, Blue, or Platinum Dragons if they venture here. Along the shore of the lake, the Dragons have set up a prison camp for captive Dragons. All humans found are immediately killed. There are 6 Brassine, 8 Green, 4 Black, and one Bronze Dragon in these pens. They are kept drugged and roped.

K Moon Fort

Among the highest peaks of the Blue Haze Mountains, the Black Dragons have set up their defensive stronghold. From here they can assail the Copper Dragons to the west and the Red Dragons to the east; from here



no human can touch them because the air is too thin; from here they look down on the rest of the world. All of the Black Clan's women and children now live in the Moon Fort.

The most secure of the Dragon refuges, Moon Fort is a complete secret and only the Black Dragons know of its true location. It is rumored that Moon Fort is permanently shrouded in a cloud and the only way to find the entrance is to wait until the few moments before dawn when the haze lifts and the gate is clear.

Current Situation:

The Blue Royalist leaders have given high priority to finding the Moon Fort and crushing the Black Dragon forces. From its position, the Blacks have raided Blue and Red Dragon territory and intercepted raids on Kaban and the Travel Station.

So far they have been completely unsuccessful.

L The Copper Woods

The heavily wooded hills of this area are the seat of the Royalist Copper Dragons. The leader of the Copper Royalist movement is a charismatic Copper Ancient Dragon named Kassen Katten. The Dragon has gathered almost 40 battle-ready Copper Dragons.

Kassen Katten

Skill 7 Copper Dragon (3rd Molt)

ST: 22 (+4 Hit, +10 Damage, 7500 per point lifting weight)

IT: 10, IN: 15, SM: 18, DX: 10

AP: 7, EGO: 13, AC: 2

HTK: 84, M: 6"/40"

Align: Chaotic/Evil, Intell: 16, Att: 3/4

DM: 1-6, 1-6, 3-18 (1D10-Foot Stamp)

THACO: 10

Abilities: +2 to Hit, +3 to Damage, Wing Crush, Foot Stomp, Head Butt, Air Attack III, Barrel Roll;

Description: Kassen is a true charismatic tyrant, who loves to play to the crowd and does not miss an opportunity to pose and strut. He will often say to his advisors: "Am I not a great leader?" or "Am I not a lover of children?" etc. Of course, the answers are always in the affirmative.

Blue Liaison **South Crackon**

Skill 4 Blue Dragon (2nd Molt)

ST: 15, IT: 13, IN: 11, SM: 16

DX: 13, AP: 9, EGO: 10

AC: 1, HTK: 24, M: 6"/11"

Align: Lawful/Evil

Att: 3, DM: 1-6, 1-6, 3-18, THACO: 12

Specials: Flame Breath Weapon, Poison Spit, Mutation: Thick skin (see mutations, page XX).

Abilities: +1 to Hit, +1 to Damage, Fury, Barrel Roll, and Increase speed by 1"

Description: This Dragon is on his first solo diplomatic mission and is determined not to fail. He hates the Copper Dragon, but is outwardly concerned and loyal. He talks to humanoids as if they were children. He also has a nervous tick and is constantly rubbing his forepaws together.

GM NOTE: The woods are dark and tangled, cut with deep ravines and roaring rivers. Special guardians have been brought in to help the Copper Dragons defend the woods. Sensor Dogs, Draglos, and Bug Bears now wander the forest. The majority of the Royalist Copper Dragons now reside in the Clan houses deep in the center of the woods.

Characters wandering in these woods have a 90% chance of attracting 1D6 Royalist Copper Dragons within 1D4 days. If the Dragons are defeated, the entire Royalist army of 40 Dragons will attack the party. If Republican Dragons accompany the party, increase percentage chances of Attraction to 100%.

M Alliance

This city was one of the first burned and razed by Blue Dragons. By now the brush has grown over the remains of the town, almost obscuring them from view. The only exposed sign of life is the leaning sentry tower, draped with vines and looking like a Christmas Tree.

GM NOTE: Beneath the tower is a half-burned ship's log next to a rotting corpse. The log details that the ship made many trips to Fogerty's Island about 10 miles off the coast (See FF). The log does not say why the trips were made.

N Lake Centralia

This lake has been a sore point for many years between the Copper, Blue, Silver and Black Dragons. Each Clan claims that the Lake is their territory and each has fought to keep a piece of it. The northern and western shores of the lake are the property

of the Blue and Copper Dragons. The Silver and Black Dragons have started a small human colony on the southern shore.

The Lake is home to many types of marine life including Dragon Turtles (called Rellacks), Giant Carp, and Sea Elves. But the strangest and most powerful creature in the lake is the lake itself. The lake is a living creature of some unknown origin. Riders feel it might have come through the crystal barrier.

The lake is a very wise, very good being. It exerts a strong peaceful influence over all who come to its shores.

The magical aura of the lake forces even the most war-like creature to be peaceful and quiet. Nothing can fight within a 350 yard radius of the lake (including 350 yards high). Animals within the lake's radius kill to eat, but seem to exhibit genuine remorse and even the plants and trees do not fight over space by the shore. Everything is orderly, peaceful.

This influence is unnoticeable and cannot be saved against, although characters can case a Dispel Magic or a Mind Blank and instantly negate the lake's effects for as many rounds as the Skill Level of the caster. The effects of the Lake do not last beyond the 350 yard range. If this zone is left, all forced peaceful tendencies disappear.

The lake is wise and knowing and can be asked one yes or no question per day by each Lawful/Good person in its radius. The lake has a 50% chance of knowing the question. If it does not know, it will not respond.

Current Situation:

Perversely, the area just outside the lake's influence has become a bitter battleground. The town of Centralia was an early target of the Blue Dragons' fury, but the Lake has protected most of it. Instead, the Blues and Reds have decided to siege the town and slowly pick off any who venture too close to their breath weapon range. Three Flights of Blue or Red Dragons constantly patrol the perimeter of the lake.

Meanwhile, Republican attempts to break the siege met with bloody failures. Now, a tense stalemate has developed. The peaceful effects of the lake hamper the building of defenses and weapons. The defenders are dependent on the lake's aura.

O Centralia

The town of Centralia is extremely peaceful and quiet. There are no defensive walls, no signal towers, not even an alarm bell. In peacetime, there are no police or constables, no troops are billeted here, even Riders do stop. The most frequent visitor is a Rellack (known as a Dragon Turtle in the Southlands) named Roland, who is so affectionate and gentle that children are allowed to ride him around the lake.

All of the people who live in Centralia are gentle, honest, and hardworking. They respect their fellow men and live in complete social harmony. It is a kind of utopia only imagined everywhere else in the world.

Population: 9,000

Main Exports:

grains, produce, finished wood and metal products, and ranches (for Dragons).

Main Imports:

finished clothes and materials, some food stuffs, ale and beer, toys, and musical instruments.

Current Situation:

The outside perimeter of the town has been abandoned because of the Breath Weapon attacks of Dragons. All flammable material has been cleared from this area and firebreaks have been built all over the town. The populace refuses to carry arms, but have formed into fire-fighting companies to combat the constant harassment by the Red and Blue Dragons flying at the edge of the Lake's calming influence.



P The Silver Forest

The ancestral home of the Silver Dragons, this woods is thousands of years old. Silver Dragons have lived here before the great division of the races and even before the elves and dwarves first populated these lands. The center of the forest is dominated by the Peer Tree, a huge 600' tree. The Tree is worshipped by Tree Giants, huge tree-like beings who have lived here even longer than the Silver Dragons.

The Tree Giants help defend the forest against the Red and Blue Royalists, but they refuse to shelter humans within their forest. In fact, the Tree Giants have caused the first mile around the forest to become an impenetrable thicket that would take a week to cut through. After this barrier, the forest resumes its normal growth patterns.

Current Situation:

The Tree Giants and Silver Dragons have not been bothered by raiding parties for almost a month. There are 40 Silver Dragons, almost 100 Tree Giants, and 1,000 Wood Elves. A few Wood Elves ride the Silver Dragons; these have gone south to help with the rebellion.

Typical **Tree Giant** statistics are:

AC: 0, *HTK:* (8D8), *M:* 12"

ST: 16, *IT:* 9, *IN:* 9

SM: 10, *DX:* 12, *AP:* 12

Align: Chaotic/Good, *Size:* L (24')

Intell: Very; *Att:* 2, *Dm:* 2-12, 2-12,

THACO: 12

Specials: fire based attacks against a Tree Giant are +4 to hit, -4 to save, and +1 to damage.

Q Mount Krackon

This jagged range is much younger than the gentler Blue Haze Mountains. Mount Krackon is the highest mountain in the range and perhaps the highest mountain in the world. It is an extremely sheer mountain and looks like a spear blade sticking into the sky. It can be seen from the Silver Forest, Lake Centralia, and almost anywhere within Blue Dragon territory. The mountain is also called the Throne of God by the dwarves, who consider it sacred.

Current Situation:

The region around the mountain was a staging area for attacks on the Silver Forest and Lake Centralia, but now it is deserted. Just recently, a group of dwarven clerics have established a hidden temple at the base of the mountain. They are not kind to intruders.

GM Only:

Dwarven Expedition:

1 Skill 10 Cleric

1 Skill 7 Cleric

5 Skill 5 Clerics

10 Skill 1 Clerics

50 Skill 2 Fighters

Supplies for 6 months

Dwarves are all Neutral/Neutral.

R Mount Heritage

This mountain is the location of the Royal Palace. It is heavily guarded by 4 Flights of Blue Dragons (76 Dragons). Important prisoners also are brought here. The Palace is basically six large caverns linked by dozens of smaller, but still Dragon-size tunnels. Each cavern opens out onto the surface.

GM Only: The Spectral Dragons live in a virtual prison. The Blues never let them out of their sight. The 10 Spectral Mature Male Dragons are off fighting the war. Not all the Spectral Dragons are Royalists, and Princesses Kabinne will help anyone who attempts to free her.

Princesses Kabinne, Korin, Karin

Young Adult 3 headed Spectral Dragon

ST: 17, *IT:* 11, *IN:* 09

SM: 13, *DX:* 15, *AP:* 19

AC: 4, *HTK:* 8D8, *MV:* 4"/12"

Align: Lawful/Neutral, *Intell:* 16

Att: 3, *Dm:* 3-18, 3-18, 3-18

THACO: 11

Special: Breath Weapon (2 times per head)

Abilities: +1 to hit, Dream State, Appeal of +1.

S White Dragon Hold

This area is the only known permanent structure in all of the White Dragon territories. From here White Dragons trade with the other races for needed materials. The White Dragons sell their songs or their prophecies. At any time there will be 1D4 White Dragons willing to trade stories and songs for basic materials, such as furs, special foods, musical instruments, singing animals, or ale.

Current Situation:

The White Dragons have been cut off from the Rebellion and now only visit the Blue Dragons, who still trade for military songs and meet with the great White Mystics, who can see into the future.

GM Only: The White Mystics dislike the Blue and Red Dragons and always give them very little information. If any Dragon approaches them, the Whites will tell him this secret:

"The Dragon at the bridge is an ally protect him and later you may fly high."

The above quote refers to Adventure Two when the player characters must go to Fort Pellam. The Dragon referred to in the quote is Virgo who has been chained to the bridge as punishment for a crime his Rider and he committed.

T Tiger Mountain

This area is inhabited by Giant Tigers. These fearsome beasts are one of the few animals that hunt Dragons. They are intel-

ligent, lightning fast, and very deadly. They are huge cats, at least 30' long and 15' high. They Move Silently and Hide in Shadows as a Skill 15 thief. Their hide is immune to the effects of all Dragon Breath. When they attack, they get an automatic +3 to all initiative rolls. Finally, they produce a blizzard of attacks. A Tiger can attack six times in a single melee round.

A Tiger's incredible will and independence makes it impossible to train even by characters who have a facility with animals.

Around this mountain and in the surrounding forests and mountains are 30 to 40 of these beasts. They are slowly expanding their range even into the Red Dragon territory.

Giant Tiger

AC: 1, *HTK:* (15D8), *M:* 20"

Align: Neutral/Neutral

Intell: Very, *Att:* 6

DM: 1-10, 1-10, 1-8, 1-8, 3-24, 1-10

THACO: 8

Special: (see above)

Tigers cannot speak, but they understand common and other simple languages. They will ignore humans unless they or their hunt is threatened.

U Blue Dragon Base Camp

This area of the Blue Haze Mountains is currently under attack by a huge army of Blue, Red, Green, and Platinum Dragons. The Blue force is well over 1,200 strong. They are spread out over this mountain (Mount Horn) and the valley below. Most Dragons are camped out in the open, but a headquarters of sorts has been set up in a Dragon Cave near the top of the mountain. There, a complete copy of the following war plans can be found. The cave is guarded by 8 Skill 10 Mature Adult Blue Dragons. They will be on full alert.

The leader of the Blue Dragons is maneuvering to meet with 500 Red, Green, and Platinum Dragons, who are coming from Dragon Meet (see V). Another force of 150 Blue Dragons has occupied the Sacred Mountain (W).

The Republican forces are massing to the south atop Mount Water. To date, only 700 Bronze, Brassine, and Platinum Dragons have arrived (see X).

The Blue Dragon Camp is well protected with many types of guardians. There is also a small band of 12 Drows (Skill 6 thieves) used as scouts; they are the only humanoids within the camp, and they are kept under heavy guard.

Player characters will be able to sneak up to this camp, because the Blue Dragons are more concerned about Republican Dragons than puny humans. Entering the camp is another story.

V Dragon Meet

This is the second column of 500 Royalist Dragons. They are mostly comprised of Red, Platinum, and Green Dragons, and they plan to meet the main force at the Sacred Mountain. With the two forces combined (and with a secret weapon detailed in Adventure Two), they plan to march on the Rebellion army and destroy them, then sweep into the Lower Valley and Kaban.

Like the first camp of Dragons, this group is more concerned with Dragonlords than ordinary humanoids. The player characters have a 75% chance of sneaking into the camp and finding the headquarters, which is a white tent pitched on an island in the middle of a small mountain lake.

Inside the headquarters are the complete war plans for the Royalist side. They are guarded by an Ancient Platinum Dragon named Vecna Ko-ba-ri. Any loud disturbance (GM's discretion) will bring 1D4 Red Dragons within 1D10 melee rounds.

Headquarters:

100' x 50' x 90' cone-shaped tent

Vecna Ko-ba-ri

Skill 12 Platinum Dragon

ST: 15, IT: 15, IN: 17, SM: 15, DX: 13
AP: 13, EGO: 10 AC: 1, HTK: 96
M: 12"/12", Align: Lawful/Evil
Att: 2, DM: 4-40 (bite) 1D6 (Tail),
THACO: 4

Specials: Breath Weapon Stoning

Abilities: +3 to hit, +3 to Damage, Wing Buffet, Foot Stomp, Head Butt, Air Attack I, Body Shake, Guile Tongue, Gems for Eyes (mutation)—both gems will heal 2D6 HTK of damage per day, Dream State, Hypnotic Gaze, Terror, Ultravision, Roar, Light Sleep, Protecting the Soul (kept in a small jeweled box hidden in the tent).

W Sacred Mountain

This is the Sacred Mountain. It is the location for Adventure Two: Opening the Gate. There are 50 Blue Dragons stationed here along with many Guardians and pets. A full breakdown is given in Adventure Two.

X Republican Camp

Here is the Republican Camp centered around Mount Water. Its exact location is supposed to be a secret, but Drow scouts have discovered it and reported back to the Blue Headquarters. Now bands of Drow shadow the Camp and note its members' comings and goings.

There are 700 Brassine, Bronze, and Green Dragons encamped here along with 2,500 Auxiliaries armed with crossbows and pikes. Defending the camp are four catapults and 40 ballista all manned by

human, dwarf, or Shire Folk crews. The approach to the camp is restricted to three routes, each guarded by a Dragonlord and Bronze Dragon with Telepathy.

There are constant patrols throughout the day and night. The plans of the Republican Camp are more modest than the Royalist war plans. They want to block any attack to the south and at the same time build up their forces to attack the two Royalist forces before they can join. Their position is such that they can intercept any move by either group. At the same time, they do not want to be caught fighting on two fronts at once.

Many Republican leaders dislike this plan because they have given the initiative over to the Royalist forces.

Y Fort Pellam

This is the town of Fort Pellam. So far it has had its share of Dragon attacks, but they have been repelled time and time again. Now, however, only one weakened Flight of Dragons guards the Fort. The rest of the defenders have joined their comrades at Mount Water.

Population: 4,000

Main Exports:

raw metal ores, finished metal products, metal forging, fish and fish products.

Main Imports:

grains and produce, finished wood, cloth goods, and horses.
cloth goods, and horses.

Current Situation:

The population here is tense. They are close to a war zone with little protection. People are nervous and many are planning to leave. This location is used in Adventure Two and is described in great detail there.

GM NOTES: During Adventure Two, a Flight of Blue Dragons from the Sacred Mountain (W) will fly over the town and release a special powder. This is an experiment to see whether the powder works before it is used against the main Republican force at Mount Water. See Adventure Two for complete details.

Z Supply Train

This is a slow moving supply train for the Republican forces. It hides by the day and only moves at night, dousing all but a few lights. There are 40 Dragons guarding this convoy along with 1,000 Auxiliaries and 500 mule handlers. The train is two miles long.

Current Situation:

The Auxiliaries have captured two Drow spies. The auxiliaries are nervous and jumpy. They will attack first and ask questions later if not approached and given the correct password.

GM NOTES: A wounded Blue Dragon has noticed the supply train and has hidden

himself waiting to crawl away and attempt to reach his own lines. This will take him 1D4 + 3 days. The ponderous supply train will take 1D8 + 2 days to reach the safety of the Republican Camp. Find out both numbers, and then subtract the Dragon's time from the Supply Train's time. If it is a positive result, roll 1D6. If the number is equal to or less than the first number, a force of 60 Blue Dragons will attack the Supply Train.

For example: The roll for the Blue Dragon is a 2 + 3 equals 5. The roll for the supply train is a 8 + 2 equals 10. 10 - 5 equals 5. Now the GM should roll 1D6; on a roll of 5 or less, the Blue Dragons will attack the Supply Train before it reaches the encampment.

If the train is attacked, the Republican force cannot attack for 1D20 + 5 days while a new Supply Train is formed.

AA Green Wood

These woods are home for the Green Dragons who side with the Republican forces. They are also home to Wood Elves. To date the woods have been spared the conflict that rages around them, but if the Republican forces are defeated, the Woods are next on the list to be burned.

Current Situation:

Most of the Mature male Dragons have left the woods to help with the Republican war.

BB Wildwood Forest

Green Dragons who side with the Royalist forces have taken these woods as their own. From here they raided the towns to the south and the shipping along the coast, attacked Southland towns and ships without regard to the consequences, and destroyed the town of Ranlon (CC) to the north in Gold Territory (EE).

Within this conclave are 50 Green Dragon Warriors and their wives and children.

The leader of this faction is an Ancient Green Female Dragon named Kalla' Evergreen. She holds a religious sway over her followers, and if she was ever killed, the Green Royalists would probably (85%) withdraw from the war. She is guarded by 6 huge Green Adult Males and has a Blue liaison.

Current Situation:

The Dragons are laying low while the bulk of their fighters have joined the Royalist forces.

Kalla' Evergreen

Skill 8 Green Dragon (4th Molt)

ST: 12, IT: 14, IN: 16, SM: 15

DX: 18, AP: 20, EGO: 9

AC: 1, HTK: 60, M: 6"/40"

Align: Chaotic/Evil, Att: 4

Dm: 1-6, 1-6, 3-18, 1-6 (wing claw)

THACO: 9

Breath Weapon: (15D8) Blue Flames

Specials and Abilities: +1 to hit, Wing Buffet, Animate Dead, Wing Claw Attack, Barrel Roll, Guards (see below), Pets (see below), Dragon Song, Improved Plant Lore, Summon Earth Elemental.

Guards

100 Giant Termites: 50 Type A
50 Type A Soldier Termites
1 Queen. See page 36 for Statistics.

(5) Skill 5 Green Dragon (3rd Molt)

AC: 2, HTK: (9D8), M: 6"/40"

Align: Lawful/Evil, Att: 4

Dm: 1-6, 1-6, 3-18, 1-6 (tail)

THACO: 8

Breath Weapon: (10D8) Blue Flames

Abilities: All Dragons were specially bred to be warriors. +4 to hit, +3 to damage, Foot Stomp, Head Butt, Animal Friendship, Decrease Armor Class (-1).

Pets: 2D6 Sensor Dogs

AC: 7, HTK: 2D8, M: 18"

Align: Neutral, IN: Low

Att: 1, Dm: 1D4, THACO: 20

Special: Infravision, telepathic communication, fiercely loyal to Kalla' Evergreen.

CC Ranlon

The burnt remains of Ranlon still smolder here. A large attack by Green and Red Dragons totally destroyed this town. The human Cleric Simon was killed defending this town from attack. Simon was the leader of the Dragon Clerical orders for humanoids.

Current Situation:

Once a week a single Green Dragon flies over the ruins. There is a 15% chance he will do this every day the player characters stay here.

GM NOTES: Unbeknownst to the Green Dragons, most of the people of Ranlon escaped the town and now live on the Isle of Westernese (DD). They are hiding here until the war is over. Gold Dragons help them any way they can.

DD Isle of Westernese

This island is a favorite resting place for Gold Dragons and now supports the survi-

vors of the town of Ranlon. With the survivors is the human cleric Simon, who was badly injured in the battle with the Green Dragons, but who still lives in a coma. No clerics have been able to heal him.

Current Situation:

The people are safe, but are still cautious and will not build fires at night. The cleric Simon cannot be awakened from his coma unless he drinks a special potion prepared by the elves who are located in area (AA).

GM NOTE: No one knows that the people of Ranlon are safe or that the cleric is in a deep magical sleep. Upon the cleric's neck is his holy symbol, which also happens to be one of the lost keys to the Crystal Gate. If the party takes this key, both the people of Ranlon and 20 Gold Dragons will try to reclaim it.

Note: Players must know what a Crystal Gate key looks like before they will realize the resemblance. However, the key will radiate strong magic.

People of Ranlon: 3,000

- (3) Skill 5 fighters
- (1) Skill 4 Magic User
- (4) Skill 3 Magic Users
- (10) Skill 3 Clerics
- (25) Skill 2 Clerics
- (190) Skill 1 Clerics
- (100) Skill 2 Fighters
- (500) Skill 1 Fighters
- (20) Gold Dragons

EE Gold Territory

In the midst of this empty plain, stands a monument. Beneath the monument is the ruins of the City of Dwarfor, an ancient dwarven city. The city is reputed to have much gold and gems buried within its vaults. Dragons have buried the site, as if to say: "If we can't have it, no one else can."

FF Isle of Rabbit

The ruins of a human civilization dot this area; it was the center of human commerce until the Dragons moved in. The humans destroyed every building and threw anything they could not take with them into the sea rather than allow the Dragons to

have them. Still, rumors persist that much gold and magic remains in the burial vaults and inner sanctums of the city.

Current Situation:

The Copper Dragons have established a post on this island to spy on the Blue Dragons. So far they have been very successful in gaining information on movements of troops. Lately, however, there have been some strange goings on on the island. See Mini-Adventure One.

GG Great Clan House

In the heart of the Blue Dragon territory lies the Great Clan House of the Blues. It is now the main headquarters of the Blue Dragons war effort. The Clan House is huge, filled with hundreds of Dragon-sized chambers, and ringed with a multitude of forts, redoubts, and special battle caves. Also guarding the Clan House are Giant Termites, Frost Giants, Draglos, bugbears, giant spiders, and more.

The main entrance to the Clan House is flanked by two huge stone Dragons that legend says will come to life if the Blue territory is ever threatened. No one knows whether the legend is true.

Current Situation:

The leaders of the Royalist movement plot their moves from here, all spies bring their information here, and all Blue Dragon Flights are dispatched from here. It is the nerve center of the Royalist movement.

The Clan House is absolutely impossible to break into or out of. There are approximately 1,000 Blue Warrior Dragons and thousands more Blue Dragon females and children. All will staff the battle stations if a fight ensues.

GM NOTE: The huge 300' tall statues of Dragons do not animate, although there are special gems in their eyes that can be aimed and fired. A beam of pure energy will lash out for 1 mile striking in a 250' x 250' area and causing 25D10 HTK of damage. Two of these beams can be fired per melee round in a 180' arc around the eyes. Both eyes can fire 12 times before losing their powers.





ADVENTURE

Now that you've read the secrets of the Dragons, here are three adventures that can be played separately, but work best if played in sequence. The scenerio concerns an important task that a party of Southlander adventurers must complete to insure victory for the forces of freedom and good. This summary is for the **GM ONLY**.

The first adventure is actually a board-game and a role-playing game. The map of the adventure is used to play a tense and exciting game of cat and mouse between the forces of evil and your party.

Once the party reaches the town, adventure two begins. While learning the ways of the Dragonlords (as referred to by all humanoids or Riders as referred to by all Dragons), the characters are caught in the middle of a Dragon attack against the town. The attack is made possible because of a special paralysis gas that only affects Dragons. The deadly effectiveness of this drug leads the characters directly to Adventure Three, the journey to the Sacred Mountain deep in the Blue Haze Mountains. There, against superior odds, the culmination of their adventure awaits them.

Throughout this part of **DRAGONS**, there are special sections called *Presentations*. A presentation is a small roleplaying scene not necessarily related to the main adventure. A presentation is designed to enhance the experience of being in a different land with different customs, but they are totally optional.

MERGING THE DRAGONLANDS WITH YOUR CAMPAIGN

Not all campaigns will easily fit in with the world of **DRAGONS**. It may be necessary to place the Dragonlands on a new continent or to change the mythos of one land to accommodate the Dragons. If other Dragon cultures exist in your campaign they should be aware of the Dragonlands. They may even be outcasts or exiles from the Dragonlands. Many Dragons leave the Dragonlands for adventure and gold.

If your Dragons are different from those encountered in the Dragonlands, they could be hybrids or special mutations. More powerful Dragons might not be Dragons at all, but elemental spirits that take on the form of a Dragon because they are impressed with the Dragon's majesty and dignity. Even gods have been known to masquerade as Dragons from time to time.

Finally, understand that the land of Dragons is a self-contained country purposely cut off from the world around it. Except for the countries that are directly to the south, news of its existence is extremely limited.

STARTING THE ADVENTURE

The amount of material given in *Dragons* is more than anyone can grasp in one reading. Players may not want to read the entire book before starting the adventure and, in fact, this is not recommended. Instead, the players should be introduced to the Dragonlands slowly.

As you GM your next few adventures, start introducing items and terms found in the Dragonlands. An opponent may carry a Dragon-made potion, a warrior may refer to the Dragonlords or claim to have lived with them for a while.

Another way to incorporate some Dragon items into your adventures is to use one or two of the Dragon pets and guardians, especially Sensor Dogs, Draglos, and Pellet Fish.

Once the players realize that the land exists, small tidbits of information can be used to entice them into going north. Such information can be spread over many gaming sessions and increase in volume as they head north towards the Dragonlands. Information can be some of the stories and myths, small pieces of Dragon history both current and ancient, explanations of Dragon Rider equipment or customs, news of the impending civil war, and tensions between the Nord-Drackon and the Kaban Valley Dragons.

PLAYER CHARACTERS

Below is a list of pre-generated characters that would be typical for this type of adventure. They are all 5th to 9th Skill characters complete with magic items and short histories. The histories are open-ended and contain plot developments not necessarily important to this adventure, but, if the player characters wish, the histories could be expanded on in future games.

Yosannah

Human, Skill 7 Thief
Stats: ST: 12, IT: 16, IN: 08
SM: 15 (+1), *DX:* 17, *AP:* 15
Armor Class: 2, *HTK:* 40
Align: Neutral/Neutral
Religion: Greek

THACO: 17 (with +2 dagger)

Weapons & Armor: +1 short sword, +2 Ring of Protection, Crossbow of Speed and (10) +1 quarrels, +2 dagger.

Equipment: Elven cloak, one Elven Boot (see below), Potion of Flight (1 dose), Potion of healing (2 doses).

Specials: Pick Pockets: 65%

Open Locks: 62%

Find/Remove Traps: 50%

Move Silently: 70% (*)

Hide in Shadows: 48%

Hear Noise: 25%

Climb Walls: 94%

Read Languages: 55% (**)

Description: Yosannah has been a member of the thieves guild since she was a little girl. She has grown wise in the ways of thieving and is especially adept at moving silently (*) (+10%). Much to her chagrin, she lost one of her Elven Boots to a Green Slime a few adventures ago. Needless to say, one Elven boot does not work. Yosannah is very bright, but is very selfish and will not listen to others once her mind is made up.

Her greatest interest is for rare books and she is very learned in different languages. She speaks six languages besides common (**) (+20% to Read Languages). She will steal a book before gold or silver. When reading, she will not listen to anyone or anything and will have to be shaken out of her concentration.

Tildon

Elf, Skill 4 Fighter/Skill 4 Magic User

Stats: ST: 18(00) (+3 to hit/+6 to dm)

IT: 17, *IN:* 12

SM: 13, *DX:* 11, *AP:* 12

Armor Class: 2, *HTK:* 19

Align: Lawful/Good

Religion: Elven (Hobri)

THACO: 14 (with +1 sword)

Weapons & Armor: +1 sword (Intellect of 6, Ego of 8) can cast Fly Spell twice per day, plate armor, (6) +2 arrows, Elven Bow (+2 to hit for Elves only).

Equipment: Elven Cloak, Ring of Spell Storing (Skill 9 Fireball, Skill 9 Lightning Bolt), Spell Books, all necessary spell components for First and Second level spells.

Spells: 3/2

Special Abilities or disabilities:

Identify Gems: 50%

May cast spells while in plate armor

Discover secret doors on a roll of 1 on 1D6

Infravision

Resist the charm of a bard (-20%)

Description: Tildon is of royal elven blood, but he has been robbed of his birthright by an evil cousin. He was forced to flee his country and now wanders the countryside as an adventurer. He is trying to increase his experience and power until one day he can reclaim his throne.

Under no circumstances will he hide his elven appearance. He also has an aversion to dirty or messy tasks, saying they are not fit for a king.

Tildon has a good voice and likes to sing. He is proud of his voice and tries to invent little songs no matter what the situation. He also loves to whistle while walking. When singing his Appeal increases by 3 points. He has often toyed with the idea of becoming a bard.

Hogan Ironshield

Dwarf, Skill 8 Fighter

Stats: STR: 18(00) (+1 to hit/+3 to dm)

IT: 14, IN: 13, SM: 16

DX: 13, AP: 12

Armor Class: -2, **HTK:** 44

Align: Neutral/Evil

Religion: Dwarven (Sharmal Ironfist: God of War and Peace)

THACO: 10 (with +3 Axe)

Weapons & Armor: +3 Axe (especially made for him), +1 plate mail, +1 large shield, +2 two handed sword, +1 throwing hammer.

Equipment: Bag of Holding, +3 Ring of Protection, Potion of Undeath Control, Cursed Amulet of Invisibility, Ring of Undeath Detection.

Special Abilities or disabilities:

Cannot turn invisible

Infravision

Detects slopes: 75%, New construction:

75%, sliding or shifting passages: 66%,

Detect traps involving masonry: 50%,

Determine depth underground: 50%

Can identify gems and stones: 95%

Insatiable greed for all gems and stones

Description: Hogan Ironshield is an old hand at adventuring. He is very close to becoming a Skill 9 Fighter and he knows he is about to reach the required skill for a Lord and wants to establish a freehold and recruit followers.

Therefore, though a fearless fighter, he is having second thoughts about blithely going into every dangerous situation he meets.

Hogan's second great concern is the acquisition of gems and jewels. He has a Dwarves traditional thirst for everything shiny. Hogan was once a Neutral/Good Dwarf, but his desires have turned him evil—though he still walks the line between the two alignments.

Due to a cursed amulet around his neck, Hogan cannot become invisible. He knows about the amulet, but cannot take it off (one needs a Limited Wish or Altered Reality spell to accomplish this).

Hogan talks loud and laughs hard and long at anything that is even slightly funny. When he has found gold or gems he coos like a pigeon.

Icarus Whitebeard

Human, Skill 6 Cleric

Stats: STR: 13, IT: 16, IN: 16

SM: 15, DX: 14, AP: 17

Armor Class: 2, **HTK:** 29

Align: Lawful/Good

Religion: Norse (Forseti)

THACO: 13 (with +3 flail)

Weapons & Armor: +3 footman's flail, +1 plate mail, +2 silver mace.

Equipment: +3 vials of Holy water, box of Holy Wafers, Robe of Useful Items (this is a special robe made for the clerics), small silver mirror, Amulet that detects lies when spoken directly at him (glows).

Spells: 3/3/2

Special Abilities or disabilities:

Turn Undead

+1 hit and damage against all Evil creatures

+5 to hit and damage on creatures his amulet tells is lying to him.

Description: Being a Cleric of Forseti, a god of Justice, Whitebeard is particularly sensitive to liars. While he doesn't mind evil beings in general, if they lie to him and he finds out, he will never trust them again. When Whitebeard discovers a lie, he must do everything in his power to reveal the truth, no matter how embarrassing it is to his fellow adventurers. He is not a fool though, he will hold his tongue if a deception is necessary to fool an evil one, but later on (not more than 12 hours later) he must tell even his enemies the truth—if they haven't gone to meet their own gods by then.

His Amulet of Lie Detection also serves as his holy symbol. If he knowingly forges a lie, the amulet will not work for 1D4 days as either holy symbol or as a lie detector.

Whitebeard wears flowing white robes he is constantly trying to keep clean. When deep in thought or listening to someone else, the cleric will knowingly stroke his snow-white beard.

Radu Gaston

Human, Skill 7 Magic User

Stats: STR: 06, IT: 18, IN: 14

SM: 13, DX: 16, AP: 14

Armor Class: 6, **HTK:** 14

Align: Lawful/Good

Religion: Egyptian (Isis)

THACO: 18 (with +1 dagger)

Weapons & Armor: +2 Ring of Protection, Wand of Lightning Bolts (6D6 HTK, 37 charges left. Cannot be recharged), +1 dagger with a gem in its hilt that can cast three different spells once per day. The gem must be turned to activate the spells of: Haste, Strength, and Enlarge. The spells only work while the person wields the dagger in combat.

Equipment: Scroll of Tongues, Scroll of Cloudkill, Flying carpet (can carry up to 4 people with full loads or 5 people lightly encumbered), Arrow of Direction.

Spells: 4/3/2/1

Failed Spells: Does not know these spells: Hold Portal, Detect Evil, Shatter, Explosive Runes, and Fumble.

Description: Radu is the nominal leader of the party. He is a thoughtful man, but is a bit vain and self-serving. He feels ill-prepared to stay on the front line and tends to drift towards the back of the marching order. Like most magic users, he is disdainful of fighters and their macho bravado.

Grim Ben

Human, Skill 9 Thief

Stats: STR: 17, IT: 16, IN: 15

SM: 14, DX: 10, AP: 04

Armor Class: 3, **HTK:** 64

Align: Chaotic/Good

Religion: Greek (Zeus)

THACO: 8 (with +3 sword)

Weapons & Armor: +3 sword, +1 knight's shield, +2 leather armor, +1 dagger.

Equipment: Rope of Climbing, Boots of Striding and Leaping, Ring of Fire Resistance.

Special Abilities or disabilities:

Move Silently: 55%

-4 to hit with missile weapons

Description: Massive facial scars cover Ben's face. His left eye is gone which affects his spatial judgement (thus the minus to hit with missile weapons). Finally, his throat is badly damaged and he can only talk in whispers. Most of the time, Ben covers his facial scars with a mask. His faithful servant, Turk, is always by his side explaining and apologizing for Grim Ben's gruff and bullying manners.

When playing Grim Ben, always use Turk as an intermediary when speaking to the other players and to GM non-player characters. The player can always speak to the GM on his own.

Grim Ben has a grudge against the rest of the world because of his injuries. Consequently, he has a gruff and annoying manner and is constantly provoking fights and challenges, even without a voice.

He is adventuring to make enough money to get a Regeneration spell to heal his face. In his home land a Regeneration spell costs well over 100,000 gp. So far, Ben has saved 50,000 gp and has hidden it away in an island cave 500 miles to the south.

Turk

Half Orc, Skill 2 Fighter

Stats: ST: 07, IT: 12, IN: 16

SM: 18(+1), DX: 11, AP: 16

Armor Class: 6, **HTK:** 45

Align: Lawful/Good

Religion: Athena

THACO: 20

Weapons & Armor: +1, leather armor, large shield, +1 dagger, +1 long bow and (10) +1 arrows.

Equipment: Potion of Spider Climb (3 doses), Sleep Powder (1 dose as Sleep spell), Cure Light Wounds (4 doses), Web (3 doses as per Web spell).

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Special Abilities: Permanent increase of HTK due to magical boon from previous adventure.

Description: Turk is small and wiry. He is always nervous and slightly scared of the places his master Grim Ben takes him. He speaks in a high whiny voice and will stutter if excited, but has a knack for saying just the right thing to defuse a tense situation. He is a born diplomat. As a loyal follower of Grim Ben, he has become Ben's interpreter, trying to smooth over differences and clear up misunderstandings. His favorite phrase is: "What my m-mmaster means, oh noble one, is . . ."

He will never leave his Grim Ben's side and Ben will always fight to save Turk from trouble. Turk has had his HTK and Stamina raised to a high level, but he still saves as a Skill 2 Fighter (he can be put to sleep with a Sleep spell).

Although a fighter, Turk hates to fight and will instinctively reach for one of his potions which are securely strapped around his waist or his bow—which he barely has the strength to pull.

Because of his loyalty and low Skill, Turk should not be played as a player character, but instead he should be run by the GM or the player running Grim Ben.

PLAYER'S INTRODUCTION

GM NOTE: When your party has been enticed enough and really wants to enter the Dragonlands, you can begin the adventure using the following piece of information:

WANTED MEN AT ARMS

Virtuous men needed to fight against
A GREAT EVIL

All expenses paid.
Good pay promised.
Adventure guaranteed.

See Tom Ashwood at the Briar Bull
in
Vasham

Read to players:

You know that the village of Vasham is a den of thieves, cut-throats, and conmen, an odd place to look for virtuous men.

GM NOTE: Since the Dragon Riders are hard pressed, agents have gathered together small bands of mercenary soldiers to protect the Kaban River from attack.

If the players are not as in need of gold or adventure as the other soldiers, the Game-master might compel them to join for the sake of God and Country. The Dragonlords have a lot of contacts among the royalty of the Southlands. They have asked for aid and many kings are sending parties of mercenaries and adventurers to fight for "the Right Cause." It is also a good excuse to remove such unstable elements from their own countries.

Many governments are supplying free, escorted passage out of their countries and to the sea ports of the Dragonlands (and Vasham). Of course, don't try to come back too soon.

The Briar Bull

When the players reach the Briar Bull pub (Vasham is 15 miles south of the River Kaban) read them the following:

You see a small band of motley cut-throats and thieves. In the center of the group is a tall man wearing a red and white cloak and grey leather armor. By his side is a 40 foot brass-colored Dragon decked out in a gold and silver silk cape and wearing a fierce looking helm made from the skeleton of some large-toothed animal.

* * *

Dragon Yensan and his Rider Tom Ashwood, are the recruiting drive in this town. The terms are such: 100 g.p. when you sign up plus 500 g.p. more when you get to the Dragonlands (called the Nord-Drackon mere by Tom Ashwood).

Each man will receive 1 g.p. per day while he is in the service of the Dragons. But more importantly, the large treasures of the evil Dragons will be divided evenly once they are beaten.

These fabled mountains of gold and silver cause fires to well up in the eyes of the thieves around the recruiter, they have all signed up.

Speaking to the assembled throng, Ashwood explains that civil war has broken out in the Dragonlands between the lawful good Dragons represented by himself and other Riders and the Evil Dragons allied with the crown Prince SSylanth who wants to destroy all the humans in the Dragonlands.

Read the following to the players:

"This is not just a battle between good and evil," says Ashwood. "This is a battle between human and Dragon, and between Dragon and Dragon. If we cannot stop the evil Royalists, they will sweep down on your countries and lay waste to them as well. You may be safe hiding here for awhile but sooner or later the evil Royalists must be stopped."

GM NOTE: Once the party accepts the terms of the recruitment, they will be separated from the main mass of inexperienced soldiers and given better quarters and treatment. They will first be billeted to a house in the city of Kaban. There they can spend a few days asking questions about the Dragonlands and the Riders. If they seem impatient, simply start them on the adventure below.

Orders are Given

Read to the players:

You have crossed the friendship bridge and have spent a few days in the great city of Kaban. Now you are to travel deep into the Dragonlands. Ashwood is still with you. You are to address him as "Winglord Ashwood." He wants to send you to a small village nestled in the Blue Haze Mountains. The village is called Fort Pellam.

The strength of your group will allow a squadron of Dragon Riders to be pulled out of the town while the characters safeguard it.

Read to the players as Tom Ashwood.

There is one other important mission you must complete. A special message must be delivered to the priest from the Temple of the Serpent in Fort Pellam. The priest's name is Sam Thorndale.

GM NOTE: Pretend to show your players a small box.

As you can see, the message is sealed in an iron box strapped with copper bands.

Just then, the huge head of the Dragon Yensan lowers to meet your gaze.

"Do not lose the box," The Dragon says in a gravel voice. He speaks as if he is talking to very young children. "Do not open the box, If you do, it will be the last thing you do, for you will be subjected to a fire hotter than hell itself. I will eat you."

The Dragon pauses for a second then looks at his Rider. "Do you think they understood?" says the Dragon. Winglord Ashwood shakes his head and says "My friend means what he says."

GM NOTE: Inside the box is a key to the Crystal Gate. It is shaped like a tuning fork. The Box is Wizard Locked with a spell cast by a Skill 15 Magic-user. It is impervious to all forms of normal attack and accident. Magical attacks are saved against on a die roll of 5 or better on 1D20. Even if the box is destroyed, the key will needs its own saving throw of 3 or better on a 1D20. The key is important in Adventure Three.

Fort Pellam is a typical Rider village. It raises sheep, cattle, oats, and barley. Most farming is done in the fertile valleys and fields which surround the town. The village is prosperous and well provisioned and it sits astride a major trade route from the south.

Getting to the village takes only two weeks of steady travel. The season is early spring, two weeks after the Vernal Equinox (March 21). The streams and rivers are swollen with rain and the weather is prone to sudden shifts of mood.

ADVENTURE ONE: THE SEARCH

Allow the party a couple days to purchase any equipment they want (Winglord Ashwood will supply horses and basic camping and adventuring equipment to anyone needing such equipment. He also warns that if the Evil Nord-Drackon ever find out the party's mission, they will try to destroy them).

Tom Ashwood will accompany the party to the River Kaban, but no further. He has sworn not to enter the Dragonlands until his own mission is complete (He must recruit 1,000 men).

As GM, you should use the main map of the Dragonlands (page 54) to plot movement for the player characters. They have been given very good instructions by Tom Ashwood and have ample opportunity to get accurate directions later on. You might want to create a "Players Map" of the Dragonlands using a hex-gridded blank sheet of paper.

On the main map, allow the player characters to reach within one hex of Fort Pelam, then put out the map for Adventure One and place them on it.

Presentation #1

The story of the Dragonlands (on page 54) can be used if the players ever seek out the story of the Dragonlands.

If the characters treat Ashwood well, read them the story of the Riders. If they give Ashwood a hard time, tell them nothing.

Presentation #2

Tom Ashwood and all other Dragon Lords must be called *Riders* in front of their Dragons. In private, however, they will require the party to call them by their rank or the generic title of Dragonlord. If the party ever slips up, the Dragon Yensan will become indignant and check against its EGO of 16. If it fails and flies away, Tom Ashwood will become enraged and storm about. He won't attack the party, just berate them.

Presentation #3

This presentation requires a little preparation. First, you need milk and some sort of non-toxic, vegetable food-coloring. By mixing the food coloring with the milk you can create a harmless, but strange-looking drink that you can serve to your players (blue food coloring is especially effective).

If you don't have food coloring handy, a tablespoon or two of instant pudding works just as well. Be sure to keep the milk refrigerated.

This presentation is completely optional, so don't do it if you think anyone might object.

Once you've made your drink, create a scene where the players go to bar and are offered a special brew made especially for Dragonlords. The drink is called: *A Hard Landing* because it goes down easy until it hits bottom. Then bring out your drink.

Don't force the players to drink it, but those that do, give them an additional 50 Experience points.

Tell the players that the drink is made by fermenting certain berries, mashing them up, then straining. The milky solution is usually served cold.

Read the following to the players:

As you are told by Tom Ashwood, your first adventure in Dragonlands is to sneak your group through an area infested by Evil Dragons and their agents. To simulate this, both the Gamemaster (GM) and you play a boardgame found in this book. The boardgame is neutral and both the Gamemaster and the players must play the game and must accept the rolls of the dice.

This same boardgame can be used over and over for other similar situations.

Boardgame Overview

Both players and Gamemaster should read these rules.

In general, the Gamemaster picks his forces and secretly writes down their locations on separate pieces of paper (not included). When the party moves into a section containing Dragons or their allies, the Gamemaster (GM) rolls the dice to see if his search for the player characters is successful. If it is, the GM may begin moving his troops towards the players. If he reaches the same square, the two groups are to begin combat.

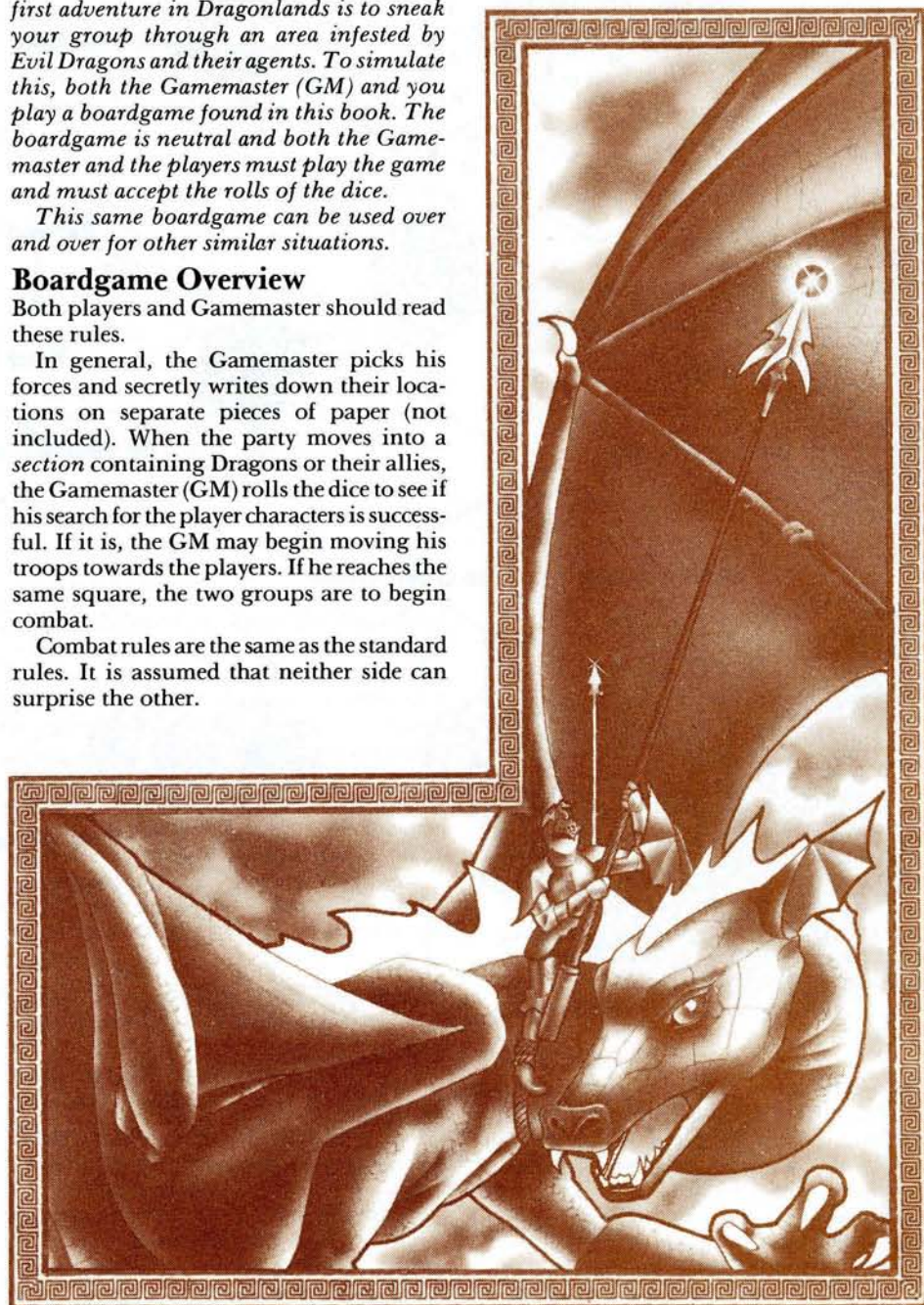
Combat rules are the same as the standard rules. It is assumed that neither side can surprise the other.

The game continues until the player characters are killed, or reach the city in the top left corner of section 1 (see map).

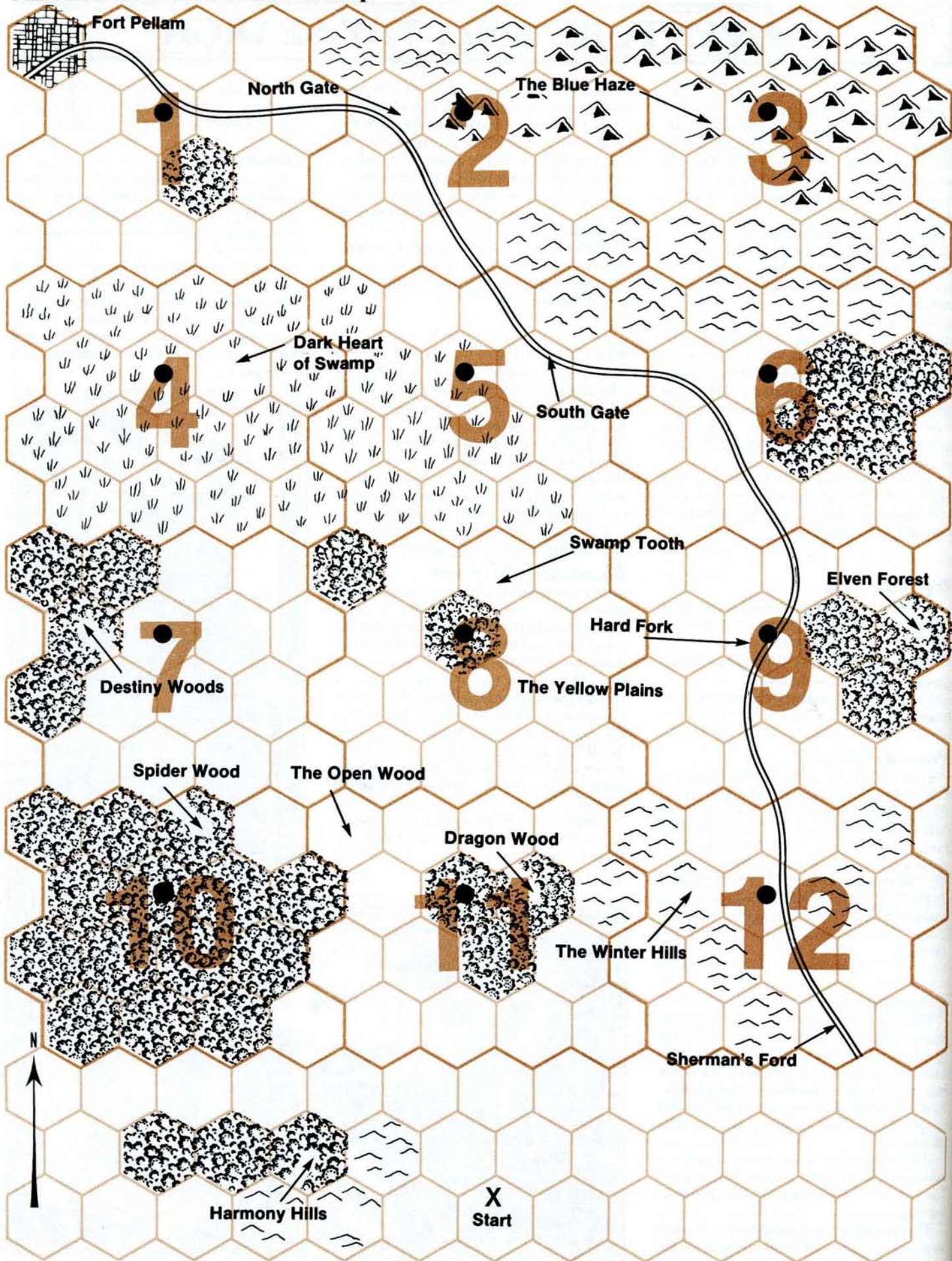
Picking forces

The players always start with their party members at the spot marked X on the map. The GM picks his forces. He has a total of 30 points to buy his forces, choosing from the list below.

Once he buys his forces, he secretly writes down the section each unit is placed in. The sections are marked 1-12 on the map. The Gamemaster must write down each force and the area it is assigned to on a separate slip of paper (not included with this game).



ADVENTURE ONE Search Map



The GM can place as many forces as he wants in any one area.

NOTE: The area the players start on is not in any of the sections.

The slips of paper with the GM's forces are placed face down in front of the GM while the game is being played.

Purchase chart

Forces	Points
A flight of 2 Blue Dragons	5
One Red Dragon	5
4 Elven Assassins	*5
6 Draglos	8
6 Sensor Dogs	2
The Monster	*8

*(See stats below)

The GM can pick as many of these groups as he has points for except for the Elven Assassins or The Monster which he may only pick *once*.

Any points unspent by the GM are lost.

These forces may never be broken down into smaller groups once they are picked.

The GM's Forces

The counters on page 71 can be either cut directly out of the module or photocopied and then pasted onto cardboard. There are not enough counters for all combinations possible in this game so photocopying a couple of sets is recommended.

Each of the Gamemaster's counters has two numbers. The first is the counter's search number. The second is the counter's movement rate per day (see movement).

If you cut the counters out of the book, you will notice that they have two numbers printed on their backside. If you photocopy the counters, you will have to write these two numbers on the back of the counters.

Movement/Search Table

Forces	Search/Movement
A flight of 2 Blue Dragons	2/4
One Red Dragon	1/5
4 Elven Assassins	4/2
6 Draglos	3/4
6 Sensor Dogs	2/2
The Monster	2/6

The Player's Counters

The Players also have counters that represent things they can find on the map and their own counter. These counters only have one number which represents the movement rate, or if it is preceded by a + or - sign represents the bonus or penalty to either movement or search die rolls. pg. 71

Playing the Game

The game is played in turns, each turn representing one day of time. During

a turn, both the GM and the players perform certain actions in the following sequence.

Sequence of Play

First: The GM rolls on the Special Event Chart.

Second: The player moves his piece along the board.

Third: The GM must tell the player if his piece has landed or passed over any special areas on the board. The player may choose to stop and investigate the special area or continue moving.

Fourth: If a new section is entered, the GM checks to see if his forces are in the section.

Fifth: If the new section contains some of the GM's forces, the GM must flip over his slip of paper showing the forces.

Sixth: The GM rolls his search procedure.

Seventh: The GM rolls to activate other counters.

Eighth: The GM moves his activated counters.

Ninth: Any counters that are on the same hex may fight (Use standard combat rules). Note any movement modifications to the players' characters due to wounds or poison.

SPECIAL EVENT CHART

This chart is rolled on once per day. It consists of different events that affect some or all areas of the board. Be sure to remember to apply any effects of the Special Event Chart to the movement, searching, or combat of players and GM.

Special events only last for one turn. At the beginning of the next turn, the old special event is negated.

MOVEMENT

The players move upon the small hexagonal grid that is overlaid on the map. The hexagonal spaces are called hexes. The players' and the GM's forces each have a number of movement points. The movement points are spent every time the counter is moved from hex to hex depending on the type of terrain. When the counter is down to 0 points, it must stop. Counters cannot move into areas that cost more movement points than it has left.

The movement rates are different for each type of terrain the characters encounter.

Below is a list of modifiers, both bad and good, that will effect movement.

Standard movement for Party

2 hexes (per day).

Bonuses (see special areas).

Horses: +2 to movement (may not enter mountains).

Riverboat: +4 to movement (on water only) —May not carry horses.

Flying carpet: +4 to movement (-3 to search rolls) —May not carry horses.

Swamp boat: +1 to movement (Swamp lands only) —May not carry horses.

Shadow cloak: +1 to all search rolls.

Spells: (Invisibility 10' rad., Illusion, Hallucinatory Terrain, Non-detection, Wall of Fog, Veil, Limited Wish, etc)— Add the same number as the Skill of the spell to the GM's search die rolls.

Penalties (see special areas)

Poison: -2 to movement.

Wounds: -1 to movement.

Gold: -1 to movement.

Clackers: -1 to search rolls (see special areas).

Moss Scent: -1 to search rolls (see special areas).

Flight: -3 to search rolls.

Note: Only the players may benefit or be penalized by these counters.

Special event counters

These counters may be placed in areas that suffer special events (see *Special Events Chart* above).

Rain
Earthquake
Flooding
Heavy rains
Swamp gas
Explosion

Rates of Movement

Terrain	Move. Rate in Hexes	Search Modifier
Clear	1	-
Forest	2	+2
Hills	2	-
Mountains	4	+1
Swamp	2	-
River	1*	-

* To cross a river hexside costs +1 extra movement point.

Players that land on the same hex as a GM unit can decide to attack. The GM's piece, however, will always attack.

SPECIAL AREAS

There are 15 special areas on the board. These areas are mini-events, traps for the players, sources of information or helpful items to help the players evade the GM's parties or move faster. They are listed on the map so both the GM and players know where they are. These special areas only effect the players, never the GM.

SECTIONS

The map is broken down into larger areas called sections. They are numbered 1-12. If at the end of the players' turn they have entered a new sections and the Gamemaster has assigned forces to this sections the GM can turn over the slip of paper with the forces and the appropriate section number. At this point, he can roll his search procedure.

SPECIAL EVENT CHART

(Roll a 1D20)

Some of these events can only once. After that the event is: **NO EVENT**. Some events can only happen in certain areas, these are marked. Unmarked events always happen over the entire mapboard.

Die Roll

Event

1		NO EVENT.
2		Log jam on river. Subtract 3 from all river movement
3		Rain: subtract one from all movement.
4		Swamp Gas (Only effects SECTIONS 4 and 5): Gas acts as fog subtract 1 from movement and ADD TWO to all search rolls.
5		Heavy rain: subtract two from all movement
6		Fog in Mountains. (Only effects SECTIONS 2 and 3): subtract 2 from movement and ADD TWO to ALL search rolls.
7		Earthquake: (Only effects SECTIONS 2 and 3) subtract one from movement.
8		Forest Fire: (Effects all forest hexes, in all SECTIONS except 11, but no other hexes) subtract 8 from movement.
9		Forest Fire: (Effects all forest hexes, in all SECTIONS except 11, but no other hexes) subtract 8 from movement.
10		Forest Fire: (Effects all forest hexes, in all SECTIONS except 11, but no other hexes) subtract 8 from movement.
11		Flooding on river (Only effect river hexsides): All river movement stopped.
12		Flooding on river (Only effect river hexsides): All river movement stopped.
13		Rains: subtract one from movement.
14		Heavy Rains: subtract two from movement.
15		Explosion at Hard Fork: Only Hard fork special area (SECTION 9) is destroyed. This event may only happen once. Afterward: NO EVENT .
16		Rains: Subtract one from movement.
17		Explosion at Swamp Tooth: Only Swamp Tooth special area (SECTION 8) is destroyed. This event may only occur once. Afterward: NO EVENT
18		Heavy fog: (Only effects SECTIONS 2, 3, 5, 6, and 12): Subtract 2 from movement and ADD TWO to all Search Die Rolls.
19		Log jam on river. Subtract three from river movement.
20		NO EVENT

SEARCH PROCEDURE.

The Search Procedure when the players' counter enters into a SECTION that secretly contains one of the GM's units. The players' counter does not have to stay within the SECTION, just pass through it for a Search Procedure to begin.

After the Player has finished his move, the GM finds the search number on the counter(s) activated by players' movement.

For each counter roll a 1D6. If the number is equal to or less than the search number of the unit, the search procedure is successful and the GM's unit has spotted the players.

If the roll of the die is greater than the search number, the search is unsuccessful and the players' unit remains hidden.

The Gamemaster may make one search roll for each of his units per turn. Remember to add or subtract any modifiers due to terrain, special events, or player actions.

If the search die roll is successful, the GM may place the successful units on the grey dot in the middle of the section. **NEXT TURN** these units may move.

If the search roll is unsuccessful, the Gamemaster can roll again next turn, but only if the player characters' counters are still in the same section.

SEARCH MODIFIERS

Terrain

Mountains and forests effect the Search die

rolls. The players' unit must be in a mountain or forest hex for the modifier to be added.

Forest: +2 to search rolls.

Mountains: +1 to search rolls.

COUNTERS

Some of the special areas contain counters that will help or hinder the players. These are listed below. There are two special explanations needed.

Wounds: A Wounds marker is placed on the party if 50% of the group has suffered 50% loss of HTK. Dead characters are counted only if the players carry the dead member(s) with them.

Wounds slow the party, subtracting one movement point per turn. Only one wound penalty may be applied to the party. Wounds may be healed in the normal fashion and by spells. If healed, the wound counter is removed.

Poison: Poison also slow the party. If 50% of the group is poisoned, place a Poison marker on the party and subtract two from the party's movement. Characters can heal themselves and remove the Poison marker.

Spells

The player characters may use spells to hide from search parties. The Skill of the spell is added to all GM search rolls for one day. Thus a Skill 3 Invisibility 10' radius will last for one day and add three to all search rolls. The spells must be cast during

the players' movement part of the daily turn.

Flight

If at anytime the players use the power of Flight while in a SECTION, all GM units within that section receive a -3 to all search rolls.

ACTIVATING UNITS

If one unit in a SECTION has made a successful Search roll, all other units in that SECTION, even those that did not make a successful search roll, may now roll again against their search number. If they roll less than or equal to the search number, they are activated just like units that searched successfully. **NEXT TURN**, they may move.

COMBAT

Once a Gamemaster unit lands atop the players' unit, combat occurs exactly like combat in the standard rules with these exceptions:

If more than one Gamemaster piece lands during the same move, it is up to the GM whether the pieces attack together or separately. The battle will last until the players or the Gamemasters' pieces are destroyed or scared away. Note that neither side can be surprised during these attacks.

If the party has horses, the Gamemasters' forces will always concentrate on the horses of a party, even ignoring hurt or wounded party members.

SPECIAL AREAS

Whenever the party of player characters passes through or stops at a special area, read the description below. If the characters decide to investigate, their movement is ended for the rest of the day. Sometimes they have no choice in this matter and must stop because of the creatures and traps in the special area. In this case, their movement ends as well.

The role-playing aspects of the special areas can be expanded from the guidelines give here. Players should be told when there is no more of interest in the area and that the next day is coming. Since normal encounter charts are not used, procedures for watches and the like are left to the GM.

HARMONY HILLS

(in Players' start up section)

Description:

The Harmony Hills are small rounded hills that are thousands of years old. From their vantage point you can see the Spider Wood, Dragon Wood, the Winter Hills, and far off in the distance, the tops of the Blue Haze Mountains. To the left of your vantage point is a cave.

* * *

GM NOTE: Inside the cave are three cave bears. The cave is shaped like a cone 150' long, 60' wide and 30' tall at the mouth, but sloping down to 5' at the far end. It is dark and overgrown with thorny weeds. The bears are watching the party (they could smell them for a day now) from just inside. If the party comes within 10' of the opening the bears will rush out. They have a +1 to all Surprise rolls.

(3) Cave Bears

AC: 6, HTK: 32, 34, 44, M: 12"

Intell: Semi-, Size: Large

Align: Neutral

Att: 3, Dm: 1-8, 1-12, THAC0: 13

Specials: Hugs for 2D8 HTK, will continue to fight 1D4 melee rounds after reaching 0 to -8 HTK.

Inside the cave

At the far end of the cave is a stone altar. It appears of dwarvish origin. Any dwarves in the group will instantly recognize it as a primitive altar over two thousand years old. If any dwarf pray at the altar (no sacrifice is necessary), each member in the party will be rewarded with Shadow Cloaks.

For purposes of the game, the cloaks ADD one to all GM search rolls. For purposes of the campaign, Shadow Cloaks give the players the ability to hide in shadows as a Skill 5 thief (30%). Thieves wearing the cloak add 30% onto their normal chances of hiding in shadows.

The cloaks are made of a rich velvet material and fastened by a black iron clasp. The fabric is the color that is darker than black and even in the sunlight they seem to absorb all the color around them.

SHERMAN'S FORD

Description

At the river's edge is a large barn and a few other one-story buildings. They seem deserted. Stretched across the river are two

thick cables. To the north a bird cries, then all is silent except for the rushing of the river.

* * *

GM NOTE: The people here fled because of the proximity of the fighting. The buildings are all furnished. Characters can get any normal sort of items, but no weapons, armor, etc.

A mural on one wall of the main living area depicts Dragons robed in regal attire handing to man gifts of Thatching (for roofs), bread, and an olive branch (these signify Shelter, Food, and Peace). The human figures look like children accepting gifts from their parents.

In the large barn building, the party can find a river ferry. It is not damaged and can be easily and quickly turned into a riverboat to go down the river. (Add +4 to the party's movement while on the river hexes.)

THE WINTER HILLS

Description

The blasted mounds of slag and rock are devoid of any vegetation except for the occasional stunted tree and patches of a blue-grey moss. Ahead of you, the moss seems to grow thicker. The air has a very pungent and slightly bitter smell.

* * *

GM NOTE: The Winter Hills were blasted by Dragons hundreds of years ago and vegetation is just beginning to come back. In this section of the hills, a special moss has grown over the rocks. The sharp, bitter smell of the moss now clings to the player characters; they will find the moss is impossible to wash off and that it will not wear off for two weeks.

This smell is very noticeable to Dragons. For game purposes, the smell subtracts one from all search die rolls for the rest of the game (or two weeks).

For campaign purposes, the smell subtract 1 point from all Appeal scores of the affected characters.

DRAGON WOOD

Description

This forest is ancient and its trees rise hundreds of feet into the air. The forest ground is dark, cool, and free of smaller plants. Occasional shafts of sun light the wood. From deeper in the forest, you hear laughter, like tiny bells tinkling in the wind.

* * *

GM NOTE: If the party follows the sound of the bells deeper into the forest, read the following:

A group of small people with wings like insects are laughing, dancing, and singing around a shaft of light. Within the shaft a laughing face appears, as if formed by the light itself. It is a kind face, but more repitilian than man.

* * *

If the players attack, the Pixies will instantly vanish and flee except for four, who will stay and try to cause confusion in the party by touching one member every melee round till all party members are affected.

	Wounds		
Moss Scent			
			
Flight			
			Earth quake
		Swamp Gas	
			
			

COUNTERS

2/4		-1	
			-1
3/4			
	+2		-3
		4/2	
			1/5
2/6		-1	
	-2		2/2

If a Pixie is ever struck, the Guardian of the Forest, (the face seen in the shaft of light) will immediately attack with a 10D4 bolt of magical power (range 50'). He will fire one bolt per turn until the characters flee the area or are all dead.

If the characters do not attack, the Pixies will come forward and speak with the characters in childish voices. Each one will speak a different line of the following narration:

"Many years ago the Dragons came to these woods," says one Pixie with a green cocked hat.

"And the dwarves and elves left—very mournfully they was," says another—who instantly disappears.

"But then the Dragons brought in humans" (the last word is said with utter disgust).

"Who worked their lands and fed and cleaned the Dragons."

"But other Dragons, hated the humans and called them ana-tem—the unclean ones."

"They want them banned from the Dragonlands."

"But other Dragons loved humans..."

"...though we can't tell you why."

"And they taught the humans to ride on their backs and carry big lances."

"They called these humans Riders."

"Enough!" Booms a deep voice that shakes the trees and causes all of the Pixies to instantly vanish. A shaft of light magically appears next to you. Within the shaft is the same reptilian face.

"You ana-tem must leave this forest!" says the face in a hard, commanding voice. "The forces of evil are very close; leave now and I will give you a secret."

* * *

GM NOTE: If the characters hesitate or try to bargain, the shaft of light will turn red and sparks will fly from it.

If they attack, see above.

If they leave, the shaft will appear to them at the edge of the forest and say: "Here is the location of one of the forces against you."

At this point, tell one of the players to point to one of the slips of paper that you have placed in front of you and you must then turn it over. The forces revealed are not activated nor can they begin searching until the players enter the appropriate section.

(12) Pixies

AC: 5, HTK: 1D4, MV: 6"/12"

IT: Exceptional, Size: Small

Align: Neutral

Att: 1, Dm: By weapon, THAC0: 20

Special: Polymorph Selves, Create Illusions, Cause Confusion (with touch), Dispel Magic, Dancing Lights, ESP.

Guardian of the Forest

AC: -3, HTK: 100, MV: Instant Teleport within the forest.

IT: Godlike, Size: n.a.

Align: Lawful/Neutral

Att: 1, Dm: 10D4, THAC0: 5

Specials: Exists only in Dragon Wood. Cannot be charmed or controlled by any mind powers.

10D4 Magic Blast (50' range once per round), Create illusions, Commune and other information gathering spells once per day.

The Guardian uses all spells as a Skill 15 wizard or cleric.

If the Guardian is killed, the forest of Dragon Wood will weaken and die within one year.

THE OPEN WOOD

Description

The rolling plains here are covered with 2' tall trees. These miniature trees look normal except for their size. Every once in a while, you hear a throaty burrrr, burrr noise.

* * *

GM NOTE: The small trees are infested with a huge population of Clackers (small bugs that make a very large sound). As soon as the players enter this hex, the sound will grow louder. The Clackers will begin to attach themselves to the clothing of the player characters and burrow into their backpacks etc.

Clackers can change color to blend in with their surroundings therefore making themselves almost impossible to spot. After the characters leave this area, the Clackers will begin calling to each other, creating a loud noise. This noise will **SUBTRACT ONE** from all GM search die rolls.

Clackers are almost impossible to get rid of (some will even survive Cloud Kill spells). They will last for one week, two weeks if the players give up trying to rid their characters of the loud-mouthed little buggers.

SPIDER WOOD

Description

This forest has dense undergrowth. You cannot see more than a few feet in front of you. To the left, a cleared path winds deeper into the forest.

* * *

GM NOTE: The forest is the home of Giant Spiders. While the Spiders are never seen, they have peppered the woods with special traps. When the character enter this special area, they will encounter one of two traps.

Trap A will be encountered if they try to move through the undergrowth (which will soon open to a clearing where the trap is laid). Trap B will be sprung if they move down the path. Both Traps are 50% harder to detect than normal traps.

Spider Trap A: Young saplings bent back and tied in place make up this spider trap most often found in open clearings. Rocks and sharpened sticks are placed on the backs of these trees and aimed at the clearing. When a party member breaks a thread (50% chance per player character), the trees release their projectiles like a deadly rain. Characters in the clearing will receive 2D6

2/4		+1	
			+4
3/4			
	+2		+4
		4/2	
-2			1/5
	+1		
2/6		-1	
	-1		2/2

HTK of damage. Making a save vs. Dexterity will reduce damage by half.

There is a 30% chance the Spiders have placed a voracious larva on the catapults as well. If the characters do not make their save vs. Dexterity, the larva, a cousin to Rot Grubs, will strike the characters and crawl into the warm spots on their bodies.

The larva's saliva is poisonous and makes characters itch uncontrollably (-2 to hit and armor class) for 1D4 days. They also do 1 HTK of damage per turn until removed.

Spider Trap B: This trap is set along a path. When the road forks in two directions, the Spiders leave an obvious trail of silken threads across one of the paths. The spider threads are clumsily hidden and each character has a 50% chance of seeing them. The second way looks clear of threads.

Of course, the footpath that is free of thread is trapped. A microthin thread is stretched tight across the trail. When broken, it releases pressure on other threads which hold two ropes, which in turn lets go of a tree trunk studded with wooden spikes suspended high above.

The trunk swings down with terrific force, attacking as a Skill 6 fighter against the person who first moved down the path.

If it hits, it does 3D12 HTK of damage. On a natural roll of 19 or 20, the trunk will impale its victim (doing double damage) and sweep him up into the trees.

DESTINY WOODS

Description

These woods are new, filled with thorny branches and brambles. In the center of the woods is a ruined tower. It looks completely uninhabited.

* * *

GM NOTE: This tower is the treasure trove of a Brassine Dragon who was killed in the fighting. His spirit and love of gold was so strong, however, that on his last wings, he flew to die with his gold. He just missed the tower and died outside of the tower. If the players reach the tower they will see the remains of a dead dragon decaying outside.

If examined closely, remains of a saddle and stirrup are visible. Within the saddle is a map of the Tower.

Written on the map are the following words:

Down towards the water, not up towards the sky.

The tower itself is a trap. When the party enters the tower they will see a stone stairway leading up to the top and in the ground floor a well. The floors have rotted through and the characters can see up to the top floor, whose planks are still in good shape. Many ropes, pulleys and boards hang from the ceiling.

If the party starts up the stair, or touches the trap door to the next level, or if it climbs outside and lands on the roof, the Tower will collapse into a cloud of dust, bricks, and rotting wood. Any characters on, in, or within 30' of the tower take 10D6 HTK of

damage. A save vs. Dexterity will cut the damage in half.

The correct procedure is to go down the well. There, covered with mud and gunk are thousands of silver, copper, and gold pieces, gold cups, jeweled swords etc. None of the treasure is magical.

If the party decides to take the money, they can uncover 1D6 thousand gold pieces worth of coins and items per day for 1D10 days.

Every day they stay at the site, however, one of the GM's Forces can roll his activation (no matter how far away they are). If activated, the force knows where the party is and can move towards them.

Also note, that if the party takes more than 2,000 gold pieces worth of treasure, they are considered encumbered and subtract 1 from their movement. Once the party leaves the treasure trove the rest of the money is stolen by two enterprising Green Dragons three days later.

SWAMP TOOTH

Description

You see the smoldering ruin of a small town at the edge of a vast swamp. Some things are moving about, but in the haze, you can't tell what they are.

* * *

GM NOTE: Now a smoldering ruin, this outpost was once a small settlement. It was completely destroyed by a group of Red Dragons. Dead and burnt bodies litter the charred remains of the three main huts.

The only danger the town holds is the bottles of swamp gas that are stored in one hut (if an explosion has not already occurred at this site due to a special event). The characters can find one hut still intact. It is set apart from the other huts, a bit deeper into the swamp. In this hut is a vehicle of some sort and dozens of bottles capped with wax.

At this point, the smartest member of the group must make a save vs. Intellect. If he succeeds, he realizes that the bottles contain swamp gas.

If the characters continue investigating, they soon realize that the bottles are fitted to the vehicle and somehow make it run.

Once again, the smartest character must make a save vs. Intellect, a successful roll means that while he has a good understanding of how the swamp boat works, he also realizes how dangerous the bottled gas can be.

If the characters decide to pilot the vehicle, roll a percentage die with a base of 50%, subtract 5% for every Intellect point above 16 that the entire group has. Then subtract 1D10%. This leaves a base percentage which must be rolled once every day the party uses the swamp boat. If the percentage is rolled, the boat will explode causing 1D20 HTK of damage to everyone within 20'.

The Swamp boat ADDS +1 to movement while in the swamp.

THE YELLOW PLAINS

Description

Fields of corn and wheat have been left to rot. The people have fled. To the north, a herd of cattle grazes contentedly.

* * *

GM NOTE: If the players search, they will find a group of deserted farmhouses. As they search, a group of domesticated horses will approach. They were freed when the farmers fled, but by habit they have stayed at the farm. The horse can be used as mounts.

ADD +2 to movement if the party does not already have horses.

HARD FORK

Description

A small settlement of six buildings rests on the right bank of the river. Smoke comes from the chimney and horses are stabled in the barn.

* * *

GM NOTE: The small trading post of Hard Fork is still occupied, the human occupants refuse to flee.

The people of Hard Fork are mostly 0 Skill humans, but the operator of the trading station is a retired Dragonlord named John Apples.

If the party arrives at Hard Fork, the people will allow them to take a riverboat to Fort Pellam (in hopes of getting help), but they will not aid the party in any way.

However, the moment the party passes through Hard Fork, the players must pick one of the GM's Forces to be automatically activated **EVEN IF IT IS NOT IN THE SAME SECTION AS THE PARTY.**

The players pick the force by choosing one of the face down GM slips of paper.

ADD +4 to the movement if the party uses the riverboat.

GM NOTE: If Hard Fork has an explosion, the town and the boat are destroyed.

ELVEN FOREST

Description

The forest is orderly and clean. It looks more like a park than a forest.

* * *

GM NOTE: The Elven Forest is an ancient wood still occupied by elves. They still live here because the forest is sacred to the elves. If the party enters the special area, they will encounter elven warriors who will escort them to the main council. If any party member acts hostile, the elves will disappear.

If the party acts diplomatically the elves will give each party member Elven Cloaks which for game purposes act like Shadow Cloaks (See special area: Harmony Hills)

ADD +1 to all search die rolls.

SOUTH GATE

Description

On either side of the river are two huge stone pillars, 20' tall. Between the pillars is a bronze gate carved into the shape of a Dragon. The Dragon weighs thousands of pounds. No visible way of lifting the gate

can be found, but on the right pillar, carved in the rock, are the following instructions:

Place 100 gold pieces in mouth of Dragon or solve the riddle of the gate and the guardian of the gate will let you pass.

GM NOTE: If the party is traveling in a river boat, this encounter cannot be avoided.

Unfortunately, the forces of evil have broken the gate. This can be realized if the party searches the bronze Dragon statue. The gate will no longer raise for a fee of 100 gp. It will, however, raise if the party guesses the riddle of the gate and speaks it outloud to the Dragon.

The riddle is: *What has a bed but does not sleep; a mouth, but does not eat?*

The Answer: *A river*

On the other side of the gate (the characters can walk around it, just not drag their boat) is the same instructions, but a different riddle. Answering either riddle will raise the gate.

The second riddle is: *What runs all day and all night and never stops?*

The Answer: *A river.*

The gate itself is very sturdy and cannot be destroyed unless it receives 1,500 HTK of damage (AC: 9). If the players do not get the

riddles, they must abandon the boat and travel the rest of the way on foot.

NORTH GATE

Description

The ruins of a small settlement still smolder. Sunk in the river is a river boat, only its masts are visible. Part of the river is blocked with a thick wooden boom, it too is partially sunk in the river.

GM NOTE: If the party is traveling on a river boat, this encounter cannot be avoided. This small settlement was attacked and burnt by Dragons. Then the Dragons dragged the river boat over to block the channel.

There are three ways the characters can go.

They can try to clear the channel by moving the river boat or the boom. The boat is firmly stuck and can't be moved by less than a combined Strength of 80. Because of the current, the party's river boat cannot be used to move the sunken boat.

The boom is easier, the party must go on land and cut the boom away from its mooring on shore.

However, the boom is trapped. Three strong cables attach the boom to the other side of the river (underwater) where trees have been bent back to form a crude cata-

pult. If the boom is released, the trees will snap back and let loose a deadly hail of stones. Five huge stones will land in the river, possibly striking the party's boat. This trap is 80% harder to detect than normal traps.

Anyone within 10' of the strategically placed rigging will take 4D6 HTK (save vs. Dexterity for half damage). The 5 large stones are random shots.

Catapult Procedure

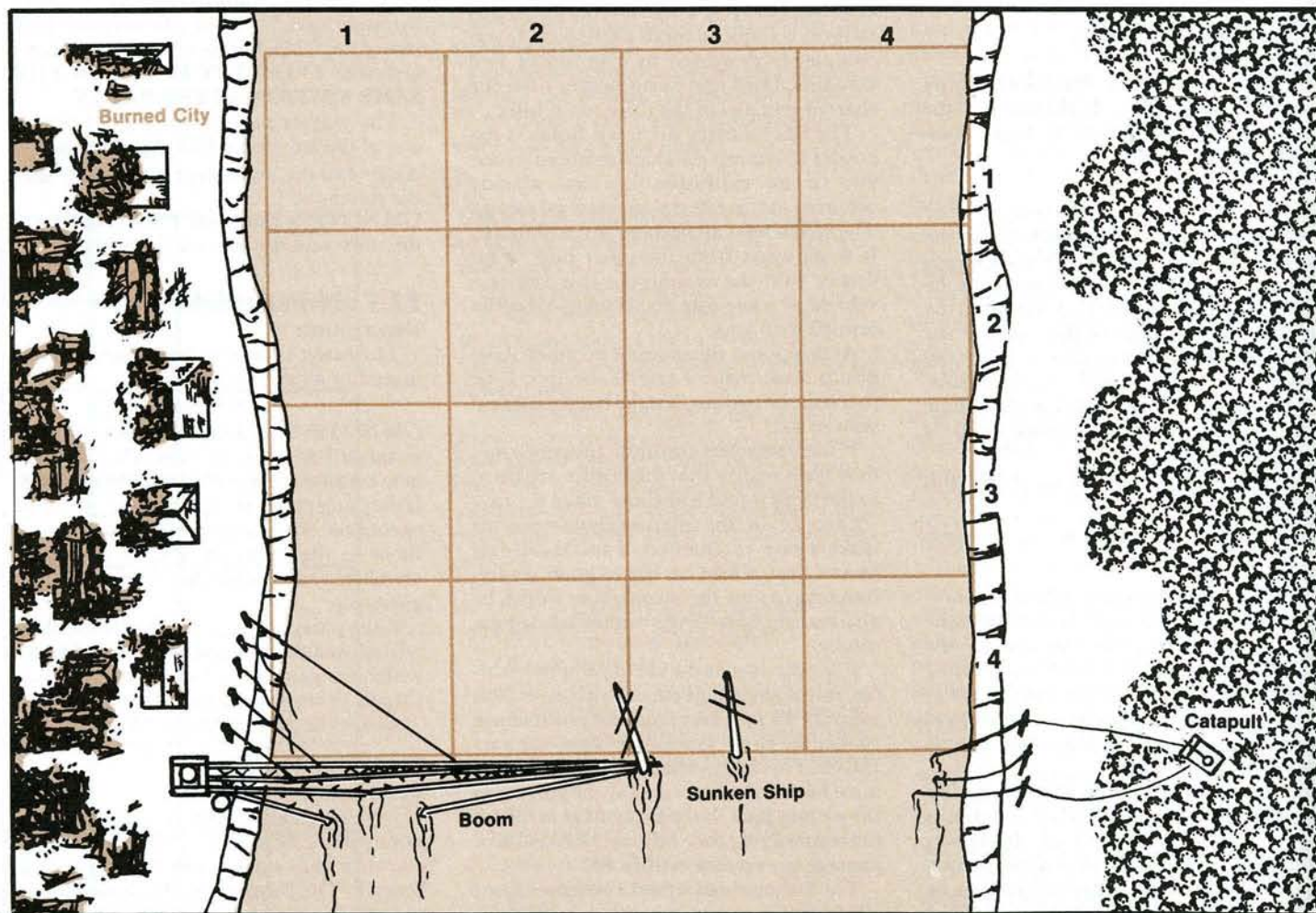
The players place their river boat in any one square on the map. Then the GM rolls 2D4 to see where each stone lands. The first die determines the row where the stone will land. The second die determines the column where the stone will land.

If the row and column intersect in the square containing the boat, it is destroyed beyond mending. Anyone on the boat takes 1D6 HTK of damage. All equipment on the boat is sunk to a depth of 40'.

THE DARK HEART OF THE SWAMP

Description

The swamp is dark and hot. A jungle of steaming water, rotting plants, and the constant calling of insects. A wind smelling of tar and sulphur blows across the party. To the north, you hear the muted cries of birds, then silence. The wind



changes, and you smell the perfume of flowers. It is sweet and clean and completely out of place.

* * *

GM NOTE: The players should be told they are still far from the Dark Heart and must continue to travel for 4 more hours. Make some die rolls, pretend to look at a chart in the book, then smile. If the party avoids the Dark heart of the swamp (they can even though they are on the same hex), let them and immediately go to the next day's events. If they say they want to continue towards it (by following the sweet smell of flowers), read them the following:

"You see a clear blue lake and in the middle of it, an island. The island is unlike anything you've seen before; brilliantly colored flowers crowd the shore while overhanging them are huge fruit and coconut trees.

Hundreds of blue, green, and speckled bird nest in the trees and in the water you see the unmistakable flash of fish. It is as if a piece of the garden of eden broke off and dropped into the middle of the swamp."

* * *

GM NOTE: the Dark heart of the swamp is miss-named. Once it was a place of foul and evil magic, but hundreds of years ago the Brassine Dragons killed the evil magic user and turned the island into a paradise.

In the center of the small island, are the ruins of a tower. A secret door in the floor leads to a dank room filled with moss.

There is a trapped chest within the 10' x 30' room as well of lots of other broken furniture. If the chest is touched, it will begin to glow with an unearthly light. Anyone within 30 feet must save versus magic or they will also glow. The glowing causes convulsions and finally coma.

These characters are now poisoned and will die in 3 days unless a Neutralize Poison and a Remove Curse are cast over them. This trap is impossible to remove.

Inside the chest is a Flying Carpet. The carpet will carry the entire party (no horses) and will work without a command word.

For game purposes, the carpet **ADDs +3** to movement. For campaign purposes, the Flying carpet is the standard issue (except it has no command word).

Also on the island is a pool. The pool can only be found if the players state that their characters are searching the entire island. This will take an additional day. Bathing or drinking from the pool will cure all wounds and neutralize all poisons. It will also remove any Clackers or scents that the party might have picked up. This water will lose its magical properties once it leaves the island.

BLUE HAZE MOUNTAINS

Description

The mountains here are smaller than the towering ranges to the north. Still, they are a tough climb from the valley. In this area, the mountains form the trademark Blue Haze, cutting the tops of the mountains off

from the land below and creating a sea of clouds.

* * *

GM NOTE: Tell the players that to climb to the top of the mountains and break through to the world above the haze, it will take the party an additional day of travel while in the Blue Haze Special Area. If they decide to stay read them the following. Otherwise, go immediately to the next day and the next special event die roll.

The world beyond the haze.

"High up in the mountains, you see a Bronze Dragon and a rider. The Dragon is turning lazily and coasting down, then turning up. The rider laughs and bangs a stick against the side of the Bronze Dragon. For a second they seem to hang in the air, then they drop like a stone and disappear into clouds."

If the party tries to signal the pair, they will not hear. If they try to catch them, they will lose them in the clouds.

STATISTICS FOR THE MONSTERS

The Monster

The monster is a special creature brought from beyond the crystal gate. It is a good tracker and moves like the wind. In shape, the beast resembles a werewolf and shares some of the same bloodlust. It is much darker and larger than a werewolf and the monster's eyes are a eerie pale yellow with red pupils. It walks upright and howls an horrible lamentation when it sees its prey.

When it picks up the trail of the party, it will also begin to howl. As it gets closer it will howl more and louder.

Then, from the spot it left it will continue to track the characters no matter where they go, no matter how long it takes to find them (even into the coming adventures and other campaigns).

The second ability of the creature is complete and total regeneration no matter how many points of damage are inflicted on it.

All of its wounds will magically reseal, burns will instantly heal, and torn limbs will regenerate. Nothing can stop the monster.

Once this aspect of the monster is made clear, all those who encounter the monster the second time must save vs. Fear or automatically lose initiative. Skill 3 characters and lower who meet the monster the second time must save vs. Fear or flee.

The Monster

AC: 3, **HTK:** 22, **M:** 36"

Intell: High, **Size:** Med.

Align: Chaotic Evil

Att: 3, **Dm:** 1-8, 1-8, 2-12, **THACO:** 12

Special Abilities: The monster can never be killed, only stopped. If it is destroyed, roll a 1D4. This represents the time it will take for the monster to reform.

Other abilities:

Track as a skill 5 Ranger (through smell) Move Silently (78%), Hide in Shadows (63%), and Climb Walls (99%) as a Skill 10 thief

(4) Skill 5 Elven Assassins

AC: 8, **HTK:** 10, 12, 15, 12 **M:** 12"

Intell: High, **Size:** Med.

Align: Neutral Evil

Att: 1, **Dm:** by weapon, **THACO:** 15

Weapons: +1 swords dipped with a poison. Save versus poison or die in 1D20 days (lose 1D4 points from all stats while poisoned) **Specials:** Disguise, Poison (including thieving percentages), plus one special game ability:

If the Elven assassins spot the players' counter, they can release messenger birds that will automatically alert one other of the GM's forces that are still unactivated. This unit is picked by the PLAYERS.

(2) Skill 4 Young Adult Blue Dragon

AC: 4, **HTK:** 6D8, **M:** 6"/20"

Intell: Aver., **Size:** Large

Align: Evil

Att: 3, **Dm:** 1-8, 1-8, 3-24, **THACO:** 13

Breath Weapon: Flame Cone 80 x 20 (Does 6D8 HTK) Poison Spit 100' range

Note: Each Blue will have 5 First and 2 Second molt abilities (see abilities chart page 14) Pick these abilities before the game begins

Skill 7 Mature Red Dragon

AC: 3, **HTK:** 9D8, **MV:** 4"/18"

Intell: Average **Size:** Large

Align: Evil

Att: 3, **Dm:** 1-12, 1-12, 3-36, **THACO:** 12

Breath Weapon: Double Damage Flame Cone 70 x 30 (Does 20D8 HTK)

Abilities: Pick 10 Abilities for Dragon (see abilities chart on page 12).

7 First molt

2 Second molt

1 Third molt

These abilities should be picked before the game begins.

(12) Draglos

AC: 5, **HTK:** 1D8, **M:** 3"/24"

Intell: Semi-, **Size:** Med.

Align: Neutral

Att: 1, **Dm:** 1-6, **THACO:** 20

Special: Infravision, Web Spell as if cast by Skill 5 Mage.

Draglos are giant mutant flies. These particular flies have been trained to spot the party and attack. The scent of humans drives them into a frenzy.

(6) Sensor Dogs

AC: 7, **HTK:** 2D8, **M:** 18"

Intell: Low, **Size:** Small

Align: Neutral

Att: 1, **Dm:** 1-4

THACO: 20

Secial Abilities: Infravision: 90' range

Telepathy: 100' range

ADVENTURE TWO: FORT PELLAM

Approaching the Town

Once the characters reach Fort Pellam, the Nord-Drackon and their cohorts will not attack EXCEPT for the Monster (see Adventure One). Start immediately on Adventure Two.

When the characters approach Fort Pellam, read the following:

As you top the rise, you see a small town spread out along the river. A tower rises near the center and atop it is a Brassine Dragon, its scales aflame with a deep orange color. Suddenly, dropping from a cloud, another Brassine Dragon approaches swiftly. He lands with a shudder about thirty yards away and his Rider, a tall man wearing an elaborate helmet made of wood and leather thumps his long lance against the side of the Dragon. Instantly, it shrinks into a five foot staff.

He gracefully walks over, swinging his staff. He then stops, plants his staff in the ground and takes off his helmet. His golden blonde hair looks like a shaft of wheat and his eyes are a clear piercing blue, like two blue rubies. "Welcome to Fort Pellam," he says "This is my Master Dragon Knasen. I am Jon Oakheart. We are your guides." The Dragon cranes its long neck down to the party's level. "Do you the box have?"

GM ONLY: The Box can be safely given to the Dragon, who will explain that Sam Thorndale, the priest, has mysteriously disappeared. The box can be given to the Dragon or the priest's assistant found at the temple. The party is expected and plans have been made to have a celebration and a feast to celebrate their arrival.

The map shows the heart of the town. There are other outer buildings and some closer farms which are not shown. All buildings are one story unless indicated. All buildings are made of wood and plaster with pointed slate roofs. They are colored

in the familiar red and white Rider ensignia. The only exception to the wooden structures is the Church (E). It is made of stone and faced with ceramic tiles that look like Dragon scales.

Fort Pellam has suffered from the Civil War. Trade with other countries has been reduced to a trickle and many of its young men and Dragons have enlisted in the fight against the Royalists. Some have already died; their names are enscribed on a plaque in front of the church. Every day news brings sorrow to the villagers.

The great hall to the west of the town is the barracks for the 12th Regional Lance, the Riders protecting the town. Fort Pellam would have been devastated if it weren't for the valiant Dragons and their Riders who defend the town.

As the characters enter the town they will notice that most of the men are gone. Only woman, children, and older men populate this village.

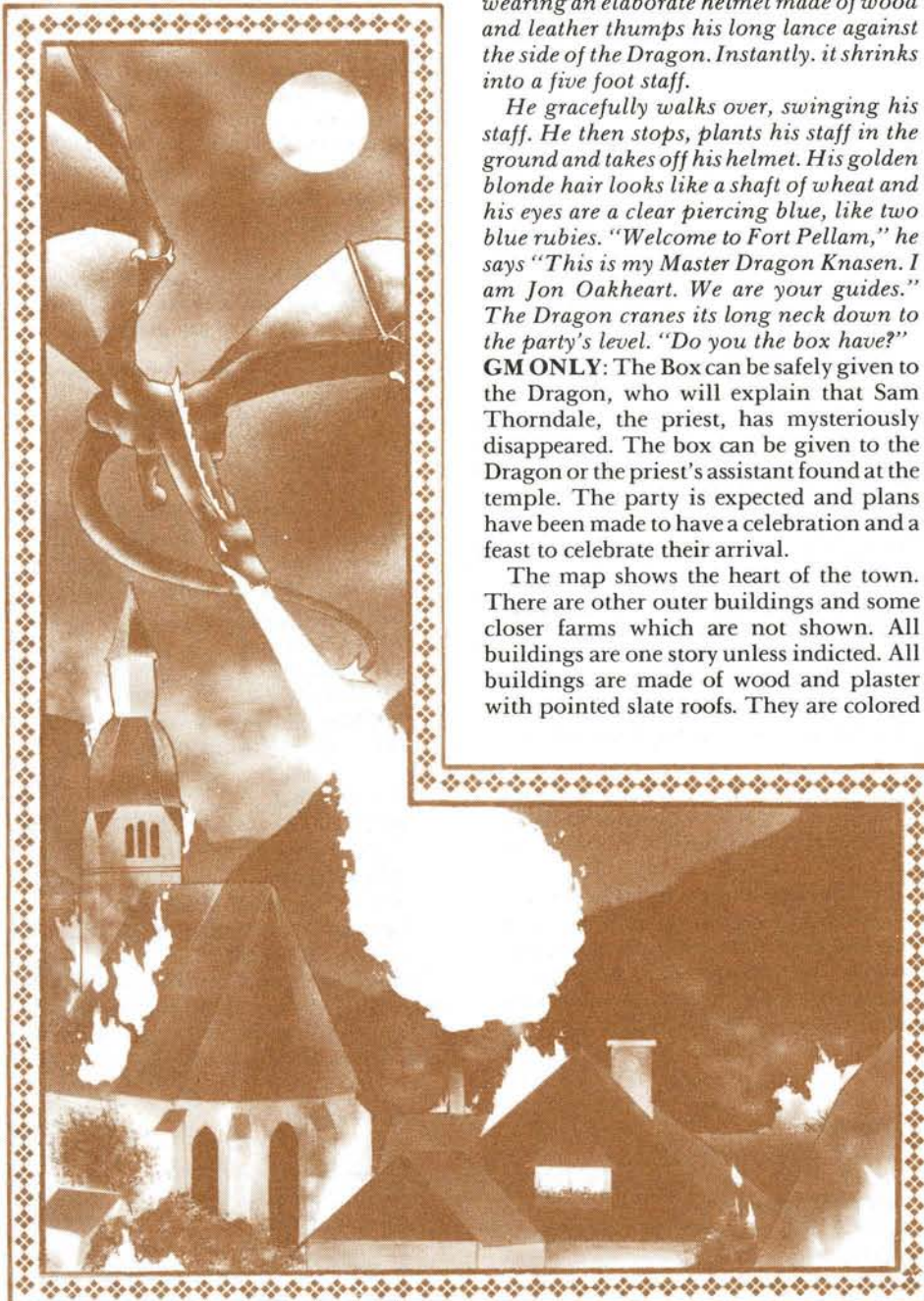
The Dragon Attack

The night the characters reach the village, the Royalists will attack the Dragon Barracks and the town. The circles over areas of the village (see map) are the places which will be flamed by a band of five marauding Blue Dragons at midnight. The numbers inside the circles refer to the melee round that the breath attack takes place and the Dragon which makes the attack.

For instance: 1/4 means that on round one, Dragon number 4 will strike this spot. In this case, the roof of the Dragon Barracks (I). On round 4, Dragon 4 (4/4) breathes again on the Silver Goblet Inn (C) round 7, Dragon 4 uses his last breath on the magician's home (M). This is noted as 7/4.

Fort Pellam

Below are individual descriptions of the more interesting places in Fort Pellam. Those buildings not marked are private homes. Each description also describes the effects of the Dragons' attack on that building—if necessary.



A THE TOWER

The most imposing structure in the town, the tower is made out of massive oak beams bolted together and wrapped with iron bands. Atop the 150' structure is a 40'x40' open platform. It is designed as a perch for a Dragon and his Rider. There are ladders on either side of the tower for non-Rider humans.

The Riders are supposed to keep watch for any enemy Dragons from here, but the guard will be asleep or paralyzed and unable to sound the alarm (a bell) until it's too late.

The tower will be the first structure in Fort Pellam to be attacked. The flames will instantly set the tower alight, but the paralyzed Dragon will be unable to fly off and will be burned to death.

B GUARD HOUSE

This is the main home of the city guard. The toll to enter the town is 1 sp (waived if the characters enter with Oakheart). The guards also check on incoming strangers. All strangers must submit to a search of body and packages.

The guards are suspicious of everyone, but will pay respect to obviously wealthy or powerful individuals. The guard is also responsible for maintaining order in the town.

When the guard building is hit, four of the six guards will still be inside and will be unable to get out without help.

(6) Guards

Human, Skill 2 Fighters

Stats: Average (ST: 12+)

AC: 6, HTK: 12, 10, 15, 14, 11, 17

Align: Neutral/Neutral

THACO: 20

Weapons & Armor: Spears and Halberds, Chain mail

C THE SILVER GOBLET INN

Here the characters can find a modest room and sustenance. Rooms are cheap and plentiful since the Civil War began (10 sp for a room with clean linens and two meals). For an extra five cp, a hot bath will be drawn.

The Silver Goblet is one of the few two story buildings in town. The second story has a balcony across the front. The building is made of wood with a stone foundation in the familiar "High Country" pattern of peaked roofs and braced crossbeams with the plaster covered walls.

The inn is divided into a kitchen and tavern on the first floor (with rooms in the back for the innkeeper's family). The second floor is used solely for guest rooms.

The innkeeper, a gracious and kindly man named Silas, is respectful of the party, but he worries that they are no match for the Nord-Drackon. He runs the inn with the help of his two daughters Carrie (17 Appeal) and Amiee (16 Appeal).

The characters, if they request rooms, will be quartered together in the "Dragon Suite." The rooms are in the northwest corner of the building. During the aerial

attack that will take place at midnight, the middle of the inn will be struck on round 4. The fire will spread to the party's quarters in 1D6 melee rounds (roll saving throws for any equipment left behind). Anyone caught in the conflagration will take 1D6 HTK of heat damage every round he/she stays in the fire (save vs. Breath Weapons for half damage).

During the fire both Carrie and Amiee will be killed unless the players state that their characters will attempt to save them. This attempt will be automatically successful. Their screams of panic will be heard on round 6. If they are saved, Silas will be so grateful to the adventurers that he will give the characters a small vial with one blue-colored Control Dragon potion in it. Silas is not sure if it still works (it does—against any one Blue Dragon).

D TRADERS' HALL

Almost empty of activity, Traders' Hall is still a good place to hear rumors about the War or other interesting tidbits. The old men sit in the center of the hall around a central fireplace and talk. The place is musty and dark.

It is also a place to trade bulky coins for easily carried gems (less a 10% commission) or visa-versa. Each time the characters go here, they will encounter one of the following rumors or people on the chart below.

Roll 1D10 once each time the characters go to the Traders' Hall.

1. *Rumor:* The King is summoning Demons to destroy the Riders (false).
2. *Rumor:* The Riders are suffering huge losses in the high passes (false).
3. *Rumor:* The Royalists are out to destroy all Riders and cleanse the land of ana-tem humanoids (true).
4. *Rumor:* A Dragon hermit who lives somewhere in the Blue Haze Mountains is so old he remembers the "Days of Gold" and knows of the secret keys of power (true).
5. *Rumor:* The Riders in the town are preparing to move out and leave the town in the hands of some southern barbarians (true).
6. *Rumor:* Strange white-and-blue colored Dragons were sighted flying among the high passes (true).
7. *Rumor:* Rider Robert Terrance Thatchwood and his Dragon Virgo are to be drummed out of the Order for stealing the company funds. There is talk of even executing the human as an example of discipline in wartime (true—see J and O).
8. *Rumor:* The cleric, Rosanne Oak, betrayed the leader of her church and is in league with the Royalists (false).
9. *People:* Instead of hearing a rumor, there are also two people the adventurers can meet in the hall. The first is Salacious P. Crumb. He is the head of the Thieves' Guild in this part of the

country. The Thieves' Guild is officially outlawed, but the Riders tolerate it because of its connections around the country and around the world. The Royalists kill all thieves on sight.

Crumb is a reasonable man and he is firmly on the side of the rebellion. Crumb will know who the player characters are and will offer his services to them. He explains that he has been trying to help the Riders, but they snubbed him. Besides his talents as a Skill 5 thief, Crumb knows a secret passage into the Sacred Mountain. This knowledge will become important later on, though at the time of this meeting, he will not divulge the passage's location (see the Tunnel, in Adventure Three).

Crumb

Human, Skill 5 Thief

ST: 15, IT: 16, IN: 08

SM: 12, DX: 17, AP: 14

Armor Class: 8, HTK: 14

Align: Neutral/Neutral

THACO: 19

Crumb is a skilled thief, who also has some knowledge of herb lore. If undisturbed, he can make 2 potions a week:

1. Cure Light Wounds (1D6)
2. Black Smoke. Obscures a 20'x20'x20' area with thick oily smoke.

Crumb will survive the Dragon attack against the town.

10. *Person:* Parth Redwood at the hall. A very respectable looking man, Parth runs Traders' Hall. He is also a spy for the Royalists. Thinking that the Riders are fools, Parth believes that the Royalists only intend to clean out the "surplus population."

It was Parth who gave the Dragon raiding party a detailed map of the town. What he doesn't realize is that the Dragons intend to kill him, too. (After all, the Royalists motto is: *Ana-tem must be exterminated.*)

During the attack, Redwood will be killed if his hall is flamed. If it escapes destruction because the Dragon assigned to it is distracted, he will continue to spy for the Dragons. Parth communicates to them by stealing away to the forest south of town and leaving messages tied with a silver cord to the tops of certain trees.

E THE TEMPLE

The Temple of the Serpent is the name given to the churches in the Dragonlands. Humans worship the same gods that the Dragons do, reading from a book called *The Seven Tomes of Love and Understanding*. This tome preaches about love between men and other species.

These books have been banned by the Royalists because Book Six contains the phrase: "And Yarleth (the god of the Air) declared that man and Dragon should sit down upon the hearth together. The Dragon sharing a seventh part of his meat with man and man sharing a seventh part of his grain with the Dragon."

Many times, Yarleth has been asked to comment on this passage in light of the

Civil War, but only sounds of weeping can be heard in the heavens.

The head cleric at the Temple has disappeared under mysterious circumstances. His apprentice, Rosanne Oak, now runs the church.

Rosanne Oak

Human, Skill 3 Cleric

ST: 12, IT: 12, IN: 17

SM: 8, DX: 16, AP: 15

Armor Class: 8, HTK: 13

Align: Neutral/Neutral

Spells: 2/1

Weapons & Armor: +2 mace

Rosanne does not wear armor. She will not hurt anyone intentionally. She will be in the bell tower sounding the alarm when her church is flamed. She will escape the destruction and help the wounded villagers.

Rosanne has a +2 mace that was her mentor's before he disappeared. She will give it to the player characters if they agree to give a message to her brother, a cleric at the Sacred Mountain. She will seal an envelope and hand it to the characters. If they look inside, all they will find is a white feather.

F SEER

In this home is a girl by the name of Sabana. She has a 16 Appeal and is well known in the town as a soothsayer and seer. If the party goes to her for advice, she will tell them the following:

In order to find the Chrystal Gate you must take a good look at yourselves and reflect on the image you see."

GM NOTE: This is Sabana's way of telling the party that they must use a mirror in order to locate the door at the base of the mountain.

G MONEYCHANGER

This is the shop and home of a money changer. A sign in his window says: *For every Royalist medallion taken I, Robin Rutledge, will give 500 gp.* This man is true to his word and will pay for any Royalist medallions (usually worn in the ear of an Evil Royalist Dragon) taken by the party. His outside limit is 5,000 gp.

H CATTLE PENS

These cattle (45 head) are for the exclusive use of the Dragons and their Riders. During the night attack, one Dragon will overshoot his target in the attack and hit the pen, killing 23 head.

I DRAGON BARRACKS

Dragons are communal animals and do not understand the need for privacy in ordinary life that humans crave. Of course, they desire a secure hiding place for their gold and treasure. The Dragon Barracks, therefore, is a huge open building 60' high by 340' long.

Three huge coal burning stoves provide the heat for this building. The rest of the amenities of daily life like cooking equipment, washrooms for humans, and such are in the middle of the room, divided from each other with wooden screens. Each

Dragon has a large pile of coal stacked by his nest which he continually chews.

There is room for eight Dragons and their Riders in the barracks. On the ceiling are four large trap doors. They are opened by releasing a spring weight. One Dragon per melee round can fly through the opening.

During the attack, one Dragon will be on guard duty at the tower. Another will be on picket duty atop a mountain that overlooks Fort Pellam. One more is chained to the bridge (see O). That leaves five Dragons in the barracks. Of these only one will escape the paralyzing gas employed by the Evil Royalist Dragons. The other Dragons will not be killed, but all will be badly burned and unable to fly for a couple of days. The fifth Dragon will not fight the attackers, but instead will flee to the south never to be seen again.

Three of the five Riders will be killed outright in the attack. Jon Oakheart will be badly burned (75% of HTK gone). The last intact Rider is Stephen Pine. His Master Dragon, Raskolan, will be ready to fly in 24 hours.

Stephen Pine

Human, Skill Rank 8 Dragonlord

ST: 16, IT: 12, IN: 15

SM: 14, DX: 14, AP: 12

AC: 8, HTK: 48

Align: Neutral/Neutral

THACO: 14

Weapons & Armor: Leather Armor, Lance, 8 javelins.

If the characters are in the barracks when the attack occurs, they have a 85% chance of escaping with no injuries and a 15% chance of receiving 2D6 HTK of damage each (no save). If the player characters choose to help the Riders escape from the burning building they will rescue two men who would normally have died. They are: William Maple wood and Peter Willow. No one can help the paralyzed Dragons.

J STOREROOM

The Riders keep extra equipment and dried food here.

Chained to the wall is Robert Terrance Patrick. He is a Rider who disgraced the uniform and the Order when he was caught stealing the company funds to pay off gambling debts. For full statistics and personality see page 81.

K SOUTHWIND STABLES

Characters can store their horses and excess gear here. However, if Dragon 2 is allowed to attack on melee round 4 he will flame this building. There is a 50% chance that each character's horse and equipment will be destroyed in the ensuing explosion. The hay and feed in the wooden building will cause it to go up like a matchstick.

The owner of the stables will release some of the horses at the start of the blaze and it will take 1D12 hours to round up the horses and other mounts that have fled into the forest.

L GRAIN MILL

This building is used to grind and store grain. When struck on round 2, there is a 85% chance that the grain dust that fills the building will explode causing 10D6 HTK of damage to all creatures within 40' of the building. The building itself will disappear in the explosion leaving a 40' deep crater.

The explosion will also topple the burning tower (A) onto the guard house (B). Anyone in the guard house or within 20' of it must save vs. Poison or receive 10D6 HTK of damage from falling timber. Those who save will take no damage.

M TEAK'S FAMILY HOME

The Teaks, pleasant family of hardworking and deeply religious people, will agree to lend the characters horses to replace those lost in the fire. Mr. Teak asks only one boon: find his son, Jeramy Teak and give him a ring.

The ring is magical and allows its wearer to always make his saving throw against Dragon's Breath.

N MAGIC USER

This is the residence of a mage who, like the party, was recruited to fight for the rebellion. The mage's name is Beldenson.

The mage will awake if the grain mill (L) explodes; otherwise he will be sleeping when the Dragon flames his house on round 7, and he will die in the fire.

If awakened, he will be outside the house when Dragon number 4 flies over, and he will have a chance to attack him with a lightning bolt from his wand. If any injured enemy Dragons flee, the first one will fly over Beldenson's house and give the mage another clear lightning bolt attack. After that, any injured Dragons will avoid the mage's house.

Beldenson

Human, Skill 5 Magic User

ST: 05, IT: 17, IN: 08,

SM: 12, DX: 15, AP: 11

AC: 9, HTK: 10

Spells: 4/2/1

Equipment: Scroll of Protection from Undead (will be lost in the fire), +2 dagger (will survive attack), Wand of Lightning Bolts (10 charges left for 6D6—cannot be recharged).

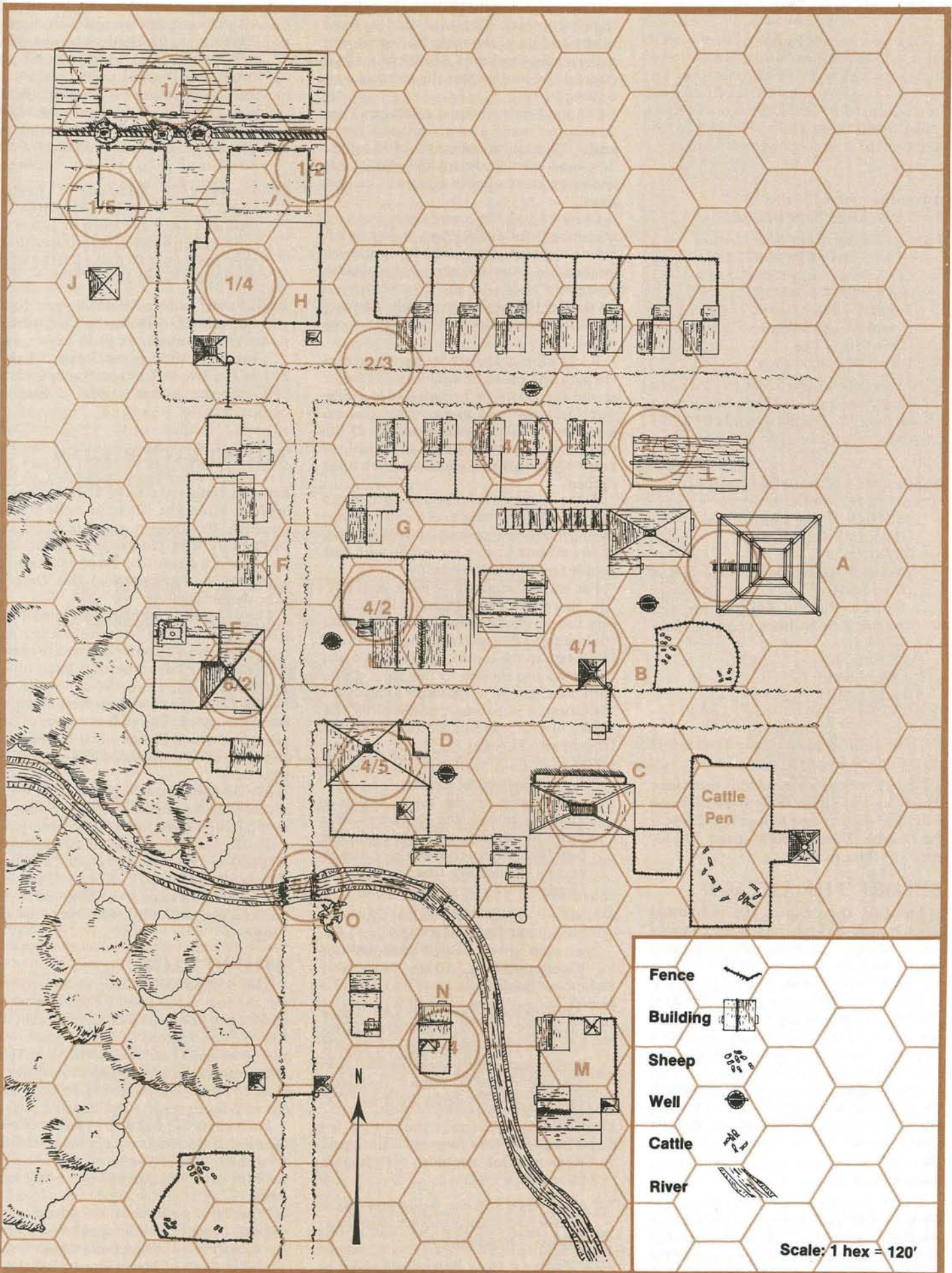
O THE BRIDGE

Robert Terrance Patrick's Dragon Master Virgo is chained to this bridge. "Bridge duty" is the ultimate humiliation for a Dragon to endure. It forces him to come in contact with hundreds of humans and tolerate their smells, voices, and jeers.

Needless to say, Virgo is *not* in a good mood. He will snap at any character if provoked even slightly (although he cannot reach beyond the 20' length of his chain).

When the Dragons attack, Virgo will be subject to 3D6 HTK of flame (save for half damage). There is a 25% chance a Dragon will swoop down and engage Virgo at close range.

continued on pg. 80.



- Fence
- Building
- Sheep
- Well
- Cattle
- River

Scale: 1 hex = 120'

Virgo has been fed a plant called blood-wort, which coats his stomach and keeps him from using his breath weapon for three days. Also his chained position gives him an incredible disadvantage in a fight (-5 on "to hit" rolls while chained. The key to the chain is on Stephen Pine's belt.

Adventure Stats for the Five Attacking Blue Dragons

3 Skill 4 Young Adult Blue Dragon

AC: 4, HTK: 6D8, M: 6"/20"

IT: Average, Align: Evil

Att: 3, DM: 1-8/1-8/3-24,

THACO: 19

Breath Weapon: Flame Cone 80 x 20 (Does 6D8 HTK),

Poison Spit 100' range

Note: Each Blue will have 5 First and 2 Second molt abilities (see abilities chart on page 15). Pick these abilities before the adventure begins.

2 Skill 7 Mature Adult Blue Dragons

AC: 3, HTK: 8D8, M: 6"/20"

IT: High, Align: Lawful/Evil

Att: 3, DM: 1-8, 1-8, 3-24,

THACO: 13

Breath Weapon: Flame Cone 80 x 20 (Does 10D8)

Abilities: Pick 10 Abilities for each Dragon (see abilities chart on page 15)

5 First molt

4 Second molt 1

Third molt

These abilities should be picked before the adventure begins.

Of the five Dragons, randomly determine which one has Elbow Boils and which one will have an early case of Red Eye. Look at the Dragon Disease section (page 23) for effects of these diseases.

BEFORE THE ATTACK

The GM should pick the individual Dragon Abilities for his attacking Dragons and randomly determine which Dragons are diseased (see above). After this is done, adventure two can start.

When the characters reach the Fort Pellam, they will be greeted by the Dragon Riders. A small celebration has been prepared. Later on that evening, another large celebration will be given. The GM should describe the festivities and embellish the descriptions of the food and people. During this time, the invitations that are rolled should be worked into the role-playing.

Presentation #1

While the player characters are at the feast, the GM should bring out real food for the players to eat (i.e. popcorn, chips, dip, etc.). In this way the GM can simulate the

feast while giving the players a little break from intense play. The bowl should be placed in the middle of the table (be sure not to make a mess) and the GM should make it clear to the players that the game is continuing.

Dragon Lords eat in a special way. They do not use many utensils, usually just a knife. They sit on cushions at low tables. The food is set in the middle of the table and everyone reaches in and grabs his/her share.

Dragon Lords have strict dining customs that must be followed. When eating the left hand is kept in the lap, and is never allowed on the table. Only the right hand is used for eating and only with the first two fingers on the right hand and the thumb. The ring and little fingers are curled up out of the way.

If the players do not follow these customs, the Riders and town folk will consider the characters barbarians. Their guide, Jon Oakheart will make many pointed hints as to what is good manners. If the players start to eat correctly, the people of Fort Pellam will be at ease, and much nicer to them.

At the end of these festivities (the GM can carry them on as long as it doesn't get too boring), each character will have a number of invitations to stay the night with any people and places listed below.

For each character roll twice on 1D12. The characters are under no obligation to join the people listed below, but the GM could suggest that such meetings will prove important in the coming adventure. If two characters are invited to the same place, both may go. If a character accepts an invitation, it is assumed, unless otherwise stated, that he is at this location when the Dragon attacks begin.

1-2 *Dragon Lord Barracks* You are asked here to discuss the security arrangements of the town. Unless a guard is posted, the characters who join this meeting will be asleep in the barracks when the Dragon attack occurs. Remember that to Dragons, Dragon Lords are called *Riders*.

3-4 *Silver Goblet Inn* Silas the innkeeper has prepared a "special" feast in your honor which includes hot blood pudding, turkey soup, and mouse flambe'.

5 *Teak Family Residence* The Teaks invite you to sample the new spring wines. A character who goes here will be drunk when the attack begins (-4 to hit and damage, reduce Intellect, Insight, and Dexterity by 3 for 1D6 hours).

6 *Temple of the Serpent* The cleric Rosanne Oak wants to talk to you about her brother.

7-8 *Magic User's Home* Beldenson craves to talk with someone other than these blasted "Dragon lovers."

9-10 *Trader's Hall* Parth Redwood is

trying to get you drunk so you will tell all the military secrets you know. There is a 10% chance the character will spot Parth's slick moves (+5% per Intellect or Insight point over 16). If Parth's invitation is accepted, Parth will have spiked your drink (see #3 for results). When the Dragons strike, the player character can automatically save Redwood's life if he chooses.

11 *Traders' Hall* Salacious P. Crumb needs to meet with you urgently. He will give the same pitch as if met in other circumstances. Salacious will escape the flames by using a secret door at the back of the Hall.

12 *Sabana The Seer* Sabana invites you to her home (G). She has seen something very important in your future, but needs you there to confirm it. She will fall in love with any one random character she invites (appeal is not important).

THE ATTACK BEGINS

A paralyzing powder is the key to the Royalist Dragons' attack. The attack will begin at Midnight. About an hour before, however, the Dragon and his Rider on picket duty were paralyzed by a drug derived from a plant that exists on another world. Both the Rider and this Dragon were then killed.

The drug is a powerful neurotoxin which spasms all voluntary nerve impulses so that any creatures are effectively frozen in place. The Royalists have trained a large hummingbird, called a *whistlebird* to pick up vials of the powder and drop them on top of enemy Dragons. The vials are made of fragile glass which breaks when it comes in contact with any hard object and releases the toxin.

All Dragons must save vs. poison every round they are exposed to the powder. If they fail their saves, they become paralyzed.

The Royalist Dragons will automatically paralyze the two sentry guards before they begin their attack. They will use the rest of the drug against the Dragons at the barracks and will have none left to use on Virgo.

THE ATTACK

The Dragons will flame in two waves. On the first melee round, they will strike the Dragon Lord barracks. On melee round five, the evil Dragons will be over the town; there they will flame again. After that, they will pick a few targets of opportunity given them by Parth Redwood's information. See the map for the exact spots they will strike.

Each character has a 95% chance of awakening if the Grainery explodes. Otherwise, each has a 50% chance of waking per turn due to the clamor set up by the first strike.

When first sighted by the adventurers, the evil Dragons will be approximately at the spot they will flame (i.e. Dragon 1 will be above the guardhouse, Dragon 4 directly

above the Silver Goblet Inn, etc). The Dragons will be 100 feet above the ground and clearly outlined against the flames of the fires they have already set.

The Dragons will not be expecting opposition. They will make no attempt to avoid the adventurers as they wheel in lazy circles, angling for the best strike (add +1 to hit for all character attacks on the first round).

If struck, a Dragon will break off any planned attacks and breath on the source of his pain. If the Dragon is out of breath attacks, he will attempt one pass to bite the character and then call any free Dragons to help him squash the opposition. Reinforcing Dragons will not aid a hurt comrade until they have completed all of their preassigned missions. If the Dragons fly unopposed after they have used all their breath attacks, they will leave.

If a flying Dragon takes more than 50% damage, he will be forced to land in 1D12 melee rounds. If a Dragon takes more than 75% damage, he will immediately fall to the ground. These falls will not harm a Dragon, and the fallen Dragon will still be able to attack any opponents.

AFTERMATH

Because of the attack, the bulk of the Dragon Riders are in no condition to leave the town. But news of the attack must reach the head of the rebellion. In fact, the only Dragon who isn't badly hurt is Virgo (unless he took more than 75% damage in the fight).

Therefore, Stephen Pine, who is the ranking Dragon Rider, will order the party to go to the Dragon Riders' headquarters, hidden on a mountaintop to the Northeast (see map). The adventurers must report on the damage and especially the paralyzing powder used by the attackers.

More importantly, the party must deliver the Key (If they have completed Adventure One) to the headquarters. This must be done immediately.

Their only escort will be the only remaining Dragon, Virgo, and his Rider Robert Terrance Thatchwood. This is his chance to clear both his name and the reputation of his Dragon. Players who have lost characters, or who wish to role play Robert Terrance Thatchwood and Virgo can take them over at this point. Adventure Three may now begin.

Robert T. P. Thatchwood,

Human, Skill 8 Rider

ST: 17 (+1, +1), IT: 13, IN: 10

SM: 15 (+1), DX: 13, AP: 15

HTK: 58, AC: 2

MV: 12', Att: 3/2, Dm: (by weapon)

Align: Chaotic/Good

THACO: 10

Weight: 132, Height: 5'6"

Weapons: Rider's Staff

Armor: None

Magic Items: Bracers of Defense AC 2

Specials: None

Virgo, Skill 7 Mature Bronze Dragon

Stats: Average

AC: 2, HTK: 9D8, MV: 9"/24"

IT: High, Align: Chaotic/Good

Att: 4, Dm: 1-8, 1-8, 3-18 (bite)

1-6 (tail)

THACO: 12

Breath Weapon: Fire Cone, 60'range,

Dm: 10D8

Specials: Telepathic Powers: ESP, Know Alignment, Clairaudience

Abilities: 5 First molt

4 Second molt

1 Third molt

ADVENTURE THREE

This adventure can be used on its own or as the climax to Adventure One and Two. This whole adventure sequence, however, can be reversed.

For instance, first, the player characters are hired to go to the Sacred Mountain, then sent to relieve the garrison at Fort Pellam. They are then told to remove a different crystal key from the Dragonlands and are sent to keep it safe below the River Kaban (in this case the search goes from Fort Pellam to the point marked X on the First Adventure's map).

You can even space out the time involved and create other adventures in different areas of the Dragonlands. Use the map descriptions starting on page 54 as a guide for more adventures in the Dragonlands.

ADVENTURE START

The characters must journey to the main rebel camp. They can elect to ride horses over the rough terrain of the lower Blue Haze Mountains. It will take 8 days if the party rides hard twelve hours a day. If on foot, the journey will take 12 days. The GM can create another search adventure along the same lines used in Adventure One.

During the overland travel there is a standard chance of wilderness encounters in a mountainous environment. Since the Civil War the normal border patrols have been disrupted. Bands of creatures have drifted from their lairs in the high mountains down into the valleys. Roll once per day on a 1D6. If the result is a 1, then roll again for a mountain encounter using the standard rule books.

GM NOTE: Treat all Dragon encounters as friendly Riders on their Dragons. Robert Terrance Patrick Thatchwood knows the secret route to the base very well since his duties included courier.

The party will not be able to secure Dragons for this part of the journey, but Virgo (Robert's Dragon Master) and Robert will now join the party. For all intents and purposes, from this point on, Robert and Virgo will be party members and the GM is encouraged to give him to one of the players.

If the adventurers played through Adventure Two, they will be given a Flying Carpet, which seats 5. Another person can travel on the back of Virgo with Robert. If



the Flying Carpet (or some other flight power is used) travel time to the rebellion headquarters is cut to three days.

THE REBEL CAMP

Robert Terrance Patrick Thatchwood will know the correct signals and code words to pass into the heart of the rebel camp. If he is not with the group, the party will be surrounded by 1D10 Bronze or Brassyne Dragons. If they try to fight, another 1D12 will arrive in 1D20 melee rounds.

If they surrender, they will be given good treatment and an audience with various Dragonlord leaders until they reach the leader of the revolt, an Ancient Bronze named Rattan (see presentation # 1).

The party reaches the main headquarters, caves hewn from the cliff face of the mountain, during a time of turmoil. Reports of attacks with a paralyzing drug

are coming in from all over the country. So far they are sporadic and localized, but the trend is clear: the Royalists are merely testing their effectiveness before launching a full-scale attack.

That night the characters are invited to attend a briefing session. Read the following to the players:

The leader of the revolt, an Ancient Bronze Dragon named Rattan, shifts his bulk up to a platform built deep within a forest near the top slope of the mountain. Camped about him are hundreds of other Dragons and their Riders and thousands of humans. Fires light the clearing and cast huge shadows of Dragons and men onto the screen of trees. It is an eerie sight, as if the entire proceeding was just a play for the amusement of the gods.

Speaking in a voice grown harsh with age, the Ancient Dragon declares that the paralyzing drug is dried phandroot. There is a hush.

"As you know," rasps Rattan, "this plant is found only on the planet Scopus a hundred million miles away. That evidence means only one thing. (Pause) The Crystal Gate has been breeched and Dragons once again enter into the Land Beyond."

"Nonsense," cries one of his lieutenants, "the Gate has been closed for a thousand years. No priest would break his vow and open it again."

Murmurs of agreement rise from the throng.

"It is the only explanation!" roars the ancient Dragon drowning out the dissenters. (Sigh) "The priests have been turned against the revolution."

There is a moment of silence while the assembled men and Dragons realize the importance of this news.

"There is only one solution," says an old Rider leaning against the Ancient Dragon's saddle. By the way both Dragon and man stop to listen to him, you know it is the great warrior Roland Birch, Rattan's Rider.

"Yes, I agree," Rattan says and he turns his huge head towards the adventurers. There is a smell of coal and sulfur on his breath as he speaks to you.

"Will you help us? Many of the Riders have sworn never to hurt a clergyman and the defenses of the Gate are turned specifically against Dragons, not humans. We need a band of brave adventurers, like yourself, to help close the Crystal Gate and cut off aid to the Royalists."

Once the player characters agree, tell them that the Crystal Gate is beneath the Sacred Mountain which is in Royalist hands. The Republicans will secretly transport the party to the base of the Sacred Mountain. They can have any equipment they ask for (or the requested item could be made in one day's time) and any Skill 1 clerical spells can be cast on them.

Robert Terrance Patrick Thatchwood will plead with the Ancient Dragon Rattan to allow him to go on the quest with the characters. The leader of the revolution

will then grumble a bit and then agree on the condition he doesn't attempt to *steal* anything from the temple. Virgo, Robert's Dragon Master, cannot join the party, but will stay close to help with any escape.

The Dragonlords will advise the player characters to climb to the human settlement near the top of the Sacred Mountain and meet with the human clerics who might still be sympathetic to the Rebellion. From there they can form a plan to attack the temple and reach the Crystal Gate underneath it.

If they ask, the players should be provided with maps of the Sacred Mountain and the first level of the temple.

CLOSING THE GATE

The players are told that the crystal key has been specially enchanted to close the Crystal Gate "until the Kaban-la-ri once again roams the earth."

To the disheartened Dragons of the Rebellion, this means forever. What the player characters must do is sneak into the Sacred Mountain and cast the key into the Crystal Gate. Once the key touches the misty clouds of the Gate the clouds will instantly turn solid.

Presentation #1

All Dragons demand respect, but the leaders of the rebellion demand fealty. The GM should realize that Dragons will expect the humans to keep their eyes downcast throughout any meeting and not speak unless spoken to. If this condition is breached, Riders will warn the characters to keep their place.

The GM should encourage the players to actually strike this pose and say the words while role-playing. As an incentive, those that do this will receive 500 experience points and one potion of their choice from the Dragon plant lore lists.

One sign of fealty is the salute humans give to the Dragon leaders. A humanoid must bend one knee, keep his head bowed, and raise his hand with the fingers spread. The greeting is always: "Stay thy Breath, Great One." For Riders it is an ingrained response and they use it when meeting their human leaders as well (peasants also use it).

Presentation #2

The history of the Sacred Mountain, notes on the Crystal Gate, and other information is covered in the next section.

All Dragons know that the Crystal Gate is a huge slab of rock crystal 100' high by 220' long. It is set into a wall of the Sacred Mountain deep underground. It has stood here for 4,000 years; no one remembers where it came from or how it was placed at the mountain.

The crystal is opaque and harder than any substance known. Diamonds can be scratched if struck against it and mithral and adamantite weapons simply bounce off.

Legends from the "Days of Gold" state that the Crystal Gate was once used to

travel to other worlds that contained true Dragons. The Crystal Gate was once as insubstantial as smoke and served as a gateway to the *Land Beyond*, a shadowy plane of light and fog.

The Land Beyond must be traveled through to get to the other Crystal Gateways that open to other worlds with Dragons. The Land Beyond is filled with demons and monsters that prey on the Dragons. Besides being a portal to other worlds, renegade Dragons were once banished to remote areas of the Land Beyond as punishment.

These same legends say that hundreds of years ago the Gate was always open and Dragons from other worlds travelled freely in this world. Dragons everywhere prospered from the trade in gems, gold treasures, and even plants like the nefarious *phandroot*.

To open the Gate, one must use a special key like the crystal key the characters might have transported to the Revolution's Headquarters. There are no keyholes on the Crystal Gate.

When the second plague came through the Gate and devastated the Dragonlands the Priests at the Sacred Mountain were forced to close the Gate. All the keys were then rounded up and destroyed. Defenses were set up to keep Dragons out of the huge room where the Crystal Gate rested. The Gate has remained closed ever since.

The Sacred Mountain.

Every Dragon knows the location and shape of the Sacred Mountain. It is some 50 miles north of the rebel camp and is the most holy place in the entire Dragonlands.

The mountain has been used as a temple to a number of gods and goddesses for thousands of years. Recently a Neutral Sect of the Priest Dragons has taken possession of the Temple, but recent events indicate that the Sect has turned evil.

To the Riders, who hold their most holy of ceremonies at the base of the mountain, this is an intolerable intrusion. But many Riders take an oath never to harm a Dragon Cleric.

The mountain is holy to many other sects and religions of the Dragons of the North. Many religious hermits live in caves facing the mountain. A human settlement of clerics has a small community high up on the mountain's face, but not actually on the temple grounds.

The human clerics act in a subordinate manner to the Priest Dragons at the temple. They tend flocks of sheep and cattle far below in the river valley and handle correspondence, recordkeeping, and the usual flow of supplicants.

No human has ever set foot in the temple; any human who does so is subject to immediate execution.

GM NOTE: With the help of two evil Priest Dragons, the Royalists have opened the Crystal Gate and slipped into the Land Beyond to obtain the *phandroot*.

OVERVIEW MAP



NOTE ON SCALE: This map cannot be gridded because of the angle of the view. However, it will take the party 2 hours to reach point E starting from point A. Sacred Mountain is 700'-800' tall.

The two clerics and other Royalists set about trapping and paralyzing the rest of the Neutral Priests. They placed the Priest Dragons under guard in Cave G on the main map.

Since then the evil Dragons have been careful when venturing into the Gate. They must keep the Gate closed most of the time so that the monsters in the Land Beyond cannot find it and ambush parties trying to get in. Traffic between other worlds is still limited and very dangerous.

The Keys to the Crystal Gate

The keys to the Crystal Gate are shaped like tuning forks. When struck, they emit a frequency that activates a shift in the Crystal's structure, throwing its dense molecules into the fourth dimension.

The shift creates a chain reaction and in seconds the entire Gate is opened. Striking the key again closes the Crystal Gate (though it takes 1D6 melee rounds for the entire Gate to solidify).

The special enchanted key carried by the player characters must touch the Crystal Gate, which will solidify instantly (1 segment).

Currently at the temple are 7 Royalist Blue Dragons and an Ancient Red Dragon named Sark. In the valley are three Royalists guarding the neutral Priest Dragons in cave G and one more evil Dragon perched above the human cleric's tower.

The party's trip to the base of the Sacred Mountain will not take long and will be accomplished by sneaking through hidden valleys and around any Royalist encampments. There is no chance of encounters during the three days it takes to travel to the mountain.

A Human Village

As the characters approach the village, read the following to the players:

Birds are circling and the acrid stink of death hangs over the land.

If the characters enter the village continue reading:

The village has been put to the torch. Dead human bodies lie half-eaten in the mud. As you inspect the carnage, a Dragon flies high above. It does not seem to notice you.

B Trolls

A group of Trolls have been living on the slopes of the Sacred Mountain for many years. Until recently they were hounded by the Dragons and clerics. With the temple changing hands, they have grown much bolder.

The Trolls have adapted to living in a cold climate. Their skin is white and they are smaller than regular Trolls.

This band waits at a spot where the

path curves back on itself as it ascends the mountain. The Trolls have positioned bits of rocks and debris along the upper path. They will wait until the party is beneath them and then start an avalanche.

During the ensuing rain of rocks and mud, each character must save vs. his Dexterity or be swept off the side of the mountain.

If a character falls, he will drop 10'-60' (roll 1D6) and be covered in muck and rocks for 1D12 melee rounds. Each character takes 1D6 HTK of damage per 10' fallen.

After the landslide, the Trolls will attack and try to finish off the group.

The Trolls have no treasure.

(8) Trolls

AC: 4, HTK: 18, 20, 22, 26, 25, 27, 31, 45, (6D8+6)

MV: 12", Align: Chaotic/Evil, IT: Low

Att: 3, Dm: 5-8, 5-8, 2-12

THACO: 13

Special: Regenerate: 3 HTK per melee round, attack three different targets at once.

C Black Pudding

As the characters follow the winding path they reach an especially narrow spot. Read the following to the players:

This part of the path is especially narrow; it is barely a horse's breadth between the sheer rock wall and the sheer drop to the valley. It looks very slick and muddy here. In the path, the glint of a green gem can be seen. It looks like the party's lucky day!

This area is a treacherous patch of Black Pudding masquerading as a harmless stretch of road. The Pudding will attack anyone who steps on it or tries to move around it. The gem is a flawless emerald worth 1,000 gp.

Black Pudding

AC: 6, HTK: 71 (10D8), MV: 6"

Alignment: Neutral, IT: Non-

Att: 1, Dm: 3-24

THACO: 10

Special: 8' long, eats metal; blows, cold, and lightning do not harm a Black Pudding.

D Crucified Undead

Along the trail are two dozen crosses on which hang decaying humans wearing clerical robes. The tattered robes bear the symbol of the Riders entwined with a Dragon's head. At the foot of one of the crosses is a dead wolf with his throat torn out.

When the last character is past these corpses, the undead will climb off their

crosses and attack the party from behind. The attack will come on a narrow part of the path with only a 20' clearance, a 2,000' drop on one side, and a sheer rock wall on the other. They are a special form of undead created by the Evil Dragon Priests from some of the clerics in the tower. The rest of the human clerics are hiding in cave H.

(12) Slaves of Sark

AC: 7, HTK: (3D8) 12 average

MV: 12", Align: Chaotic/Evil, IT:

Low

Att: 3, Dm: 1-3, 1-3, 1-8

THACO: 16

Special: No wound a Slave of Sark inflicts on his opponent will heal normally. Such a wound will continue to bleed at the rate of 1 HTK a turn unless the lost HTKs are recovered by magical means.

A normal Cure Light Wounds spell will restore a character's lost HTK, but will not stem the flow of HTK loss. A Neutralize Poison, Heal, or Cure Disease must first be cast in order to completely seal the wound.

Slaves of Sark are turned as Ghosts.

One Slave of Sark has a wooden medallion around his neck that acts as a +1 Ring of Protection. Anyone can wear the medallion.

E Human Tower

As you round the bend the clerical settlement comes into view. A huge stone tower, its back against the mountain, stands silently like a guard. Perched above the tower on a huge rock outcropping is a Blue Dragon. The tower looks deserted except for a light on in the top floor.

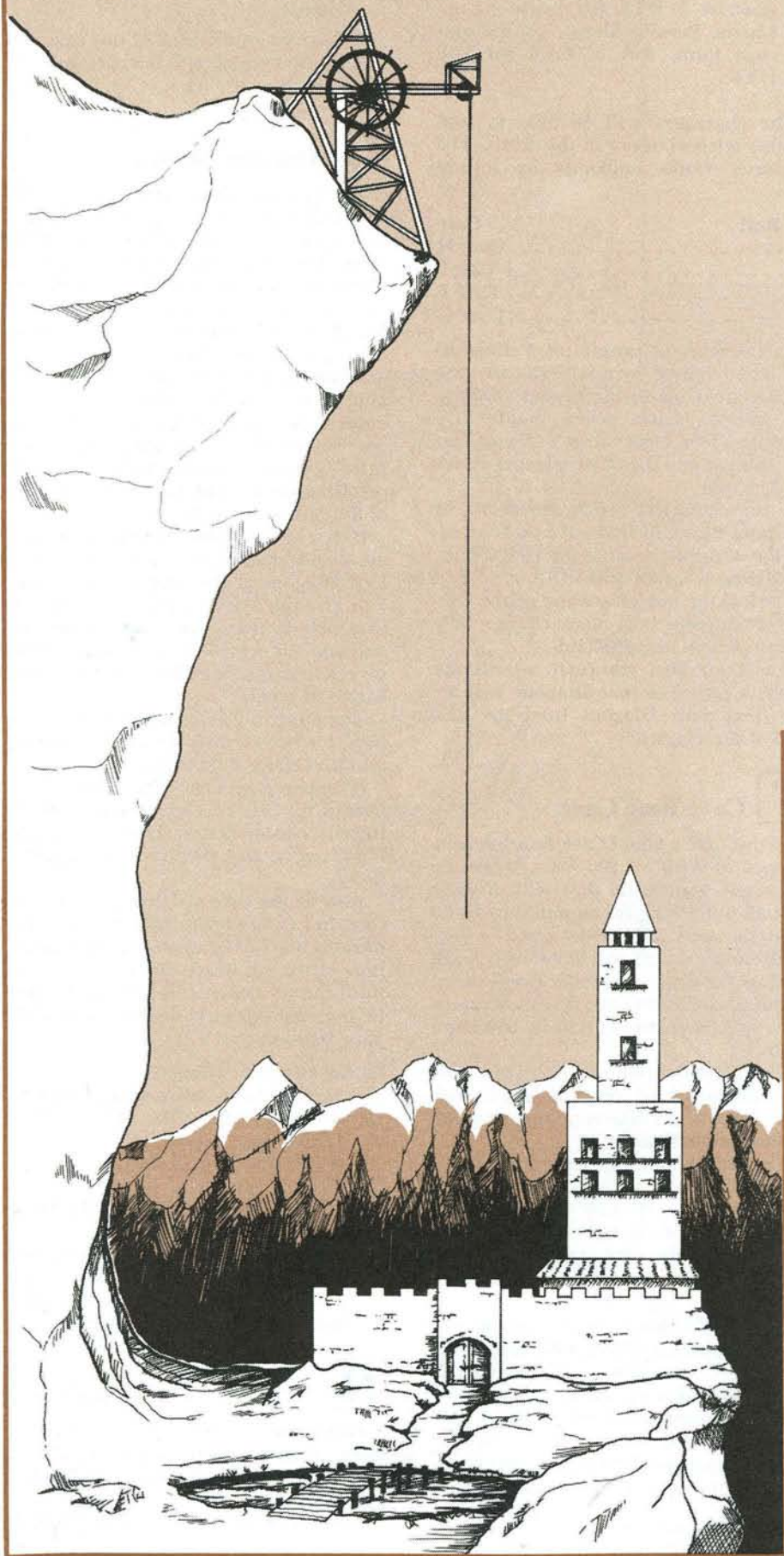
The path ends at this point. There is no way up to the top of the mountain save flying (such attempts are covered in the Sacred Mountain Complex description).

The tower is deserted except for some henchmen of the Evil Dragons.

There is no way to sneak past the alert Dragon perched above them. The area the party must cover is completely open.

The Dragon is above them atop a sheer rock outcropping that is impossible to climb. The characters will have to move invisibly or try to lure the Dragon down and kill him. If the Dragon does not see another Dragon (like Virgo), he will not attempt to warn his friends at the mountain or in the Tower, but will attack the party.

If he sees another Dragon he will flee immediately towards the Temple. The Royalist Dragon is lazy and has only two breath charges stored in his stomach.



Royalist Blue Dragon

Skill 4 Young Adult Blue Dragon

AC: 4, HTK: 25 (6D8), MV: 6"/20"

IT: Average, Align: Evil

Att: 3, Dm: 1-8, 1-8, 3-24.

THACO: 12

Breath Weapon: (6D8 HTK) Flame Cone, Poison Spit

Specials: Each Blue has 5 First and 2 Second abilities (see Ability Chart on page 12). Pick these abilities before Adventure Three begins.

Inside the tower are 5 Ogres and an Ogre Mage who are busy tearing up the top floor looking for the hiding clerics. Since the top floor of the tower is filled with windows there is an 85% chance that the creatures will notice any battle taking place outside.

If the party has opted to sneak up to the tower, they will find it ransacked and deserted. Above them they will hear the gruff voice of the Ogre Mage barking orders.

The Ogre Mage is at the center of the top room and the rest of the Ogres are scattered about searching for something. The Ogre Mage holds a small box in his hand and is examining it.

If the party attacks, the Mage will cast a Darkness spell on the room and then attack with his ray of Cold while his Ogres hold the party off.

If the party doesn't attack, one of the

Ogres will begin to sniff, then stop and wrinkle his brow in concentration. If the party still doesn't attack, they will be attacked from behind as they turn to leave.

If the party has not achieved surprise, only the Ogres will be on the top floor. The Ogre Mage will be nowhere in sight.

The Ogre Mage has found a small teleport device. The Ogre Mage doesn't know what the device does, but he would rather find out (he presses the stud on the box and succeeds in teleporting himself) than face a band of unknown fighters who just got past a Dragon.

This teleport device helped some of the human clerics escape the fate of their brothers on the crosses. When the Dragons began killing the clerics, a few brothers ran to this room and teleported themselves to a cave on the mountain side.

The teleport device works (as the Ogre Mage found out) when a character presses the stud on the small box; that person and whoever he is touching will safely teleport to one of four separate caves. If no specific cave destination is spoken, the teleportation is random.

Luckily for the adventurers and unfortunately for the Ogre Mage, he teleported to the cave with an Ancient Dragon and will be eaten before he has a chance to move.

An important piece of information in the room is contained in a prayer book; in the inside cover of the book is a little rhyme:

What travels for miles and miles underground, but disappears the moment its journey is ended?

Beneath the riddle, written in a different hand, is the statement:

Wait for the morning sun, then speak the answer to the riddle. Where the sunlight lands is the entrance.

The answer to the riddle is a tunnel. If the party waits for sunrise and then speaks the answer to the riddle outloud, a ray of orange light tinged with gold will shoot out from behind one of the high mountains and illuminate spot X on the map. The spot can be seen from any of the 4 caves around the mountain as well as most places in the valley. This light will last for 2D20 minutes.

(5) Ogres

AC: 3, HTK: 18, 17, 19, 21, 33, (4D8+1) MV: 9", Align: Chaotic/Evil
IT: Low, Att: 1, Dm: 1-8+2
THACO: 15

Special: The Ogres are carrying long-swords and daggers. They are wearing a composite armor that increases their armor class.

Ogre Mage

AC: 4, HTK: 29, (5D8+2)
MV: 9"/15", Align: Lawful/Evil

IT: High, Att: 1, Dm: 1-12

THACO: 15

Special: Become invisible, Fly, Cause Darkness, polymorph to human, regenerate 1 HTK per melee round. Charm Person, Sleep, Assume gaseous form, Ray of Cold for 8D8 HTK.

The characters will be able to find another teleport device in the debris. The teleporter works randomly by rolling 1D4.

Die Roll

	Cave
1	Cave H
2	Cave I
3	Cave F
4	Cave G

As many as 12 people (or 4 dragons) can be teleported by this device as long as they hold on to the person pushing the button. Each device holds 1D6 charges. (The Ogre Mage's device has two charges and the other teleport device has 3 charges.)

If the characters search the debris in the room they will find out how to operate the device by reading for 1D100 minutes. However, they still will not be able to control the random nature of the teleport or discover how many charges they contain without magical aid.

One hour after the party attacks the tower, a patrol of four Dragons will arrive (pick four Dragons from the first level of the temple).

F Cave Bear Cave

In this cave a Giant Cave Bear has been trapped in stasis for 200 years. When the characters materialize they will displace enough of the magical aura in the cave to break the stasis and free the Bear.

The magical aura will be strong enough to slow the party's actions. Every melee round all characters must save vs. Magic or move at 1/10 speed—effectively freezing a character.

The GM should enforce the role-playing effect and insist the speech of players with slowed characters to be very drawn out and almost unintelligible.

The Bear is not influenced by this magical aura.

The cave is an 80' x 80' chamber with a 60' ceiling. The sun only illuminates the first third of the cave and the rest is in darkness. When the party teleports in tell them:

You appear, suddenly, in the twilight of a rough-hewn cave. There is the unmistakable smell of swamp gas. The smell is joined by another one; the smell of dead air, like the air trapped in tombs or crypts. The cave has a high ceiling and, as you take your new surroundings in, you hear something stir deeper in the shadows.

Giant Cave Bear

AC: 6, HTK: 45 (6D8+6), MV: 12"

IT: Semi Align: Neutral

Att: 3, Dm: 1-8, 1-8, 1-12.

THACO: 12

Specials: Hugs for 2-16 HTKs of damage.

Located in the back of this cave is a teleporter which will teleport up to 12 people.

G Dragon Clerics

The 5 neutral Platinum Dragon Clerics have been kept paralyzed in this cave. They are all too drugged to fight or cast spells. Three Royalists Dragons keep a close watch on them. Two stay outside on a perch and one stays inside (see map on page 87). The Royalists are under strict orders not to harm the Dragon Clerics.

If the party materializes here they will land directly in the middle of the room between the chained Priests and the Guards. The party will have the advantage of surprise against the guard in the cave. Only one Dragon can fight through the opening of the cave at any time.

If they are freed, the Dragon Clerics will ask the adventurers to clean out the nest of Evil Dragons at the temple. The Clerics will give the players a map of the temple that includes the entrance to the secret tunnel into the temple from below (simply give the players the GM's map of the entire Sacred Mountain).

The Dragon Clerics will not be able to fight for two or three days due to the cumulative effect of the drugs.

If the party agrees to helping the Dragon Clerics, the Clerics promise to side with the Rebellion from then on. Their statistics are not given because they are too drugged to fight.

Also in the cave are three chests. Two contain treasure worth 2,000 gp total. (Remember that each Dragon also has a medalion in his ear worth 500 gp each.) The third chest contains a +2 sword, a Harp of Flying, and three fragile glass vials of the paralyzation powder.

(3) Royalist Blue Dragons

Skill 4 Young Adult Blue Dragon

AC: 4, HTK: 25 (6D8), MV: 6"/20"

IT: Average, Align: Evil

Att: 3, Dm: 1-8, 1-8, 3-24.

THACO: 12

Breath Weapon: (6D8 HTK) Flame Cone, Poison Spit

Specials: Each Blue Dragon has 5 First and 2 Second Abilities (see Ability Chart on page 12). Pick these Abilities before Adventure Three begins.

H Human Clerics' Refuge

Fifteen clerics of the Dragon order have taken refuge in this cave. They are crammed into the southern end of the cave which is the warmest.

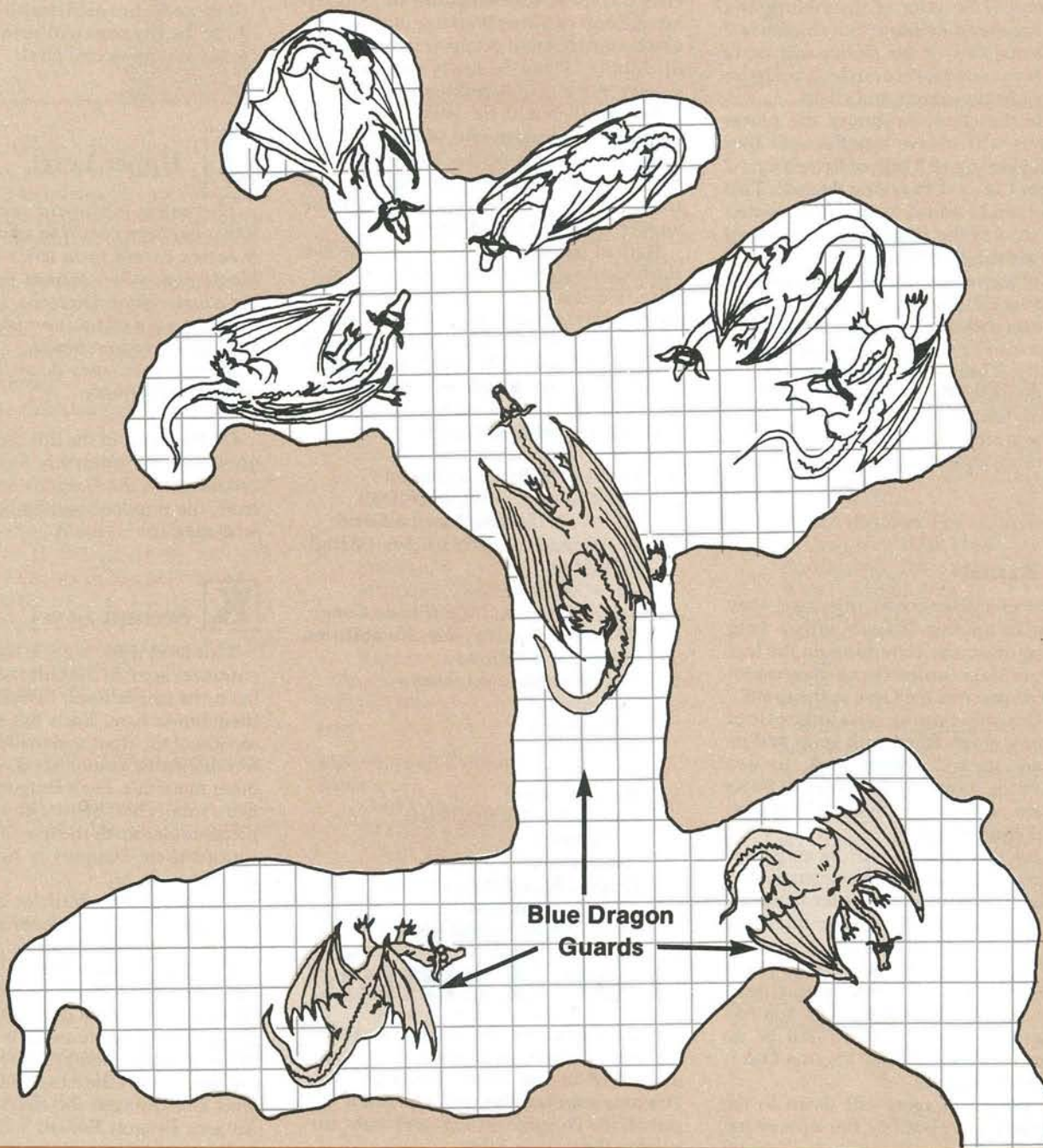
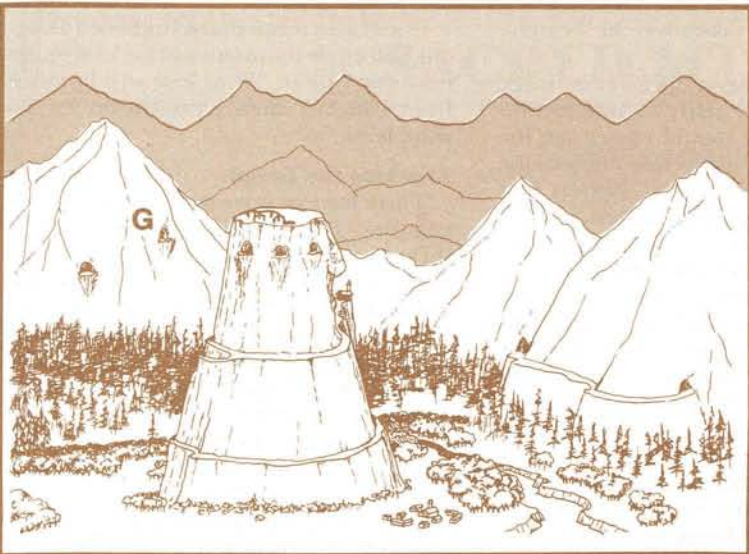
The clerics can explain the workings of

continued on pg. 88.

Scale: 1 square = 10'



Cave G



the teleport device to the player characters and measure how many charges are left.

These human clerics are allowed to cast only Skill 1 and 2 Clerical spells. The fifteen clerics have eight Skill 1 and six Skill 2 spells between them but due to their concentration on these spells they are all double effect.

The clerics will not fight Dragons and will refuse to step foot in the Sacred Temple no matter what the provocation.

If the player characters have the letter for Rosanne Oak's brother (from Adventure Two), they can deliver it now. Thomas Oak will open the letter, look at the feather, and smile. Then he will explain that between his sister and himself, a dove's feather always meant that the gods work in mysterious ways. He will look at the other brothers and say, "Let us help them in the only way we can."

There will be a lot of grumbling and muttering about helping "Southlanders," but the majority of the clerics will agree with Thomas and form a circle. The clerics will then begin to pray and chant.

While the chant continues the player characters will receive benefits as if they were all wearing +2 Rings of Protection (-2 to Armor Class, +2 to saving throws). This blessing can be added to any other protection or devices the characters have as long as they are not of evil origin.

The clerics can continue to pray for 12 hours plus 1D12 hours.

Thomas will also tell the party the riddle that can also be found in the tower.

Finally, Thomas will tell the party that one of the oldest Dragons in the world lives in a cave nearby (Cave I). The characters have the option of going there (or teleporting) for consultation; Thomas will go with them.

I Raman

As the characters enter this cave, they will see an ancient Dragon with a long drooping mustache chomping on the legs of an Ogre Mage (unless the characters previously dispatched the Ogre at the tower).

The Dragon is sitting on a huge pile of gold coins; chests filled with gems and jewelry are stacked behind him. In one corner of the room rest five pairs of boots (the boots will radiate magic if a Detect Magic is cast on them).

The ancient Dragon will be extremely suspicious of the player characters if they just materialize, especially after being attacked by a panicked Ogre Mage. But being a kindly Dragon he will contain his annoyance if the party speaks its peace quickly.

He will say that he is expecting visitors because he dreamed of human anatem coming into his cave. There will be no problem with intentions if Thomas Oak is with the adventurers.

The ancient Dragon will listen to the adventurers' story politely, but will confess he has no solution. His attitude is that if

Evil Dragons have taken over the Temple, then so be it.

This ancient Dragon is a lover of music and he will bid the party to sing to him sweetly. (The GM should encourage the players to sing any lullaby they know or the Dragon will not fall asleep. Players that sing receive 150 experience points.)

If the player characters sing, the Raman will slowly lower his head and fall asleep. If the characters attempt to steal even one piece of the gold and silver, the Dragon will immediately awaken and breathe on the party. If they take the boots, however, the Dragon will not wake from his slumber.

GM NOTE: Written on the inside of each of the boots are the words: Boots of Silent Walking. Indeed, that is what *four* pair of the boots allow you to do (as Elven Boots). The *fifth* pair are Boots of Alarm, these boots are inhabited with the soul of a mischievous sprite who will allow the boots to act as Boots of Silent Walking until he sees a situation that will get the wearer into lots of trouble. Then the boots will begin to scream in a high-pitched whine.

Also note that if the party has not received the important clue of the secret entrance, inside one of the Boots will be a piece of paper with the same riddle as in the tower. If the Dragon is asked what the answer is he will just chuckle.

Raman has allowed the players to take the boots as a test of their loyalty and purpose. He has forgotten that one pair is cursed. 1D12 rounds after the party enters the Temple, he will remember and race to help the characters. His huge size and great strength are no match for the Dragons guarding the Temple except, perhaps, for Sark the Ancient Red Dragon.

Raman

Ancient Skill 10 Brassine Dragon

ST: 22, AC: 1, HTK: 56 (13D8)

MV: 9"/24", Align: Lawful/Good

IT: High, Att: 4, Dm: 1-6, 1-6, 1-8 (tail) 4-24 (bite)

THAC0: 10

Breath Weapon: 15D8 (Flame Cone)

Abilities: Raman has 15 abilities, which are as follows:

Add +1 to damage (twice)

Tail Attack

Wing Buffet

Smoke

Surprise

Breath Control

Front Claw Manipulation

Telekinesis

Astral Plane

Change Breath Weapon

Tail Manipulation

Magic Needed to Hit (thrice)

The Temple

If the party slew the Dragon guarding the human tower, his death will have been discovered in one hour when a patrol of Dragons searched the area. His death will put all the Dragons on alert and make surprising them impossible.

It will also mean that a flight of 4 Dragons will circle the mountain for 15 minutes once every hour. These four will be taken from Dragons already present on the second level.

Attacking the Temple

There are two ways to attack the temple complex. One, fly right into one of the three openings in the cliff face and start hacking. Two, use the secret entrance that winds its way through the mountain. The first method will mean fighting through eight angry Blue and Red Dragons. The second method means moving through trapped and guarded caverns.

Neither way is easy, but the first way is suicide unless surprise is gained. There is an 85% chance the Dragons will spot any flying attack. All the Dragons on the second level are ready to fly out to meet any threat within 1 melee round.

If the party has used stealth to get this far, all 7 of the Dragons will be found asleep or drowsy on the second level.

J Upper Level

The entire top of the mountain looks like it has been cut off by a knife. This area is barren except for a series of huge stone blocks and pillars formed in the shape of the constellation Draconis. In front of the formation is a raised stone block covered in fresh green dragon blood.

A trap door leads down to the second level of the Temple.

On the night of the full moon the blocks glow with an unearthly light, the reason unknown. If the Dragons are making patrols, the trapdoor will be opened. Otherwise the door is closed.

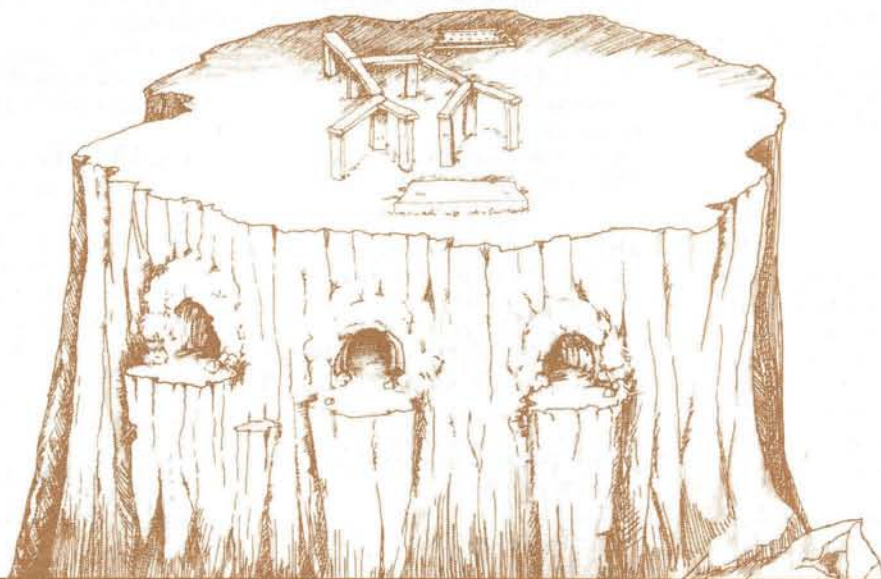
K Second Level

This level is 60' high. It has three exits/entrances against the cliff face and another from the upper level. Five Dragons make their home here. Each has marked out a section of the floor and made himself comfortable using straw, wood, furniture, and other materials. Each Dragon has also hidden a small chest filled with 100 to 600 gold pieces underneath the hay. The main treasure of these Dragons is hidden in their normal lairs.

A huge stairway, built for Dragons, leads to a lower level. One sleeping Dragon has laid his tail across the steps.

The party can attempt to sneak past them using the Boots of Silent Walking. However, the Boots of Alarm will activate the moment that character is in the middle of the room. Remember, 1D12 rounds after the party enters the temple (either through level 2 or through the secret passage), the Ancient Dragon Raman will cause a disturbance outside.

SACRED MT. TOP VIEW



The disturbance will cause 1D4 Blue Dragons from the second level to investigate, except if the characters are caught on the second level. In this case only 2 Dragons will investigate and the rest will attack the characters.

Raman will fly away from the Dragons, leading them on a wild goose chase across the countryside. They will not come back to the temple for 1D12 hours.

FIVE DRAGONS

The five Royalists are all Blue Dragons.

Young Adults

Naimen

Skill 3 Blue Dragon

ST: 20 (+3 to Hit, +5 to damage),
IT: 14, IN: 11, SM: 12, AP: 09, EGO: 12
AC: 4, HTK: 35 (6D8), MV: 6"/20"
Att: 4, DM: 1-8, 1-8, 1-6 (tail attack)
3-24 (bite) THACO: 18
Breath Weapon: Flame Cone: 80' x 20'
(5 charges at 6D8 HTK)
Poison Spit: 100' range
Specials: 5
Tail Attack
Magic Resistance (10%—taken twice)
Fury

Naimen is a relatively new warrior and is spoiling for a fight. He will be eager to attack.

Na-liten

Skill 4 Blue Dragon

ST: 19 (+3 to Hit, +4 to damage),
IT: 17, IN: 14, SM: 21, AP: 12, EGO: 17
AC: 4, HTK: 45 (6D8), MV: 6"/20"
Att: 4, DM: 1-8, 1-8, 3-24 (bite)
THACO: 16
Breath Weapon: Flame Cone: 80' x 20'
(5 charges at 6D8 HTK)
Poison Spit: 100' range
Specials: 7
Dodge (decrease AC by 1)

Spell Use: Charm Person, Charm Monster, Feather Fall, Dragon Mark, Guile Tongue.

Na-liten has been studying magic for some time. He will first use his spells in combat while dodging blows. Ordinary Magic spells can be used five times a day.

Brocken

Skill 2 Blue Dragon

ST: 25 (+7 to Hit, +9 to damage),
IT: 08, IN: 05, SM: 16
AP: 04, EGO: 07
AC: 4, HTK: 42 (6D8), MV: 6"/20"
Att: 3, DM: 1-8, 1-8, 3-24 (bite)
THACO: 9
Breath Weapon: Flame Cone: 80' x 20'
(5 charges at 6D8 HTK)
Poison Spit: 100' range
Specials: 3
Mutations (taken thrice):
Extra Eye
Increased Strength
Regeneration 1 HTK per melee round

Brocken is a loner and an outcast. But he is a loyal Blue even with his strange appearance.

Mature Adult Dragons

Nerken

Skill 5 Blue Dragon

ST: 22 (+4 to Hit, +6 to damage),
IT: 10, IN: 18, SM: 14
AP: 11, EGO: 17
AC: 2, HTK: 51 (10D8), MV: 6"/20"
Att: 4, DM: 1-8, 1-8, 1-12 (Foot Stomp)
3-24 (bite) THACO: 5
Breath Weapon: Flame Cone: 80' x 20'
(5 charges at 10D8 HTK)
Poison Spit: 100' range
Artifact: Medallion around neck protects against poison attacks
Specials: 8
Add +1 to "to hit"
Mutation: Extra Toes
Dodge

Foot Stomp
Lower Saving Throws (once)
Smoke
Find Traps
Treasure Lore

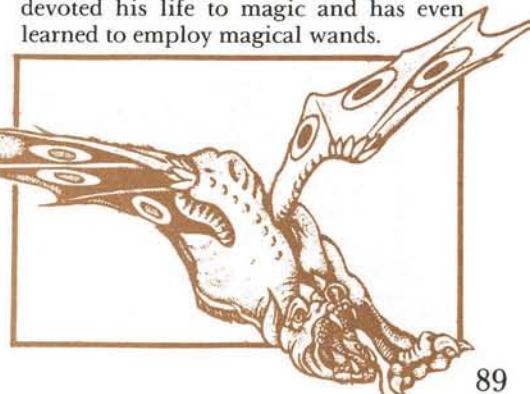
The captain of the Flight, Nerken is very sensitive about his image and if the battle is going badly, he must check his EGO or fly off—for fear of losing the battle.

To-massen

Skill 6 Mature Adult Blue Dragon

ST: 12, IT: 17, IN: 16, SM: 05
AP: 16, EGO: 04
AC: 3, HTK: 22 (10D8), MV: 6"/20"
Att: 3, DM: 1-8, 1-8, 3-24 (bite)
THACO: 10
Breath Weapon: Flame Cone: 80' x 20'
(5 charges at 10D8 HTK)
Poison Spit: 100' range
Wand of Lightning
(30 charges, 6D8 HTK)
Specials: 9
Dodge
Wing Parry
Hypnotic Gaze
Front Claw Manipulation
Magic Resistance (15%—x3)
Spell Use (Elemental Magic)
Spells: Conjure Elemental, Enlarge, Stone Tell.

This Dragon is weak and sickly. He has devoted his life to magic and has even learned to employ magical wands.



L The Third Level

The Red Ancient Dragon Sark and two high Skill Mature Blue Dragons guard this level. They will never leave this level. At any time, only one will be fully awake. The other two will be asleep. The sleeping Dragons can be awakened in 1D6 melee rounds. The awake Dragon will attack any intruders immediately.

M The Hallway

Read the following to the players:

You see a long hallway covered in marble. At one end are three huge doors. They are covered in glyphs, but look harmless. One door is badly scored with burn marks. On the left side is a curtain covering another hallway. You hear snoring and rumbling from behind the curtain.

This hallway leads to the huge doors of the Crystal Gate. It is untrapped and deserted. When the players reach the dotted line on the map, the snoring will abruptly stop. The GM should silently count to 4, then say the snoring continues. The Dragons will remain asleep until alerted by the Sensor Dogs guarding the Crystal Gate.

Of course, if the party attacks, the Dragons will awake immediately.

N The Dragon Lairs

The Two Mature Dragons Neessenth

Skill 7 Blue Dragon

ST: 15, IT: 13, IN: 12, DX: 9

SM: 13, AP: 10, EGO: 18

AC: 0, HTK: 54 (11D8), MV: 6"/20"

Att: 4, DM: 1-8, 1-8, 1-6 (tail attack)

3-24 (bite)

THACO: 9

Flame Cone: 80' x 20' (5 charges)

Poison Spit

Specials: 10

Increase Strength

Increase Intelligence

Decrease Armor Class (2)

Tail Attack

Increase Hit Dice

Smoke Attack (instead of breath)

Guards (Sensor Dogs in Crystal room)

Terror

Telepathy

Nessenth is a complete bore and totally into himself. He talks with an affected lisp.

Lirath

Skill 8 Blue Dragon

ST: 12, IT: 17, IN: 17, DX: 11

SM: 19, AP: 11, EGO: 12

AC: 0, HTK: 45 (10D8), MV: 6"/20"

Att: 3, DM: 1-8, 1-8, 3-24 (bite)

THACO: 10

Breath Weapon: Flame Cone: 80' x 20'

Poison Spit

Specials: 12

Dodge

Decrease Armor Class (2)

Body Shake

Roar

Potions:

Lirath is skilled in herb lore. Next to each potion name are the number of doses he has with him now.

Invisibility (3)

Dispell Magic: As a Skill 10 mage (4)

Cure Disease (3)

Locate Object (1)

Cure Light Wounds (6)

Meditation Dream State

Sark

Skill 10 Ancient Red Dragon

ST: 19, (+3 to Hit, +4 to damage)

IT: 16, IN: 17, DX: 10

SM: 20, AP: 12, EGO: 11

AC: 0, HTK: 79 (17D8), MV: 4"/18"

Att: 4, DM: 1-12, 1-12, 1-8 (tail)

6-36 (bite)

THACO: 9

Breath Weapon: Double Flame Cone:

80' x 20' (30D8)

Specials: 15

Decrease Armor Class (1)

Wing Buffet

Tail Attack

Wing Parry

Smoke

Terror

Roar

Hypnotic Gaze

Voice Imitation

Dragon Song

Treasure Lore

Light

Sleep

Change Breath Weapon

(To Poison Gas)

Increase Body (2)

Sark is one of the most dangerous and cunning Red Dragon alive. He volunteered for this mission because he wanted to increase his own prestige then take over the Red Dragon clans. If the Crystal Gate is closed, he will instantly flee to avoid blame.

Sark speaks in a grating and harsh voice. He will treat any captured ana-tem as intelligent vermin.

O The Crystal Gate

Read the following to the players:

When you open the marble doors (they open silently) you see a massive room supported by huge fluted pillars. The room is feebly lit by oil lamps that cast deep shadows. Against one wall of the room is the Gate, its face changes and shifts like smoke. It is a strangely fascinating sight.

All the players in the room must roll against their Insights or be mesmerized by the Crystal Gate. This mesmerization lasts for 2D6 melee rounds.

At the same time, the Sensor Dogs in the room will signal the Dragons on this level. Within 1D4 melee rounds, the first Dragon (roll randomly) will attack. 1D4 rounds later the other two Dragons will attack. 1D6 Rounds later, 1D4 of the Blue Dragons

on the upper level will attack. Even after the Gate is sealed, all Dragons (except Sark) will fight to death.

The seven Sensor Dogs will attack anyone who tries to approach the Crystal Gate. They cannot be surprised and will signal their Dragon Masters the moment the party enters the room.

For Sensor Dog statistics see page 35.

LEAVING THE MOUNTAIN.

When the party has accomplished their mission, they must leave. Going back through the mountain is the safest way with only the remnants of any Termites to fight. Once they have safely gotten away from the mountain, they will be picked up by the Riders. Then, after being allowed to keep any gold they have found (plus any back pay), they will be escorted out of the Dragonlands.

FURTHER ADVENTURES IN THE DRAGONLANDS

The GM can use the small writeups in the Dragonlands map to create other adventures in the Dragonlands. The successful closing of the Crystal Gate will force the Blue Dragons to postpone their attack until much later. Isolated raiding and attacks will continue, but the main forces will start to dissolve as individual units spread out to defend their borders.

THE TUNNEL

When the characters reach the spot illuminated by the rays of light coming off the mountain, they will see nothing unusual, just the normal slope of the mountain. This is a powerful illusion that cannot be broken by normal methods. Only Truesight will break through the illusion.

If the characters search about, they will notice a large rock with a rope tied around it. When the rock is moved, on its bottom is a riddle:

*I've seen you where you never were
And where you ne'er will be
And yet you're in that very place
May still be seen by me.*

The answer to the riddle is the reflection in the mirror. If the party uses a mirror (or any other reflecting substance) and holds it up to the mountain, the true shape of the mountain is revealed in the mirror. With it, the party can find the stone door that leads into the mountain. The door is huge and will take the combined Strength of 20 to open it.

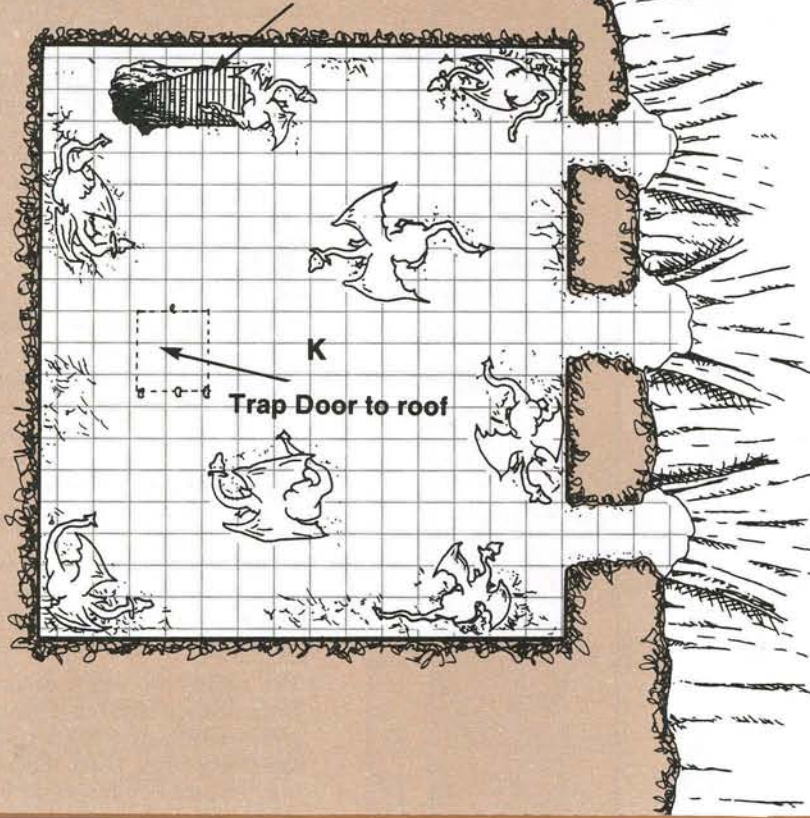
GM NOTE: If the party cannot solve the riddle and the game slows, mention to the members that a small clear mountain spring and pool is next to the spot illuminated by the sun rays. If they investigate the pool they will not see anything unusual. Then announce that in the pool's reflection, they see a giant stone statue behind them.

As they whirl about, they will see nothing, although the statue (carved onto the side of the mountain) is plain in the water's reflection.

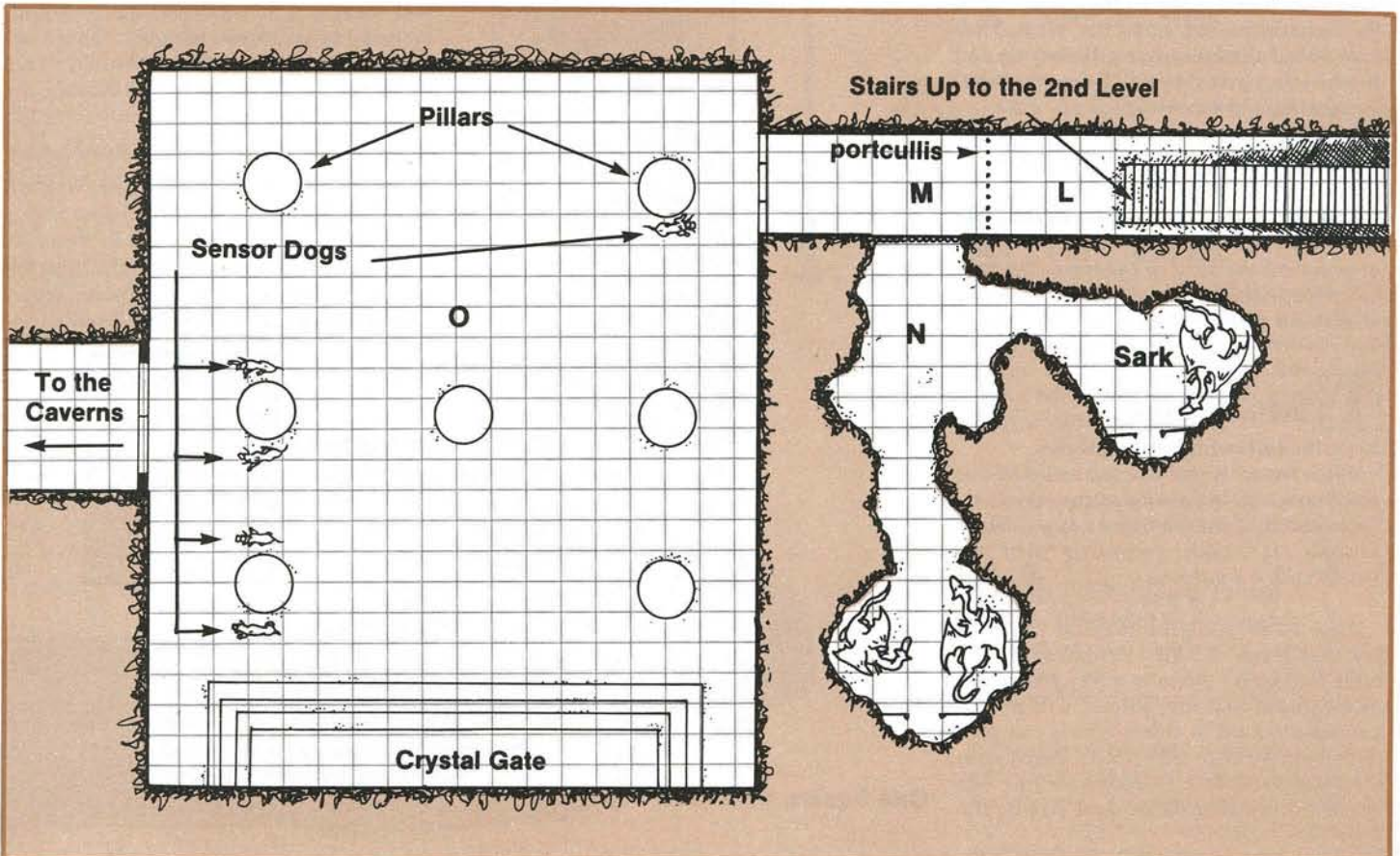
Scale: 1 square = 10'

2nd Level

Stairs Down to the 3rd Level.



3rd Level Scale: 1 square = 10'



ENTERING THE CAVERNS

In this part of the adventure, the copy for each part of the winding path is placed directly on the map. The letters on the map, refer to letters in the copy (continuing from the lettering system used in the first half of Adventure three.

While the cave is large, it is not large enough for any Dragon to fly in it.

P The Doors Open

When the players open the double doors, read them the following:

You see a short stairway leading up to a broad open hallway, which is completely dark.

If the party has some form of light, read the following:

The passage is dust and litter free and the air is fresh and clean.

Q Portcullis

At this point, a huge portcullis slams down behind the party. The portcullis' 3" thick bars are widely spaced and can easily be slipped through, even by a man in armor.

The portcullis can be raised with a combined strength of 44.

R Air Vents

At this point, note to the players that their characters see small air vents (they lead out of the mountain). If they sit and listen at the vents, they will hear, very faintly, snoring and rumbling.

S Tunnel turns

When the party reaches this point, read them the following:

As you turn the bend of the tunnel, it begins to slope sharply up. Off to the side is a small door set into the wall.

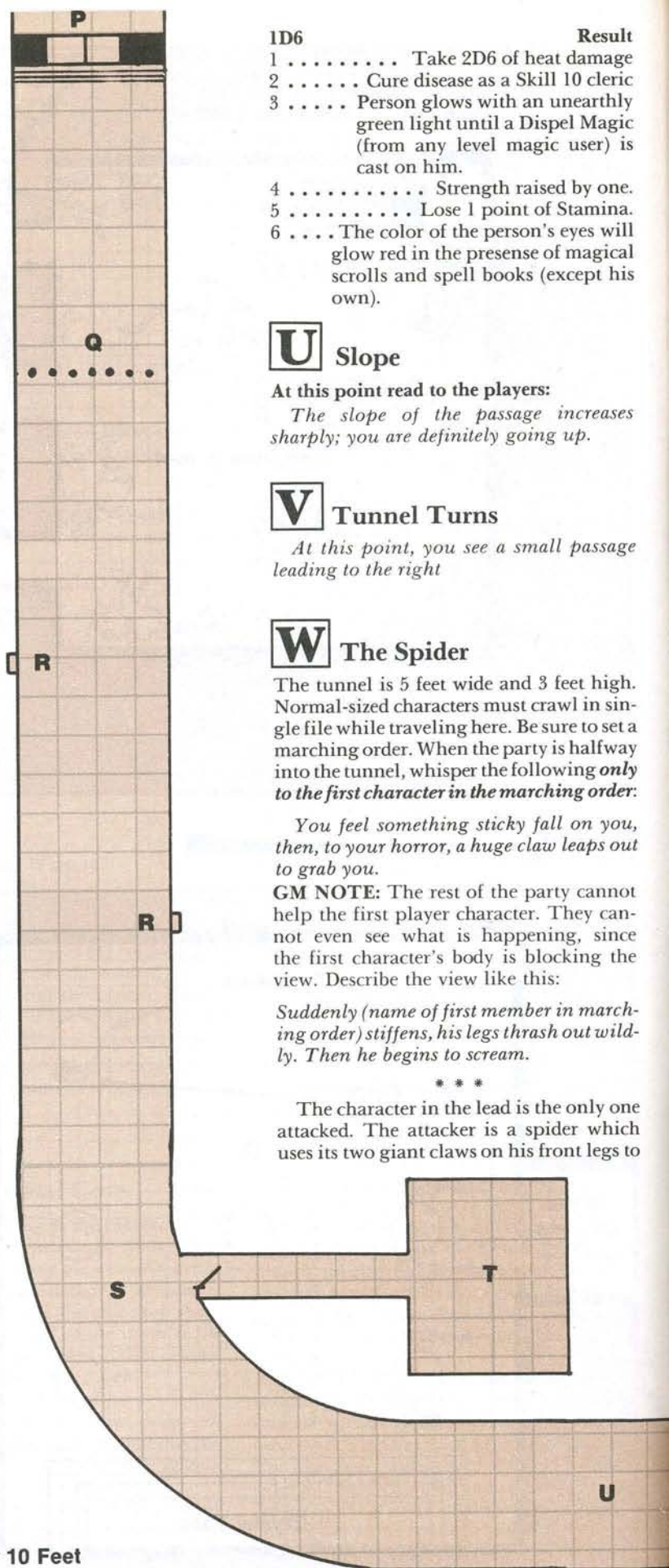
T Bellows Room

Read the following to the players:

This room is filled with oiled wood machinery. In the center of the room is a huge square container that looks like a bellows. It slowly contracts, then expands with a loud hiss.

This room contains magical machinery that keeps the air circulating in the huge hallways. There is a 5% chance per melee round that the bellows will release a magical cloud of steam which can produce some strange side effects. Anyone in the room must save vs. Magic or roll 1D6 on the following table and apply the result:

UP



1D6

Result

- 1 Take 2D6 of heat damage
- 2 Cure disease as a Skill 10 cleric
- 3 Person glows with an unearthly green light until a Dispel Magic (from any level magic user) is cast on him.
- 4 Strength raised by one.
- 5 Lose 1 point of Stamina.
- 6 The color of the person's eyes will glow red in the presense of magical scrolls and spell books (except his own).

U Slope

At this point read to the players:

The slope of the passage increases sharply; you are definitely going up.

V Tunnel Turns

At this point, you see a small passage leading to the right

W The Spider

The tunnel is 5 feet wide and 3 feet high. Normal-sized characters must crawl in single file while traveling here. Be sure to set a marching order. When the party is halfway into the tunnel, whisper the following *only to the first character in the marching order*:

You feel something sticky fall on you, then, to your horror, a huge claw leaps out to grab you.

GM NOTE: The rest of the party cannot help the first player character. They cannot even see what is happening, since the first character's body is blocking the view. Describe the view like this:

Suddenly (name of first member in marching order) stiffens, his legs thrash out wildly. Then he begins to scream.

The character in the lead is the only one attacked. The attacker is a spider which uses its two giant claws on his front legs to

immobilize a victim before he strikes with the paralyzing poison in his fangs.

The first character in the marching order must make two saving throws. The first is against his Dexterity. If he fails, he cannot move, strike, or cast magic. If he succeeds, he can move at half speed, make only one attack per turn, and lose all subsequent initiative rolls.

The second roll for the character is against his Insight. If he fails, the character cannot talk, just scream at the top of his lungs. This effect lasts for 1D4 melee rounds.

If the second player in the marching order grabs onto the first player, he will be in a tug of war with the spider. The Spider's strength is 17. Both the Spider and the character pulling have to roll a save versus their strength. If both succeed or fail, the tug of war continues (the spider may attack the first player only with its bite).

If one succeeds while the other opponent fails, the successful character pulls the first player away.

The Spider will drag the player into his lair where he will try to cover the immobilized adventurer with silk. If the party disposes of the spider and searches the room, they will find it contains many silk-covered giant insects with funny looking heads (show the players the illustration of the Macro Termes on page 36). There is no treasure here.

Spider

AC: 6, HTK: 19 (3D8), MV: 24"

Size: Medium, IT: Non-

Att: 3, Dm: 1-8, 1-8, 1-6

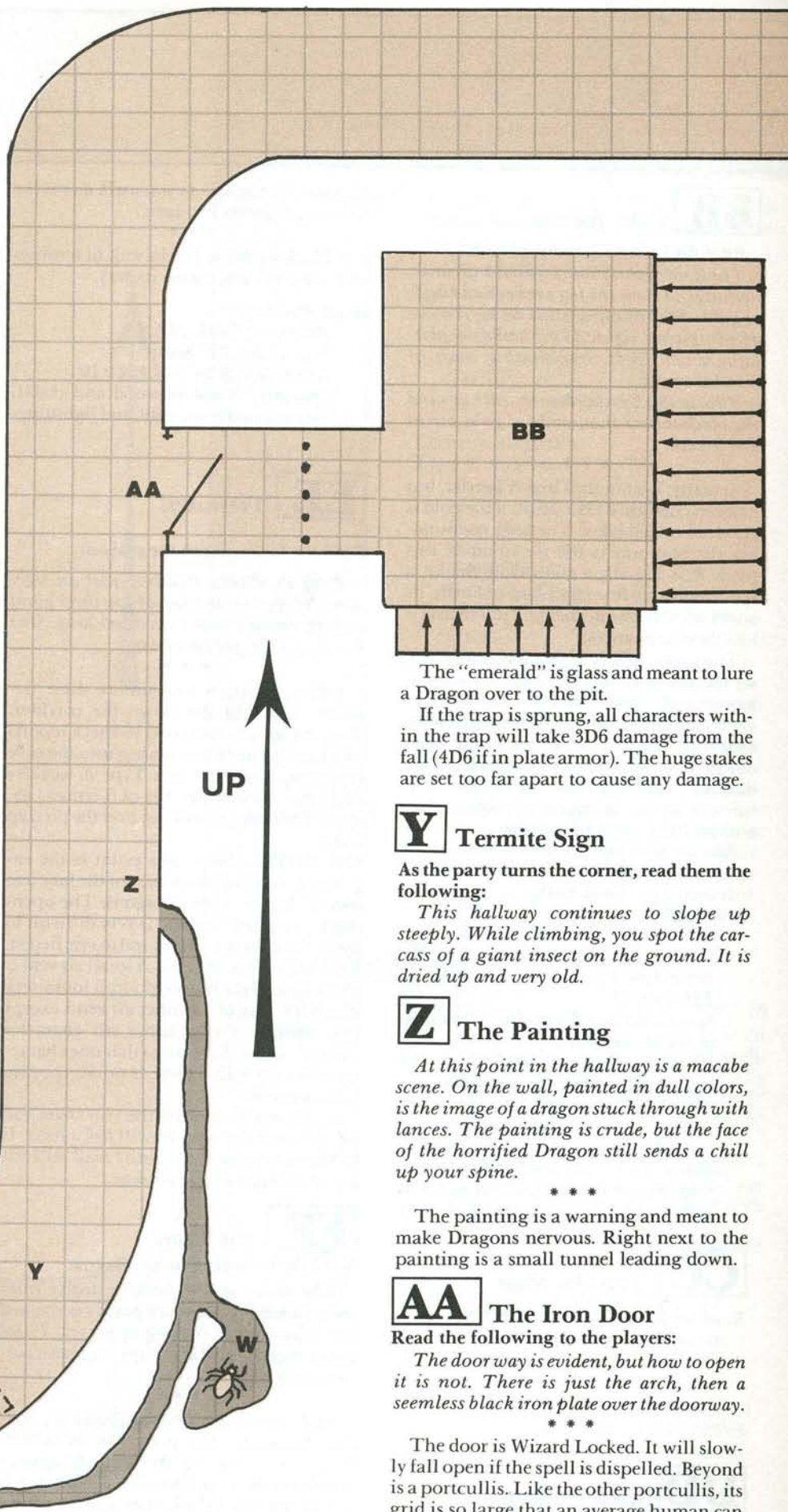
Special: Paralyzing poison: save versus paralyzation or be frozen for 1D12 melee rounds. After his prey is paralyzed, the Spider will not attack it any longer with its front claws or bite.

X Gem Trap

Read to the players:

You see a huge emerald-like gem set into the stone of the wall. It glints brightly off the light of your torches.

At this point, a pit trap is set to drop whenever a huge weight (like a Dragon) is set upon it (see map for outline of pit). Sharpened stakes, thirty feet below, are meant to finish the job. The pit, however, will not drop if less than 5 characters (4 characters if all are heavily armored or very large) stand on the area outlined by the map.



The "emerald" is glass and meant to lure a Dragon over to the pit.

If the trap is sprung, all characters within the trap will take 3D6 damage from the fall (4D6 if in plate armor). The huge stakes are set too far apart to cause any damage.

Y Termite Sign

As the party turns the corner, read them the following:

This hallway continues to slope up steeply. While climbing, you spot the carcass of a giant insect on the ground. It is dried up and very old.

Z The Painting

At this point in the hallway is a macabre scene. On the wall, painted in dull colors, is the image of a dragon stuck through with lances. The painting is crude, but the face of the horrified Dragon still sends a chill up your spine.

The painting is a warning and meant to make Dragons nervous. Right next to the painting is a small tunnel leading down.

AA The Iron Door

Read the following to the players:

The door way is evident, but how to open it is not. There is just the arch, then a seamless black iron plate over the doorway.

The door is Wizard Locked. It will slowly fall open if the spell is dispelled. Beyond is a portcullis. Like the other portcullis, its grid is so large that an average human can easily walk through it.

BB Fake Barrier

Read the following to the players:

The floor of this room is filled with mist. Peeking out from the fog are bags and bags of gold. Against one wall is an even more awe-inspiring sight. There stands a platform which leads to a shifting mass of clouded smoke.

This is the Crystal Barrier. All around the platform are thousands of gold pieces and jewels.

Actually, it's not the Crystal Barrier, but a cleverly designed fake. Most of the gold is also lead-coated fakes. The gold surrounding the platform is the guardian of this room. It is actually a giant Gold Snake, a special creature from the plane of Earth. Its scales are made from gold and jewels and it eats these substances.

The snake, however, is not the only trap set for unsuspecting Dragons. As soon as any bag of "gold" is touched, 18 huge spears fire out of concealed chambers in the walls. The spears are 50' long and shoot out 10' from the floor—too high to do any damage to any man-sized or smaller creatures. If anyone is struck by a spear, they will take 6D6 HTK of damage.

Anyone who touches the Gold Snake, or climbs the platform, or sets off the spears, will arouse the Gold Snake.

Gold Snake

AC: 1, HTK: 76 (10D8), MV: 4"

Size: Large, Intell: Low

Att: 2, Dm: 6-36 (bite), 1-12 (tail)

THACO: 10

Special: Saving throws for all magical or breath weapon attacks is 2

If Snake is killed, roll 2D20. That is the amount of gold in thousands that the snake's pelt is worth. It will weigh twice as much as its gold value. It can be sold in the Southlands for twice as much as its crude gold and gem content. Armor made from this material adds a natural +2 to all saving throws.

CC Termite Sign

Read the following to the players:

As the tunnel turns, you see a mess of goo on the floor.

This is a termite sign. It has no other value.

DD Black Pudding

Read the following to the players:

As you turn this corner, there is a horri-

ble smell in the air. As you walk down the hallway, it grows stronger.

A Black Pudding lies in wait of termites and whatever else comes its way.

Black Pudding

AC: 6, HTK: 75, MV: 6"

Size: Large, IT: Semi-

Att: 1, DM: 3-24, THACO: 10

Specials: Dissolves wood and metal, Immune to Blows, cold, and lightning.

EE Termites!

Read the following to the players:

With the Black Pudding just an ugly memory, you see in front of you three giant insects, about a foot to two feet long. One has long enlarged antennae.

When the party encounters these termites, they will flee down the corridor. They are an advance party to check reports of a band of humans coming into the cave complex. These are two Type A workers and One Type B (see list of Termites for stats) The termites will run over the pit trap (GG).

GM NOTE: Also at this point is the entrance to the real Hallway, not the fake one used to lure and trap Dragons. The opening is plastered over and is very difficult to spot (10% chance for elves and magic items). Even so, there is one clue. A small air vent is in the base of the hidden door. It looks very much like any of the other air vents except that there is a 05% chance per character (secretly make these rolls) that one character will notice that there is no air coming from the vent.

If a character removes the vent cover and reaches into the vent, he will feel a lever. If the lever is pulled, the entire wall will lift up revealing the true passage.

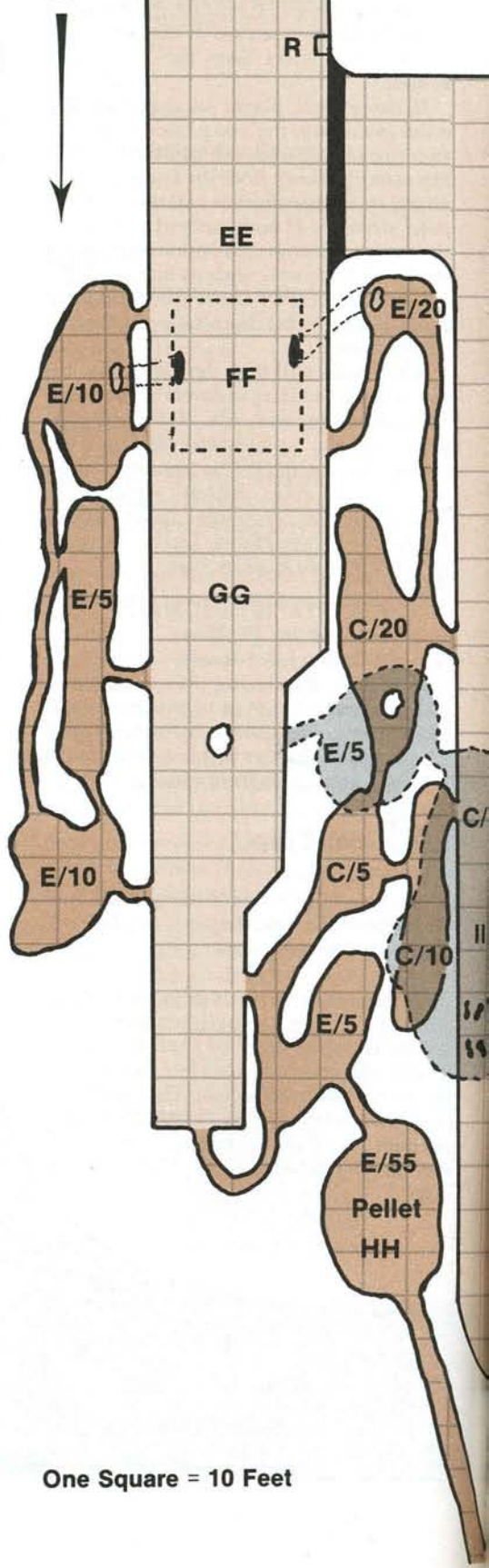
FF Pit Trap

Read the following to the players:

The floor of the hallway turns from smooth paving stones to plain compacted dirt with a light coating of gravel. Three giant insects quickly surry into the surrounding darkness.

At this point a pit trap will spring under the characters. The party has its normal chance of detecting the trap. If anyone stands on the trap, there is a 85% chance it will be sprung. Small tunnels in the pit are used to feed in giant soldier termites. These will arrive in 1D4 melee rounds. There is a

UP



One Square = 10 Feet

10% chance that 1D6 Type E Nastue Termite Soldiers (minor) will already be in the pit the moment the characters fall in.

GG Termite Attack

Once the trap is sprung, or if the party reaches point HH, the termite soldiers will attack. There are two soldier types defending this nest. Their statistics are listed below.

On the map, each main cavern has a number and letter. These are the soldier type and number of termites in each cave. Roll a 1D6 for each cave. If a 1 or 2 is rolled, all the termites from that cave spill out into the hall and attack the party.

The exception are the Type C soldiers. They will not move unless the party enters the true hallway. At this point, they will arrange themselves into a huge wall, completely sealing off the hallway while the Type E glue soldiers attack from behind.

HH The Queen's Chamber

Guarding the Queen's chamber are 20 Type E Pellet Nastue Termites (Major). These termites will fight to the death to save the Queen while the workers hustle her out the back door.

This will take 4 Turns (40 melee rounds) from the time of the initial attack. Once the Queen is safe, the Major Type E Soldier Termites will launch a counterattack against the party.

They will chase the party all the way into the true Crystal Barrier room, but no further.

II Termite Wall

At this point, the Type C termites will assemble into two imposing lines of troops. They will move forward at 1" per turn trying to sweep anything they find away. Nastue Type E Soldiers will attack from behind to trap any characters, then 4 turns

after the characters enter the nest, the Major Nastue Soldier Termites will attack to finish them off.

Termite Statistics

Type A Worker

AC: 7, HTK: (1D8), MV: 16"

Size: Small, IT: Semi-

Att: 0, Dm: None

THACO: 20

Special: chemical signal to soldiers

Termite Statistics

Type C Soldier

AC: 7 (head 2),

HTK: (2D8), MV: 16"

Size: Small, IT: Semi-

Att: 1, Dm: 2-8

THACO: 16

Special: These only take effect while Type C is in "wall formation."

Magic resistance: 15%

All Saves: 5

Dozens of Type C Soldiers come together to form a mandible wall. If attacked, the wall defends as a single unit with 1D10 attacks against any opponents. Roll per melee round. The wall can move forward at 1' per melee round. It takes 10 Type C Soldiers to form a 10' x 10' section of a mandible wall.

Type E Nastue Glue Soldier

AC: 6, HTK: 2D8, MV: 18"

Size: Small, IT: Semi-

Att: 1, Dm: 1D6 plus glue,

THACO: 20

Special: Glue (Range: 20'—10 charges per termite). This glue entangles and slows its target creature. Every time a creature is hit by glue, its movement is slowed by 1" and its initiative roll is reduced by 1.

After three hits, an intruder's "to hit" roll and damage roll are reduced by one per subsequent attack.

Nastue soldiers are not affected by their glue.

Type E Nastue Pellet Soldiers

AC: 5, HTK: 3D8, MV: 12"

Size: Medium IT: Semi-

Att: 2, Dm: 1D8 plus pellet,

THACO: 15 (13 with pellet)

Special: Poison pellet (120' range 100 charges). The Poison Pellet Nastue Soldiers are rare, but they are exceedingly deadly. They fire a hard pellet at intruders. The pellets break open when under the skin and release a powerful poison. The pellet does 1D6 HTK of damage, and is +2 to hit. The poison

See The Temple

MM

R

UP

R

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LL

UP

does an additional 1D8 of acid damage. The acid attack takes effect 1D6 turns after the victim is struck.

Queen Termite

AC: 9, HTK 32 (6D8) MV: 1"

Align: Lawful, IT: High

Under no circumstances will she allow herself to be captured.

JJ

The Tunnel Slopes

Read to players:

The hallway slopes up very sharply, you are almost walking on all fours to keep balanced. The floor is smooth and polished, almost like glass.

KK

A Diversion

At this point you notice the lines of a poorly hidden pit. It is easy to avoid.

* * *

The pit can be easily opened. There is a small 3' x 5' tunnel exiting its bottom.

LL

Portcullis

As you pass this point, once again another portcullis slams down behind you. Only there is something different about this gate, it is very finely made and its grid is small enough to trap the smallest shire-folk.

At the same time, a thud reverberates and shakes the hallway. two seconds later, you see a huge stone ball fill the hallway. It is slowly rolling down towards you.

* * *

This trap was added due to the obvious weakness of the other traps designed for dragons. This is designed to crush everything it meets.

A huge stone ball is perched above the hallway. It fills the hallway completely. When released it will roll down to the portcullis, which is strong enough to stop it, then release the pit trap which the ball falls into, clearing the hallway.

Between the time the portcullis slams down and the ball is released, the party has 3 melee rounds to decide what to do. The

ball will roll slowly towards the party. It will take the combined strength of 100 to stop the ball. Anyone caught in its path will take 100D8 damage.

There are two ways out.

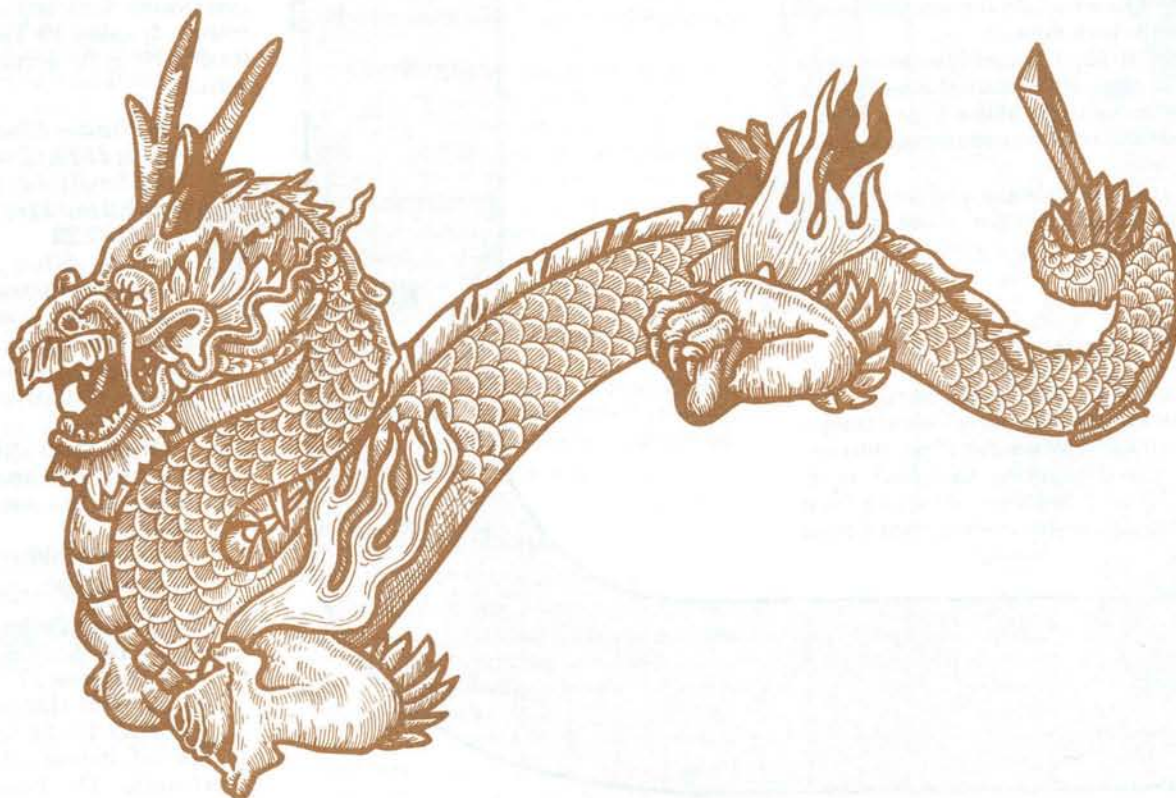
1. The pit has a small Termite tunnel exit. The party can crawl quickly into this hole within the 3 melee rounds, but the pit must be open before the ball drops.

2. The party can raise the portcullis. It will take a combined strength of 75. If this method is chosen, one member of the party must stay behind while the others escape. This player character will be killed outright. There is no save.

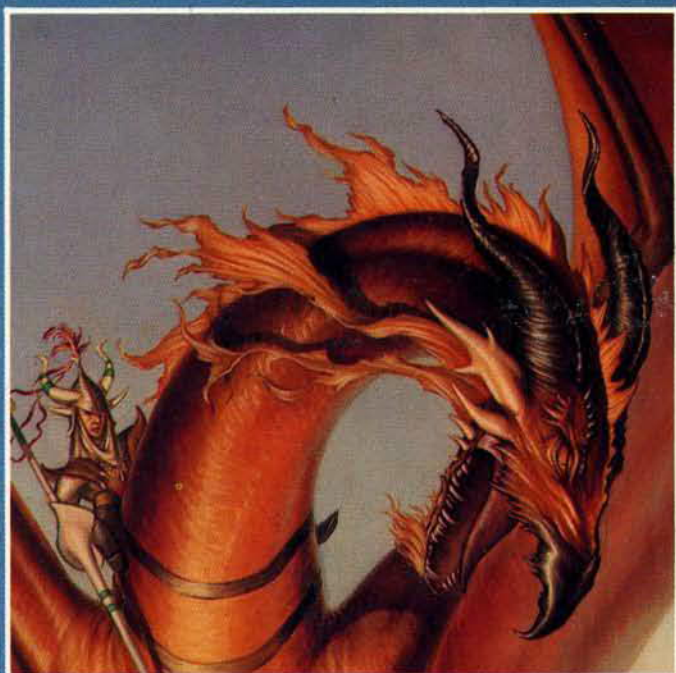
MM

The Temple Door

This is the doorway to the true Crystal chamber. See the TEMPLE.



DRAGONLORDS



LIKE TINY DAGGERS, particles of ice cut into your face and hands as you dive through the clouds. You feel the muscles along the back of the massive ruby dragon tighten and bunch as it strains to turn for an attack.

A SCREAM OF DEFIANCE

echoes upward from the rapidly growing form of the riderless black dragon below. In moments, the once distant beast looms to fill the sky. Still breathless from the battering sharp turn, you loose two barbed javelins into

the dark leather wing, to little effect. Muttering a prayer to an elder god, you couch your bulky lance, as the two great dragons plunge directly toward each other . . .

DRAGONS

THIS REFERENCE WORK contains the lives, histories and cultures of the dragon races and introduces a new character class: the DRAGONLORDS. Included are three independent, but related adventures for characters to assist the Dragonlords in a war of epic proportions. The adventures are for six to eight characters from sixth to ninth skill level.

0185-721MFG 10.00



ISBN 0-912771-22-4

