

EPIC HIGH FANTASY

# Shardar



BLACK LANTERN REPORT



# THE DRAGON CULT



# BLACK LANTERN REPORT: THE DRAGON CULT

WRITING: DARREN PEARCE, CARINN SEABOLT

RULES: HOWARD BRANDON

RULES REVIEW: RUBEN RIVERA

EDITOR IN CHIEF: CARINN SEABOLT

EDITING: GAYLE REICK, CARINN SEABOLT

ILLUSTRATION: BIEN FLORES, ALIDA SAXON

DESIGN: AARON ACEVEDO, JASON ENGLE & ALIDA SAXON

LAYOUT: ALIDA SAXON

LINE MANAGER: GAYLE REICK

## CONTENTS

The Dragon Cult	2	Movers & Shakers of the Cult	9
A Very Brief History	2	Gear of the Cult	11
The Cult Itself	4	Cult Edges	13
The Goals of the Cult	7	Dragon Cult Magic	14
Secrets of the Cult	7	Cult Intel Reports	15
The City of Drak Tor	7	The Hunt for Dragonkeys	16

version 161222

This product is copyright Savage Mojo Ltd 2016. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://www.peginc.com). Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.



We Bring Worlds To Life

[www.savagemojo.com](http://www.savagemojo.com)



# THE DRAGON CULT

*"I write this under the light of a single candle, burning away in my dark room festooned with images of these mythical, powerful creatures of legend. I write it using the secrets of our Order, the tricks of the trade, and the alchemical nuances taught to me by the masters. My name is Shen - I'm Korindian by birth, and I've been deep within the Cult for years, working my way through the ranks, and reporting upon the dangers that the Cult presents. It's fortunate that no written reports exist where they could be found by the Cult.*

*I am worried that my deception may have been discovered, and I've penned this possibly-final missive to my superiors in the hope that all my accumulated knowledge isn't lost. What I'm about to reveal to you, my Brothers, is no less than everything we can discern about the Cult from the past to the very present, her major movers and shakers, and the truth behind her power.*

*Indeed, the Cultists refer to the organization as "she", as if it were alive. How much truth there is to that, you'll decide.*

*I've managed to speak at length with some Cult members as well, as they instructed me in the Cult's rituals, goals, and more.*

*I hope my dream finds you in time, and that when you see it, I still live.*

*If not, it has been my duty and honor to serve faithfully.*

*Shen.*

## A VERY BRIEF HISTORY

One must turn back the clock if one is to examine the origins of the Cult, to the lost time before much of our early history had yet begun. 4300 B.C. was the time of a great war between the Dregordians and the mythical "Serpent Riders" - those we'd come to know as draykin. Many of the Cult leaders note that the draykin were the first members of the Dragon Cult, and the Cult as it is today has her roots in their understanding, teaching, and leadership. In spite of the enmity between the races, and that the Dregordians destroyed their winged cousins, rumors persist that they were merely expelled, not destroyed.

Not much is known of the draykin beyond a mysterious, shrouded past and a very few tattered drawings hidden away in musty tomes. Many of the teachings of the time are feared lost, or destroyed by Dregordians who set out to wipe this Dragon Cult from existence during the time - this sparked the Thousand Year Conflict, which as you know resulted in warfare, savagery, and death amongst almost all of the Dregordian families.

Our leaders here believe it was a curse brought about by the dragons, but no information can be found to substantiate this.

2216 A.C. is our next recorded date that speaks of a resurgence of the Cult; she rose once again in Dregordia, perhaps from the ashes of the old Cult. A vocal group of worshippers led by an enigmatic master appeared, claiming that the Dragonlords were the first true gods of Shaintar long before the usurpers Shanais and Targon came to be. They begin to wage war against all followers of the Ascended, killing many and capturing others.

During the "Night of Blood and Fire" they sacrificed a thousand strong followers of the various Ascended; the energy released was enough to tear open a passage to the Realm of Dragons and, according to the Cult's historic writings, hundreds of the great beasts entered Shaintar. They immediately began to wreak havoc and destruction.

As if this wasn't enough, the tomes also speak of the Childer of Norcan Darr, and that the Cauldrons were opened at the same time. Many Childer came through, and it was clear to the Cult masters that this wasn't an accident - they were allies of the Dragonlords.

The Dragon War raged until 2234 A.C. It's here that the various documents are full of ranting, raving, and angry missives. How I managed to sneak a look at these written accounts is a secret I'll carry with me to the grave, but I had to do things I'm not proud of. Regardless, all for the greater good, eh?

The documents speak of the alliance of factions, the gathering at Og m'Drakar, and the ritual which cast all but very few of the Dragons into Norcan Darr. This is what the documents state, though I understand reports from some of our Builder connections who came here from that dismal place that this may not



actually be the case after all. Be that as it may, this marks the first, and perhaps the last, that the Empire, Shaya'Nor, and the Free Peoples of Shaintar have ever worked for a common cause, proving to the Cult that they are truly a power to be feared - or is it the fear of Dragons?

2523 A.C. A side annotation calls forth the time when the House of Dristak launched a successful rebellion against the House of Brssak in Dregordia. The Cult then confirmed our Order's suspicions - members of the previous ruling house, that of Brssak, were responsible for aiding Ceynara and contributing to the rise of the Dragon Cult in Dregordia during the War of Fire. Another note mentions that the conspirators were killed not long after to ensure secrecy, though it doesn't mention how, or by whom.

I can tell you that it was House vo Drrshess that were involved with the summoning of Dragons into Shaintar, the houses' name which meant: the Dragon Blooded boasted at one time, as is mentioned in the thirty second tome of the Dragonflame Verse, that they held the strongest blood claim to the Dragonlords of old.

Ssrathikak, and Kryssnak vo Drrshess were the Cultists who led the terrible ritual that opened up the portal to allow Dragons into Shaintar.

These are the most pertinent points of history that I could discern. There's an awful lot of information to sift through and I fear I'd need several lifetimes to collate it all - time I don't have....

## ON THE EVENTS OF THE BURNING HEART

I found reference to numerous events during the War of Flame that directly involve, once again, an alliance between Ceynara and the Dragon Cult. It speaks of the Cult's role in some horrible plan. There were some heroes involved who thwarted plans and ultimately caused the entire campaign fail for Ceynara, the Cult, and their allies.

In 3121 A.C. during the War of Flame, a plan was hatched by Ceynara and the Cult to bring a single Dragon to Shaintar, the Cult thought that the Dragon would be hers to manipulate and control. I find this an extremely egotistical and, dare I say it, foolish mindset to employ in regards to the beasts. Ceynara had other plans; she tricked the Cult, and hoped that

the Dragon's death at the hands of powerful heroes would open a portal and allow her to enter Shaintar once again.

After reading further I am glad that the plan failed, and the heroes were able to do something which is not recorded elsewhere in history. They stood side by side with the Dragon and fought an avatar of Ceynara, battling for the very fate of the world.

I find it hard to believe, and apparently the scholar who penned the missive did as well. But it's there before me - signed, sealed, and in the Cult histories in pen and ink.

There's also a reference to the Dragon, and the Faelakar, a tragic tale of two star-crossed lovers.

I presume this is the very Dragon mentioned in the account of the Burning Heart.

I've enclosed the following for your perusal.

*"A day came, however, when the ages-old tale of these two-who-were-one came to a tragic and shocking end. For when the Dragonlords were summoned from their distant realm, and their children poured through the Cauldrons and made war upon our world, Vandara's blood did churn.*

*It churned not for fear for Shaintar alone (though it must be true that she did love this land with all she had); it churned in her due to the calling... the calling of her people.*

*For Vandara was not as she had seemed for so many long centuries. Nay! Using the greatness of her own magics, Vandara had long been able to show purely the Fae essence of herself, forever hiding the Demonic aspects that, combined with Fae, made her what she truly was -*

*A Dragon!*

*It is thanks to the story of Aradius and Vandara that we know something more of the true nature of the Dragons; that they are the long-ago spawned offspring of the first meeting between Fae and Demons within the Aether.*

*When Vandara could not hide her nature any longer, she presented the truth to her mate, begging his forgiveness. She pledged to use all her great and terrible powers to fight the Dragonlords, standing at his side to lead the way against her own people.*



*After almost 2000 years, bonded at their very souls, Aradius' shattered heart could not reconcile with the horrible sense of betrayal. He denied her, and cast her from his sight and his life. Instead of their combined skills and greatness serving Shaintar in this devastating war, the two of them disappeared, going their separate ways.*

*Nothing is known of what happened to Aradius, so complete was his descent into obscurity. It may be that he simply died afterwards. Vandara's tale only goes on to say that she did refuse her people, and has found her way beyond the Veil, never to be seen in Shaintar again."*

As you can see, it seems that Vandara and Aradius were caught in the machinations of Ceynara, and used as part of the Burning Heart Ritual. If this ritual had succeeded, Shaintar would have been thrown into utter turmoil as the Queen of Hell rose once more.

## THE CULT ITSELF

This is the part of my report where I've been able to get down as much information about the inner workings of the Cult as I'm able. What you'll find here as well is a description of many of the key places found in the Dragon Cult's largest headquarters, a place that I have come to know as Drak Tor.

## THE CULT OF TODAY

The Order has requested as much information as possible on the Cult, and I've been diligently compiling all I can, including the various roles assigned within the Cult, which I'll discuss momentarily. What I found quite interesting is that while the Cult itself is no more than a shadow of her former self, the Cult I belong to is a highly organized branch operating in the lands of the Malakar Dominion. I was led to believe before I took on this assignment that the Cult was made up of very small pockets, and whilst this might be true of many of the lands outside of the Dominion, this Wing of the Cult is somewhat more impressive. The Cult must be stopped and taken down to the bedrock. After what I've learned, dragons should never EVER be allowed to come back and if they do, the world must unite in opposition.

The Cult's headquarters is situated somewhere in a valley just south of Ssarak, deep within a secluded swamp and hidden by aquatic trees. It is surrounded by the ruins of an ancient city. Perhaps this city once held the mysterious draykin, or was the site of the very first Dragon Cult. I find it fascinating that I might have walked the halls where powerful movers and shakers once trod, regardless of their allegiances.

## THE STRUCTURE OF THE CULT

The Cult is ruled by the Elder, but the Cult herself is sub-divided into smaller cells, or in the case of the Dragon Cult, Wings. The largest Wing is found in the city of Drak Tor in the Malakar Dominion, and it's where I'm based. This is what I've been able to discern of the Cult's internal power structure; there might be more secrets, but sadly I am not yet privy to them.





I can tell you that many of the higher positions are held by women, and that the role of women in the Cult is much deeper and more important than we originally thought.

### THE ELDER DRAKE

She who leads the Cult in all things - every decision is made by the Elder Drake and her word is final. There's not so much a democracy, as an understanding when it comes to the day to day running of the Cult. She delegates to those below her, the Breath and the Scales, and makes sure they understand and know exactly what's required of them.

The position has traditionally been held by a female, and always one of Dregordian birth, since the draykin left Shaintar. Of course before that departure, rumor abounds that a draykin ruled the roost, so to speak.

The Elder Drake often leads the Cult in rituals, and it was the Elder Drake of the vo Drrshess House who originally found the scroll with the ritual to open the door for Dragons into Shaintar.

### THE BREATH

This position is considered the right hand of the Elder Drake, responsible, as far as I can tell, for the tasks that the Elder considers beneath her. In the case of the current setup, the Elder Drake trusts as implicitly as she can. The Breath can command as much respect as the Elder Drake, lead rituals, look after day to day Cult business, and liaise with those of lower rank. Often this takes the form of delegation, entrusting the lower ranks with the tasks that the Breath feels are more suited to them.

The Breath is often the mate of the Elder Drake, or at least a close friend, confidant, lover, and someone who the other trusts implicitly to speak the truth.

### THE DRAGON CHOSEN

This is the name given to those of the order who have impressed the Elder Drake enough to be counted as her personal honor guard. These are the soldiers, mages, and other followers who guard the Elder Drake from harm, they form a ritual guard during rituals, and escort the Elder Drake as she goes about her duties within the city.

### Liner Notes: Good and Evil

The cosmology of Shaintar has grown much over the course of history with traditional forces gaining interesting variants and new enemies appearing at an alarming rate. At its heart, Shaintar is the story of heroes holding the line against evil for the sake of the world. While Flame and Darkness are demonstratively "evil," organization such as the Dragon Cult may seem, on the surface, more like a scholarly or monastic order and not a real threat. They have certainly played that part for the sake of recruitment. However, it is important to understand that the end goals of the Dragon Cult are just as horrendous as any of Flame or Darkness, perhaps worse...

They are ruthless in combat. I've seen them take on greater foes, and they are stationed around the Elder Drake's lair in Drakan Halla.

They're led by Midnight, a ruthless, and effective female Brinchie with a hair-trigger temper, highly skilled and cunning in battle. That one who is neither a Dregordian nor fae is the leader of this group is more than a little surprising, those being the two races who seem most drawn to the Dragon Cult.

### THE SCALES

I've spent a lot of time here with the Scales. I find them fascinating, interesting, and most importantly they cleave to the ideas and concepts I tend to hold dear. I'm a man who is very much invested in the past, in the history of our world, and understanding it through investigation, especially ancient history. The Scales are the scholars of the Cult, the men and women who strive to answer the deeper questions, both mundane, and theological through careful examination of the facts and evidence and history before them.

Michael Aston is quite an outspoken Cult member I spent a lot of time with him, especially recently at the Old City Dig near the edge of Drak Tor. His broad accent and very Galean nature have provided me with days of insight into the history of the first settlement founded before Drak Tor itself.

Amongst the members of the Scales are also magic users, practitioners of the Way, and priests of the Cult herself.



## THE FANGS

These shadowy individuals only come into play if the Cult needs some work done that's considered shady. They are rogues one and all, along with a high percentage of assassins too. The Fangs are the subtle and not so subtle enforcement arm of the Cult, one which operates in the shadows and prefers to leave no true trace of where they've been. They can also be used for overt assassination where the Cult wishes to send a message, perhaps to a member of the Cult who has lost their way, or an enemy they require liquidating publically.

A pair of fangs on a silver wire is their calling card; each fang is dipped in Dregordian blood.

The current leader of the Fangs is an enigmatic faelakar woman from Shaya'Nor who calls herself Sunset.

## THE CLAWS

I've seen the Claws in action - they are mighty fine warriors, clever tacticians and excellent combatants. This is the Cult's martial arm and the city maintains quite a large army of these folks. They're versed in all sorts of melee combat, with some archers amongst them. They're the first line of defense before you encounter the Dragon Chosen.

The Claws are overseen by a hulking warrior Dregordian known as Sstanssil. Surprising as it is, given how important bloodlines are to Dregordians, amongst Cult members many of these folk do not use their family names. I haven't yet been able to figure out if this is due to the Cult being of greater importance or if it is a matter of trying to protect those unclaimed families from the retribution being found out could incur.

## THE TAILS

These are the Cult's scouts and information gatherers; they are responsible for harrying the enemy in a fight with ranged weapons, or tracking enemies to their camps and lairs. They also serve as couriers and messengers, usually having access to swift horses and even certain spells to help them blend in and travel unnoticed through the various kingdoms.

Ssathraa leads the Tails, a Dregordian woman with no allegiance to any House. Her loyalties are to the Dragon Cult, nothing else.

## THE TRUSTED

Then you have me, one of the Trusted. We are the few that the Cult relies upon to help oversee those below us. I enjoy a good position here, plenty of friendships, a lot of free meals, and for a Cult determined to bring Dragons back to Shaintar, these people are hard to paint as typical villains. The Trusted look after a whole slew of day to day tasks in the Cult, preparing the Initiates for their ascension rituals to Devotees, and overseeing some of the Devotees rise to the rank of Trusted.

In short, we have as much power as the Elder Drake lets us have, and as much freedom as we can personally get away with. Due to my connection with the Scales, I am allowed to roam the various libraries, lore centers, and archives in the city. I'm very rarely challenged when I wish to depart to travel to the Old City Dig, and of course I use that route in my round about meetings with the Brother handling me. I prefer to dream my reports thank you very much. I put as little as possible on parchment this close to the Elder Drake.

The Trusted are culled from the ranks of the Devotees. There's no time scale upon this; it's just those who the higher ranked members feel have the best fit for the task.

## THE DEVOTEES

To keep things simple, or so I'm told, the lower ranks of the Cult are split into two non-themed nomenclatures. The Devotees are those who have undergone four years of rigorous training as an Initiate in the various rituals, litanies, and tenets of the Cult. The Initiates are those who are just beginning to understand the mysteries that await them.

It's a Devotee's job to look after the Initiates, to help them, nurture them, and oversee their growth as a useful member of the Cult. They are ruled in many ways by the Trusted, and I've made several friends among this rank, as well as those just starting. They don't have much in the way of power, and those who do abuse what power they have are quickly reminded of their station.



## THE INITIATES

You have to start somewhere, and four years or so ago, this is the very rung on which I began my climb in the Dragon Cult. Initiates have very little in the way of freedom; their lives are ruled by ritual and those above them. They are drilled hard, pushed hard, and forced to excel in every way.

## THE GOALS OF THE CULT

I've not been able to get much in the way of information regarding the end game of the Dragon Cult, but what I've managed to glean are the following details regarding the Cult's mission. I've extended much of this information later on in a separate chapter, so that any agents who wish to embark on their own missions to counter the various threats can do so.

- The Cult's Main Goal - to return Dragons to Shaintar to rule.
- To combat the enemies of the Cult - the Cult is involved in actions against various known agents of the Southern Kingdoms. There are lantern agents at risk though I'm still trying to dig out more intelligence on this matter, and it's what worries me the most, next to raging monsters of flame and death returning to our world. Unfortunately, we don't know if a cover's been blown or if the risk is for another reason.
- To understand the role of Dragons - It's here that I learned the true secret of the Dregordians, that they were created by Dragons as Dragon servitors. One of my friends in the Scales believes the draykin may have been a similarly created race. I am sure there's more information out there regarding this matter, perhaps a guide on the very creatures I reference.
- To recruit actively amongst those who have an interest in the Dragons of ages past. The Cult seeks out any who express an interest in Dragons, observing them and, if they prove sufficiently motivated, bringing them into the deeper mysteries of the Dragon Cult. The overwhelming majority of Cult members are, as I mentioned earlier, either Dregordian or fae. With the latter, they tend to be mostly eldakar, though Sunset is not the only faelakar I've seen.

## SECRETS OF THE CULT

I have only been able to unearth some secrets during my time here. I've had to proceed very carefully, and each time I dig a little deeper to uncover a little more, it might be my last. What I've discovered though is that there's another member of the Cult, a secretive being who lives in a dark tower atop the city of Drak Tor.

He is called Thalos the Unbroken, and I have managed to glean that he might actually be one of the last surviving members of the draykin. I've not been able to get to the tower, much less in it, nor have I seen Thalos myself, but I have spoken with one of the Elder Scales and she confided in me, after a little bit of liquid manipulation, this secret. It could mean that the Dragon Cult may succeed in trying to bring another Dragon into Shaintar if they have indeed contacted this creature.

## THE CITY OF DRAK TOR

Let me present some of the more common areas of the city, and what I know of them. This isn't a full report - consider it a primer to a few of the places I've been, if you follow in my footsteps.

I was shown this headquarters of the Dragon Cult when I was recruited. My cover was so excellent that the Cult fell for it, hook, line, and sinker. I was brought here blindfolded at first, and only recently did I learn exactly where the city resides... when the Cult became more trusting of me however, things changed.

I later found that the city had a name; it's called Drak Tor, and it's rather magnificent. I'm not sure who built it, and the current inhabitants, mostly exiles from the various kingdoms across Shaintar, are all devoted to the Dragon Cult and her aims. The city probably had a few thousand inhabitants at one time but now it's hundreds, and as a result we're told not to venture into some of the older, darker parts of Drak Tor. Rumors persist of terrible monsters which dwell there, perhaps guardians, perhaps remnants of ancient experiments. Malan went there a week ago, ignoring the Elder Drake's orders - I fear it might have cost him his life.



## THE DRAGON HALL

Drakan Halla is the name given to the central building of the city. It's an incredible piece of architecture, rising somewhat to around sixty feet in height and dominating the main hub. Here perched upon the center mass of the main building is a beautiful, and somewhat terrifying, carved statue of a dragon in all its glory, wings outspread, mouth agape. Fire bearers of the Cult make certain that the pyres in the mouth and eyes of this massive stone dragon are lit at all times.

It's here in Drakan Halla that the Elder Drake resides, a powerful Dregordian from the vo Drrshess House. Orrstaak vo Drssshess is her name. She rules the Cult with an iron claw, but is also fair. Not a friendly soul, but one who you can actually learn a great deal from. During my private talks with the woman I've come to hold a grudging respect for her ways. It's not as though I am swayed to turn my back upon the Order, but she is charismatic and capable.

The interior of the hall is no less impressive. Here the Elder is guarded by the Dragon Chosen. A hand-picked group of elite guards, these are usually Dregordian, but of late the Elder has begun to pick from the other races, including Midnight, a ruthless female Brinchie.

Also residing in Drakan Halla is the Breath of the Cult, the right hand man and in this case advisor, mate, and confidant to the Elder, a Dregordian again (from the same house). Lonstaak vo Drrshess is his name.

## THE GREAT LIBRARY

I spend a lot of my time here in this cavernous room, usually surrounded by tome upon tome of research as part of my study. I believe the Cult has an interest in my joining the rank of Scale; this would be a coup if I could manage it since my access to information would be increased tenfold. I have not yet managed to access the hidden part of the library; I believe it's keyed off the amulet that the Scales wear. Getting another agent into the Cult to add more of the library to the Scriptorium would be worth the risk - as long as the other agent doesn't know about me.

## WARRIOR'S TRAINING GROUND

I only spend a small amount of time here, where once an old arena stood. It's now the central place for those of a more martial nature to spend their time, and it's where I can usually find Midnight.





# MOVERS & SHAKERS OF THE CULT

## ELDER DRAKE: ORRSTAAK

The tough no-nonsense leader of the Cult, as I've previously mentioned she's fair, but possesses a vicious streak when riled. She prizes loyalty above all else, and she's not going to be swayed from the Cult's goals unless she finds out she's serving an agent of Ceynara. This could have dangerous repercussions on the Cult and its enemies, a civil war inside the Cult would destabilize it, but the result could be a more powerful enemy in the long run.

**Attributes:** Agility d6, Smarts d12, Spirit d12, Strength d10, Vigor d10

**Skills:** Fighting d10, Intimidation d6, Swimming d6, Knowledge (Magic) d12, Investigation d8, Knowledge (Cosmology) d10, Notice d6, Streetwise d6, The Way d12+2 (d10 wild)

**Cha:** -2 **Pace:** 6 **Parry:** 8 (3) **Toughness:** 11 (4)

**Edges:** Adept, Dragon Cult Magic, Dreamdancer, Education, Embrace the Beast, Essence Link, Hard to Resist, High Magic (Rending), Master (The Way), Powerful, Ride the Beast, Robust, Shattering Focus, Training, Way Gifted (Discipline), Way Gifted (Essence)

**Gear:** Clawed Dragonbone Staff of the Elder Drake (Str+d8+1, +1 Parry, AP1, Reach 1, 2 hands, +2 Disarm, +2 magic casting (any), 5 essence (any), +2 opposed checks, *burst*, *dispel*, *smite*, Unbreakable)\*, Dragonbone knife (Str+d4+1, AP1, Unbreakable), Enchanted Dragonscale Armor (+4, -6, Ignores AP, Unbreakable), Dragon's Eye Focus Crystal (+2 The Way, 15 essence), Enchanted Bracers (+2 Parry), Dragonwing Cape

**Powers:** Boost Trait, Dragonscale Hide, Mind's Eye, Mind Reading, One with the Dragon, Rending, Telepathy

**Essence:** 35 (20)

### Special Abilities:

- **Aquatic:** Breathe underwater, d6 Swimming
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.

- **Jungle Dweller:** -4 penalty resisting cold environmental effects.

- **Tail and Claws:** Str+d4.

\*When used by any character without Dragon Cult Magic edge the staff loses: +2 magic casting (any), 5 essence (any), +2 opposed checks, *burst*, *dispel*, *smite*

## THE BREATH: LONSTAAK

Thankfully holding Orsstaak back from surrendering to her inner beast, is the quiet, calm, and serene man known as Lonstaak. This Dregordian is somewhat of a mentor to me, and I take solace in his explanation of the Way. If we were only on the same side of this hidden war, I feel we could be great friends, and it saddens me to think that he can be so blind as to believe that a Dragon is the answer to the world's woes.

**Attributes:** Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d8

**Skills:** Fighting d8, Swimming d6, Investigation d12, Knowledge (Cosmology) d8, Knowledge (History) d10+2, Knowledge (Magic) d10+2, Notice d6, Persuasion d6, Streetwise d6, The Way d12

**Cha:** -2 **Pace:** 6 **Parry:** 8 (2) **Toughness:** 8 (2)

**Edges:** Adept, Calm the Beast, Education, Essence Link, Martial Artist, Meditation, Scholar, Total Discipline, Training, Way Gifted (Essence)

**Gear:** Enchanted Adept Staff (Str+d6+1, +2 Parry, Reach 1, 2 hands; if used by Adept with The Way d6+ reduce Illumination/Blind penalties by 2), Enchanted Full Leather Armor (+2, -4 coverage), Focus Crystal of the Spirit (10 essence), Dragon Cult Robes

**Powers:** Clairvoyance, Postcognition, Speak Language

**Essence:** 25 (10)

### Special Abilities:

- **Aquatic:** Breathe underwater, d6 Swimming
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.



## DRAGON'S CHOSEN: MIDNIGHT

Midnight is proof that even an older, middle-aged Brinchie can still be as sharp as a box of knives. It's not just her teeth and claws that are sharp either, her wit is brutal, and her temper is legendary. She's a punishing task-mistress and I still bear several scars from her last few fencing lessons, scars which taught me the importance of footwork in combat.

**Attributes:** Agility d12+1, Smarts d6, Spirit d8, Strength d10, Vigor d6

**Skills:** Fighting d12+2, Intimidation d8, Climbing d6, Notice d8+2, Stealth d12, Streetwise d6, Tracking d6

**Cha:** -2 **Pace:** 10 (d12 running die) **Parry:** 15 (4) **Toughness:** 8 (3)

**Edges:** Adroit, Alertness, Counterattack, Fleet-Footed, Fireblood, Greater Acrobat, Improved Catlike Grace, Kalinata Expertise, Student of Forms, Training

**Gear:** Enchanted Lo-sska (Str+d8+1, Fighting +1), Enchanted Rrka (Str+d6, +2 Parry if used defensively only), Dragonscale Armor (+3, -6, Ignores AP, Unbreakable), Enchanted Bracers (+2 Parry)

### Special Abilities:

- **Fast:** Pace of 8" and d10 "Run".
- **Hot Blooded:** Brinchie are from warm areas, and hate the cold. They receive a -4 penalty to resist frigid climes.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Natural Claws:** Str+d6.

## FANG: SUNSET

I am fairly certain that Sunset is completely insane. She claims to come from Shaya'Nor, but is clearly faelakar and prattles endlessly, if quietly, of bringing her "precious babies" back to the world they were meant to rule. During the one time I saw her in her cups, she started telling a tale which proved to me her insanity. It involved a dalliance in the spirit realm of Corelisia with a Demon Lord, though she took pains to assure her listeners that she didn't know what he was at the time, and how that resulted in two of the great beings we MUST bring back to Shaintar. She seemed thoroughly convinced of this tale. By the Ascended, I hope she is insane and not actually to blame for the existence of two of these Flame-tainted monstrosities!

**Attributes:** Agility d12+1, Smarts d12, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d12, Notice d8, Climbing d6, Knowledge (Magic) d8, Lockpicking d8, Shooting d6, Sorcery d12, Stealth d12, Streetwise d8, Tracking d8

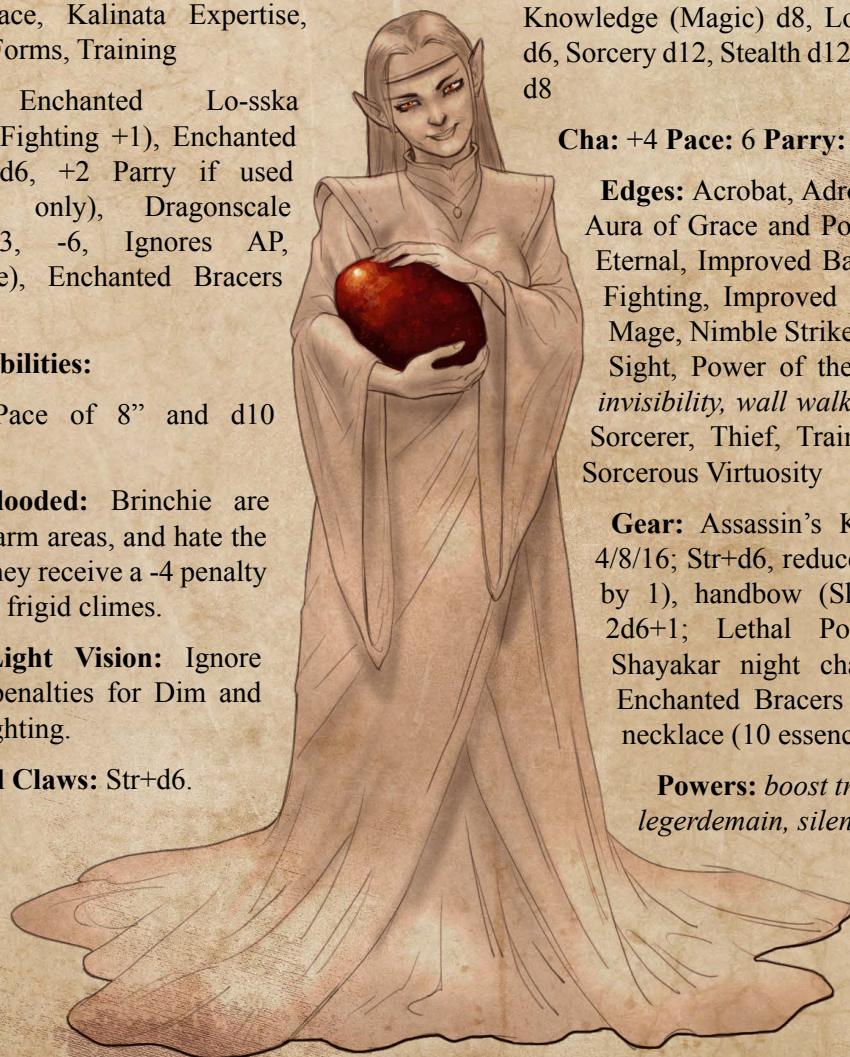
**Cha:** +4 **Pace:** 6 **Parry:** 11 (2) **Toughness:** 9 (4)

**Edges:** Acrobat, Adroit, Archmage, Assassin, Aura of Grace and Power, Brilliant, Criminal, Eternal, Improved Backstab, Improved Close Fighting, Improved Extraction, Inside Man, Mage, Nimble Strike, Pattern Linked, Pattern Sight, Power of the Ascended (*boost trait, invisibility, wall walker*), Spirit Made Flesh\*, Sorcerer, Thief, Training, Sorcerous Clarity, Sorcerous Virtuosity

**Gear:** Assassin's Knife (Throwing: range 4/8/16; Str+d6, reduces Bypass armor penalty by 1), handbow (Shooting: range 5/10/20; 2d6+1; Lethal Poison [-2]), Enchanted Shayakar night chain (+4, -4 coverage), Enchanted Bracers (+2 Parry), Twin Fang necklace (10 essence, whitesilver)

**Powers:** *boost trait, cantrips, invisibility, legerdemain, silence, wall walker*

**Essence:** 25 (10)





### Special Abilities:

- **Enemies:** All creatures of Darkness and Flame will seek to kill an faelakar given any chance.
- **Keen Fae Senses:** +1 die type for Notice, and +2 to sight-based Notice checks.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Magically Sensitive:** detect arcana (+2).
- **Weakness:** All faelakar are deathly vulnerable to Black Iron and Blood Steel

\*As a true Faelakar, Sunset does not require Vigor rolls vs fatigue

### CLAW: SSTANSSIL

I've not really been able to converse much with this man, he's a notoriously closed book, doesn't really speak to anyone beyond a small circle of those who he deems friends. I can tell you, I'm not counted amongst that number yet, but I'll continue to work on him.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

**Skills:** Fighting d12+1, Intimidation d6, Swimming d6, Notice d6, Stealth d4, Streetwise d4, Survival d4, Throwing d6

**Cha:** -2 **Pace:** 6 **Parry:** 10 (2) **Toughness:** 11 (3)

**Edges:** Brawny, Embrace the Beast, First Strike, Kayakor Devotee (Hook-and-Twist), Kayakor Devotee (One-Handed Stike), Kayakor Devotee (Whirling Shield), Powerful, Robust, Sweep, Tail Lasher, Trademark Weapon (Kayakor)

**Gear:** Dregordian Scale (+3, -4 coverage), Kayakor (Str+d10+2; Reach 2"; Parry +1; AP 1), Spear (Throwing; range 3/6/12; Str+d6+2), Bracers (+1 Parry)

### Special Abilities:

- **Aquatic:** Breathe underwater, d6 Swimming
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.

### TAIL: SSATHRAA

I often feel as though this woman is attempting to discern more about me than I can about her during our long evening talks at the end of supper. She's an accomplished scout and a clever tracker -- she has a way of turning our talks toward my history, my background, and my feelings toward the Cult. I can tell you this; she's not someone I could ever hope to turn away from the Dragon Cult or its ethos.

**Attributes:** Agility d12, Smarts d8, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d6, Swimming d8, Climbing d6, Notice d8+2, Shooting d12, Stealth d10, Streetwise d6, Survival d8, Tracking d8

**Charisma:** -2 **Pace:** 8 (d10 running die) **Parry:** 6 (1) **Toughness:** 9 (3)

**Edges:** Alertness, Calm the Beast, Danger Sense, Fleet-Footed, Long Distance Swimmer, Sprint Swimmer, Woodsman

**Gear:** Elvish Longbow (2d6+1, 18/36/72, Everwood), Long Sword (Str+d8), Dregordian Scale (+3, -4 coverage), Bracers (+1 Parry)

### Special Abilities:

- **Aquatic:** Breathe underwater, d6 Swimming
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.

## GEAR OF THE CULT

I've been able to make a small inventory of the Cult's commonly used gear, mostly for rituals, battle, and recreational purposes. It's not an exhaustive list, but I believe it'll come in supremely useful for anyone who faces a Cult member in battle, or who follows in my footsteps to gain deeper access to the Dragon Cult, I've highlighted the following items of special importance.



## DRAGONBONE WEAPONS

I'm not sure if these weapons are actually made from dragon bone, or just regular bone which the Cult claims is dragon bone. Regardless I've observed they are extremely sharp, and unlike bone, they do not shear, flake, or break when they are met with sufficient force that would otherwise destroy them. They are often given to high ranking members of the Cult, those who have gained her favor beyond all others -- I can say, with somewhat dubious pride that I possess a knife made of such material.

The oldest examples are likely truly bones of lost dead dragons, but there were never enough to supply the Dragon Cult's needs. Through an unknown alchemical process, likely involving dragon's fire, thunder lizards and, perhaps, even Dregordian bones were forged into what we know of as Dragonbone. Sadly, this knowledge was destroyed along with the cult during the last war. What items exist today are the remnants of a once mighty arsenal. There is also the slight issue of being caught with Dragonbone gear. At the very least you will be detained and the weapon confiscated.

Dragonbone weapons gain +1 AP, +1 damage, and the Unbreakable Minor Quality. However, their cost and availability are n/a. Outside of the Cult, or long forgotten tombs and battlefields, Dragonbone weapons are nearly impossible to acquire. In addition, Dragonbone does not take enchantments (Arcane Artificer). Theoretically, the ancient smiths knew the craft, but that art, along with its creation has been lost.

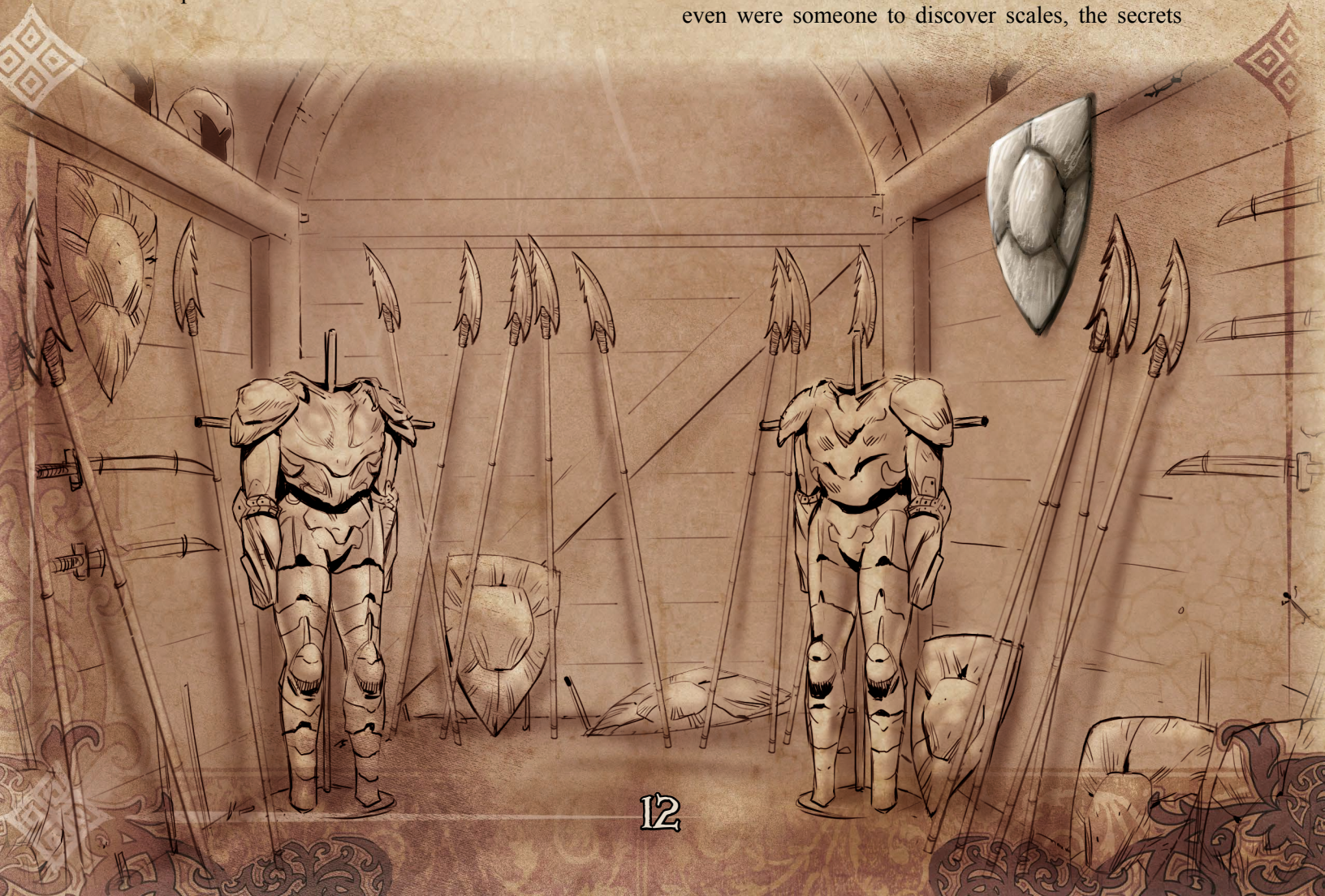
**Dragonbone Longsword** (Str+d8+1, AP 1, Unbreakable)

**Cost:** n/a, **Availability:** n/a, **Cost:** n/a, **Weight:** 6

## DRAGONSCALE ARMOR

Like Dragonbone, it is popularly theorized that Dragonscale is likely an alchemically altered hide of thunder lizards or some other obscure beast from the jungles of Dregordia. A small number of scholars believe most ancient Dragonscale armors MIGHT actually be constructed of true dragon's scales.

Just like Dragonbone, the process to alchemically create Dragonscale is also long since lost. And, even were someone to discover scales, the secrets





to forging scales into Dragonscale armor is beyond even the finest smiths. Fortunately, Dragonscale armor could be painted in such a way as to be less conspicuous making summary arrest less of risk. Still, anyone brazenly walking around in anything connected with the Dragons is inviting arrest or assault. And, just like Dragonbone, Dragonscale cannot be enchanted via any known means.

**Dragonscale Armor** (+3, -6, Ignores AP, Unbreakable)

**Cost:** n/a, **Availability:** n/a, **Cost:** n/a, **Weight:** 25

All known examples are complete suits of armor, including helm (-2 Notice).

### CULT AMULET

There are different kinds of amulets worn by the Cult members, all of them depict a draconic head in some way, shape, or form. I've seen the following materials used for the various ranks:

*Wood:* Initiates to the Cult have these; they are often attached to a length of cord. Provides +1 Stealth.

*Stone:* Acolytes wear these; these are always attached via leather. Provides +1 Stealth, +1 Armor.

*Metal:* The Trusted, including myself wear these, they are attached via a length of steel chain. Provides +1 Stealth, +1 Armor, and +1 melee damage.

*Precious Metals:* The Scales, Fangs, Claws, Tails all wear amulets made of gold, or silver, they are always attached via a silver chain. Provides +1 Stealth, +1 Armor, +1 Parry, and +1 melee damage.

*Bone:* The Dragon Chosen, the Breath, and the Elder have these amulets; they are attached by a length of gold chain and denote the top rank in the Cult. Provides +1 Stealth, +1 Armor, +1 Parry, +1 melee damage, Unbreakable, and *burst* (Flammable trapping).

### DRAGONWING CAPE

These dramatic capes are often worn by high ranking members of the Cult, and those involved with the Cult rituals on a day to day basis. They are stylish, stylized to resemble the unfolding wings of a dragon. I'm not sure if they allow actual flight due to magic, since I've never seen one used as such, but those are the rumors circulated by some members

of the Scales. I do find it unusual that Dregordians, as most of the Dragon Cult's members are, would choose to make themselves appear more like the winged draykin whom they either killed off or evicted from Shaintar. Dragonwing capes have *fly* with a Pace 6, and a Climb 0.

**Cost:** n/a, **Availability:** n/a, **Cost:** n/a, **Weight:** 15

## CULT EDGES

I've witnessed some strange abilities during my time with the Cult. Here I've made a small catalogue of the most commonly used ones - once again I hope this information proves useful to those who finally gain access to my report.

### DRAGON CULT MAGIC

**Requirements:** Seasoned, Sorcery or The Way, Knowledge (Cosmology) d8+, Knowledge (Magic) d8+, Fanaticism [Major], Obligations (Dragon Cult) [Major]

Unlike other magic styles, the Dragon Cult Magic Edge provides special access to Dragon powers and the Dragon Trapping, but requires the caster to already know at least one magic style. However, taking the edge, the character immediately gains *Protector* from the Arcane Background (Miracles) Edge. This means that Dragon Cult Magic casters are subject to the normal Backlash of their particular Magic Style (Sorcery or The Way), but are also subject to penalties (-2 to casting to casting rolls for Minor sins), temporary loss of powers (completely losing all arcane powers for one week), or revocation of magical abilities (Mortal sins) for defying, betraying, or working against the Cult's aims.

With this edge, the Dragon Trappings may be applied to any powers known by the caster.

### FANG COMBAT TECHNIQUES

**Requirements:** Seasoned, Improved Close Fighting, Obligations (Dragon Cult) [Major]

The Fangs have some pretty nasty combat techniques, I've observed them in action, and I've listed these here so that our Order doesn't walk into a fight with these formidable enemies unprepared. Characters with this Edge reduce called shot penalties by their enemy's Reach +1.



## TAILS SCOUT TECHNIQUES

**Requirements:** Seasoned, Woodsman, Obligations (Dragon Cult) [Major]

The Tails know a lot about hunting, tracking, and pursuit. I've written all I know from observing one of them in action. Characters with this Edge gain a +1 on Tracking rolls, or +2 when Tracking Dregordians.

## BREATH OF LONSTAAK

**Requirements:** Seasoned, Meditation, Spirit d6+, The Way d8+

Longstaak told me he learned this method from a Master of the Dregordian Way, and he was kind enough to pass on what he was taught to others who need to learn a greater control over themselves in battle.

Characters with this edge gain a +2 bonus to Spirit or Smarts rolls (as appropriate) to end Berserk rages, rolling vs Needs Action, checks for Dregordian resisting Battle Rage, or any other conditions requiring a roll vs losing control of emotions.

# DRAGON CULT MAGIC

There are rituals in the Dragon Cult that I've heard of, seen, and been involved in first hand. Some of the Cult's magic draws directly on the power of Dragons, but I have begun to believe that currently her magic flows from a different source. The final chapter of my report will detail the truth behind the Dragon Cult's true power, and that truth is one which I am convinced will shake the Cult to its foundations, perhaps even spark an internal conflict when the matter finally comes to light.

One unusual aspect of Dragon Cult magic is that it can be cast by most of the magic styles used by the cult, but those uninitiated cannot use their powers. These abilities are unique to the Dragon Cult. The reason must involve the source of their power.

## DRAGON CULT TRAPPINGS

The following Trapping is usable only to those with the Dragon Cult Magic Edge.

## DRAGON

Dragon powers manifest as scales, claws, horns, heat shimmers, and wreathing smoke. In addition to additional effects provided by Fire/Heat Trapping and the Fear additional effect provided by the Necromantic Trapping (Savage World Deluxe), dragon powers also gain the following:

**Fire Immunity:** Protective powers makes the caster Immune (Monstrous Abilities) to Fire (natural or magical) for 2 additional essence cost.

**Dragonfire:** Damaging powers gain the +2 Burning Weapon additional damage for an additional essence cost.

## DRAGON CULT POWERS

The following powers cannot be gained via the Expanded Understanding Edge. Only those with the Dragon Magic Edge may use the following powers. Also, these powers cannot apply Applications, even when being used via Sorcery.

## DRAGONSACLE HIDE

Some of the Cult mages and Adepts are able to use their magic to defend themselves. I've seen them turn their flesh to dragon scales, deflecting multiple sword blows, and only taking damage when a determined opponent hacked away at their armor.

**Rank:** Veteran

**Essence:** 6

**Range:** Self

**Duration:** 3 (1/round)

**Magic Styles:** Sorcery, The Way

By drawing upon draconic aspect, casters of the Dragon Cult can wreath themselves in a protective cloak of dragon scale to achieve unparalleled levels of protection. Rolling a successful base casting check using the magic user's style summons +4 armor power with Dragon Trapping. On a raise, the spell creates +6 armor and gains the Dragon Trapping additional effect Fire Immunity free. This power requires the Dragon Cult Magic Edge.



## ONE WITH THE DRAGON

I've only ever seen the Elder do this once, and I'm not sure if I was dreaming at the time. Imagine a spell that allows you to take on the various traits of a Dragon, summoning its incredible power through you; you become a vessel for all that is draconic. Behind you appears a spectral dragon, a massive spiritual image of the creatures which bring so much death and destruction to our world.

**Rank:** Legendary

**Essence:** 10

**Range:** Self

**Duration:** 3 (1/round)

**Magic Styles:** Sorcery, The Way

It is not known if this is some bizarre form of summoning power or an illusion that causes harm. In the end, it matters little. For the short duration of this spell the caster possesses Dragon abilities as if they were the real creature. This Power requires the Dragon Cult Magic Edge. While the power is active, the caster, with a success, can select one of the following abilities. One additional ability is gained for each raise on the casting roll:

- **Dragon's Roar:** Use War Cry, but radius is Spirit (not LBT).
- **Dragon Scale:** +8 Heavy Armor
- **Fear -4**
- **Fearless:** Immune to Fear and Intimidation
- **Immunity:** Fire (natural or magical)
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Magic Resistance:** Dragons gain Improved Arcane Resistance 4.

Regardless of how many abilities are gained, using this power immediately imposes the following penalty, in addition to any natural Weaknesses the character may have, for the duration of the spell:

**Weakness:** Black Iron and White Silver, +4 damage from these sources.

## Liner Notes: What kind of Magic?

One of the more convoluted aspects of the Dragon Cult involves what forms of magic do they use? To understand that, you must first consider history. When the alliance of Shaya'Nor, Kal-A-Nar and the free southern people banished the dragons from Shaintar, they used their combined powers to create the great seal at Og'M'Drakar. Reasonably, to break such a seal would require a ritual combining those cosmological powers again. A choice born of desperation has created a paradox where to unleash the dragons, the Cult must discover a way to re-create the circle of warring magics, unlikely, or discover another source of power greater than those combined...

## CULT INTEL REPORTS

These are small snippets of information I've been able to glean from my day to day wanderings in the city. They hint at greater mysteries to come, and perhaps at an Awakening of sorts. One thing is common amongst many of the reports - we're definitely up to something. I believe she attempts to bring another Dragon through to Shaintar, and has begun to extend her operations into ancient ruins and sites linked directly with the influence of the draykin.

- The Big Dig -- I've been increasingly concerned with the sheer number of Cult Archaeologists poking through the site at the Old City end of Drak Tor. I've seen heavy dwarf-made machines brought in to clear large portions of a collapsed monastery there, and I caught a glimpse of some kind of artifact the diggers brought to the surface. Whispers around the Great Library hint that it may well be related to the draykin.
- The Elder has sent out messengers to various Wings across the kingdoms, I've not been able to work out the nature of those messages, but a whisper brought to me by a fellow Trusted speaks of a Moot which is to be held, this will involve all of the Cult leaders in one place, at one time.
- The Cult took delivery of tame (if there's such a thing) Thunder Lizards, I've not seen the creatures myself, but I overheard talk of it near the city square.
- I witnessed a heavy box brought into the Great Library the other day; it was quickly shuffled through and placed under lock and key elsewhere.



One of the Scales discussed the contents with another, and I overheard mention of the Burning Heart. I wonder if this means they have contacts amongst the Builder refugees from Norcan Dar and Vandara still lives.

- Messengers who smell of the sea and have the look of sailors have recently been brought in, always in blindfolds, either with small cases they appeared only too glad to be quit of or with fearful looks and message scrolls bearing a draconic image as the seal.

## THE HUNT FOR DRAGONKEYS

The Elder and the Breath have, of late, been trying to assemble a collection of amulets crafted of some stone which simultaneously looks like cysarium and yet utterly alien at the same time. In fairness, though, I only caught the barest glimpse of one being removed from a sailor-delivered casket. The Dragon Cult is as rife with rumor as any other group of sentient beings, and rumor has it that these amulets are from the earliest days of the Dragon Cult. One Tail of my acquaintance, Visshan, a surprisingly young Dregordian who has been raised in the Cult since his hatching from a stolen egg, said he'd heard teams

were being sent out onto the seas in search of ancient Dragon Temples. These teams require at minimum a Tail and a Scale as well as a full complement of sailors who can be trusted to either help or drink away their pay and not ask questions. More than one ship, he said, has gone missing through the mists of the Veil. More importantly, though, these expeditions are proving to be worth the expense.

There are murals, it is said, in these sea borne Dragon Temples which depict maps. Strange maps they are, showing bits of what is believed to be Corelisia, bits of Norcan Dar, bits of Shaintar, and another place my young dining companion had no name for, though he laughingly put forth the notion that it was another world entirely. I've heard stranger notions, Brothers. There are also machines of some sort in these temples, or ruins thereof, Visshan told me, which these expeditionary teams are now studying. I am concerned, but I am not entirely sure why, by his comment that these machines light up when one of the strange stone amulets is brought near.

This discussion only happened earlier this week, so I haven't had time to properly think on it as I was taught. If I still live in a month, I may have a better idea what this means for both the Dragon Cult and our benevolent brotherhood. Indeed, our world.





