

EPIC HIGH FANTASY

Shandar

GUIDEBOOK



DREGORDIA

GUIDEBOOK : DREGORDIA

WRITING: DARREN PEARCE

RULES: SEAN PATRICK FANNON

EDITOR IN CHIEF: CARINN SEABOLT

EDITING: GAYLE REICK, CARINN SEABOLT

ILLUSTRATION: JASON ENGLE, BIEN FLORES, ALIDA SAXON, CARLY SORGE

DESIGN: AARON ACEVEDO, JASON ENGLE & ALIDA SAXON

LAYOUT: ALIDA SAXON

LINE MANAGER: GAYLE REICK

CONTENTS

From Swamp, to Jungle	2	Government, Titles, and Ranks	11
The Dregordians of Shaintar	2	The Nine Houses	12
An Overview of the Dregordians	2	Law	14
Dregordian History in Brief	3	Crime and Punishment	14
Architecture	7	Dregordians at War	14
Names	7	Kayakors	15
Physical Description	7	Magic	16
Clothing	8	The Way	16
Food	8	Travelling Dregordia	16
Drink	8	Thunder, Thunder, Lizards!	16
Society and Social Life	8	Dregordian Cities	17
Art and Culture	9	The Swamp Village of Mssakalor	17
Beliefs	9	What does Mssakalor Look Like?	17
Mates for Life	9	Adept	18
Death	10	Imports And Exports	18
From the Egg	10	Adventure Seeds	18
Home Rituals	10	Dregordian Edges	19

version 151215

This product is copyright Savage Mojo Ltd 2015. 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. 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

FROM SWAMP, TO JUNGLE

"Before us lies the Way. Only the Way can stave off our inner sserna kresska and allow us to achieve peaceful unity of mind, body, and spirit." - Voltiss vo Ssartis

THE DREGORDIANS OF SHAIN TAR

Welcome to Dregordians, oldest race of Shaintar and the most misunderstood by outsiders. Dregordians are users of The Way who have a strong and powerful society, shaped by war at every turn. There are secrets to their society which, if known outright, would shake the very foundations of their society to the core - for the first time in its history, we're going to reveal some of those secrets to you, dear reader, and you'll finally learn the truth about where Dregordians really come from!

You'll be taken deep into the swamps and rivers of the Republic of Dregordia and learn how their society functions, what makes them tick, and learn their views on many aspects of life.

AN OVERVIEW OF THE DREGORDIANS

The Dregordians have a storied history, perhaps longer than even they can remember. They are a remarkable people, especially for a race which is for all purposes a powerfully built, sentient, dinosaur-crocodile hybrid. They stand taller than humans and strive on a day to day basis to keep their lives serene and balanced, because deep inside, rather like a crocodile lurking just below the surface of the water, there is a beast capable of ripping a creature limb from limb with incredible ferocity and feral rage.

This is something most Dregordians would like to avoid. It does no good tearing a visitor to their city in half. After all, they're all warrior-born.

The Republic of Dregordia is a sprawling presence in the west, bordered to the North by the Kal-a-Nar Empire and touching the western slopes of the Hellstorm Mountains. The mountains keep the Desert Princes contained to the East. The Ever Living Jungle is bisected by the river called Illiana's Blood, and this is where their great capital city of Ssora is located in the center of the jungle. The jungle and river provide all the people need and more. This, combined with the western sea means they are an

Liner Notes: Alien and Peaceful

Dregordia is the most alien region in Shaintar; it should never look or feel quite like anywhere or anything else found in the world. Getting it right means that non-residents should always be on their toes, looking over their shoulders (for unnatural) as well as the natural threats of the wild jungle which makes up most of the country - they should be aware of the delicate nature of Dregordian society and politics at all times.

You can think of Dregordian philosophy as a combination of choosing logic above all else married to the basics of Zen Buddhism. Throw in the discipline and military precision of the legions of ancient Rome atop beings who are bipedal sentient crocodiles, with an ever-present undercurrent of bestial ferocity, and you've found what you're looking for in bringing the land to life.

These are a people who struggle mightily to balance their inner beast. They've chosen to live a structured life amongst law and order, with a high degree of civilization and understanding. Their conflict resolution for the most part is rarely violent, but when it happens it can be swift and very bloody if not outright deadly. Strangers can sometimes get caught up in this, and ignorant strangers who make a faux pas could be in mortal danger if they continue to insult after warnings.

Imagine if you will a human going to Vulcan for the first time, or a brash Westerner encountering Tibetan monks initially and you're on the right track.

extremely self-sufficient people and one couldn't find a better example of this in all of Shaintar. It also means they don't need to engage in extensive external trading to ensure they eat or live well. There is some trading in luxuries and any Dregordian would want examples of other cultures' weapons and armor for study and adaptation.

This society's government is a combination of autocracy and republic, with a ruling Consul supported by the High Conclave of representatives. Thus those who have hereditary positions need not fear elections, yet the populace is represented through popular consensus.

There are just fewer than 1.3 million people in Dregordia, living mostly within their own lands, though some are spread around Shaintar. There are a few people from other races who live in these lands, but the people and their culture are often too alien for average folk to remain with for long. Present-day Dregordians are not as xenophobic as you hear about in old stories, yet neither are they too bothered by the idea other races would rather not settle in their lands.



During the early years those first Dregordians had a violent run-in with a race of beings known as the Draykin, or Serpent Riders. This resulted in a terrible and bloody war in 4300 B.C. which raged on for many years, perhaps generations. There's many a picture in the crude carvings of the era, which show the draykin riding dragons, this has led to a lot of speculation amongst scholars resulting in the belief that the draykin were the first Dragon Cult of the time. Some scholars believe the draykin were early Kal tribes or even distant cousins of the Dregordians.

This war stopped when the Dregordians totally annihilated the draykin.

It was only a footnote, a pause in the bloodshed. There was a swift return to battle, with the 1,000 Year Conflict which followed after the defeat of the draykin. Petty wars, deadly family conflicts and savagery dominated this period of Dregordian history. Dregordian society was a loose anarchistic mob spread out through the jungles and marshlands, the inner beasts within threatening to consume them completely - had this happened it would have wiped them out, denying them a place as one of the great societies of Shaintar.

What stopped this savagery?

DOWN FROM THE MOUNTAIN

In 3300 B.C. Voltiss vo Ssartis, a gift-bearer of the Dregordian people arrived. He came with Illiana's gift, down from the Hellstorm Mountains and brought with him the Way. He's regarded as the first Adept in Shaintar and went forth teaching the Way, gathering followers and establishing the first Adept School in the (then) fledgling town on Ssatay around 3290 B.C. or thereabouts. Time passed and by 3015 B.C., thanks to Voltiss, many more schools were built and many more Dregordians were taught to control their inner beast, or as they called it: sserna kresska.

This level of control became a rite of passage, males and females are expected to master the basic forms of control and meditation by the age of twelve. Twelve is the most spiritual number in Dregordian society as well as being the total number of fingers they have.

This mastery caused a dramatic upturn in their fortunes, the society developed rapidly and their social structure took a new form. Old villages became towns; new villages sprang up as the Dregordians stopped battling each other, and embraced this new concept of peaceful co-existence internally. As more and more Dregordians embraced these concepts,

sharing resources and other important things without conflict, it strengthened their society as a whole - they established growth along Illiana's Blood and the Tolzin River, the two key water sources in Dregordia.

Somewhat later (around 3003 B.C.) they began to look outside of their homeland, sending out 'the Twelve' who ventured across the mountains, met and established contact with Fae society. These observers lived among the Fae people, learning much about them, whilst keeping Dregordian secrets to themselves. The Fae had a positive effect on the Dregordian society, when the Twelve returned in 2979 B.C. with this knowledge of other social structures - they established ruling hereditary Houses and prospered so well their towns became cities by 2600 B.C.

The first Consul to rule was elected in 2597 B.C. by the High Conclave; Isshiro na Brssak led his people forward, taking them into a highly advanced civilization in terms of their government and social structure. They maintained a neutral and isolationist stance during this time in those early years around 2600 B.C. to 1575 B.C. often known as the Age of Doom. Many Consuls, including Kavadriss na Brssak deemed the isolation necessary saying, "The problems of others are not our concern."

AGE OF DOOM

Yet the Age of Doom could not be stopped, and it marched up to the very doorstep of Dregordia (1535 B.C.) in droves. 10,000 Eleran (early desert tribes from what is now the Kal-a-Nar Empire) arrived there under the leadership of Warlord Irekan. He demanded the Dregordians forsake Illiana and swear allegiance to Ceynara, Queen of Flame and Goddess of War. The now-civilized Republic of Dregordia sent back a response, it was the warlord's severed head bought back by less than 500 of his 10,000 strong army.

This didn't sit well with the Eleran, so they sent 30,000 soldiers to crush Dregordia. This offensive failed too, as the soldiers were no match for the army and discipline of the nation. They were also unprepared for the Ever Living Jungle, which was inhospitable and full of dangers, including the Bovass Krasskar or Thunder Lizards.

It was a short-lived victory since the War of Fire broke out in 1500 B.C. as Ceynara and her demon forces assaulted Shaintar. Not even Dregordia was a match for her might, and the might of her demons and

childer - it began to crumble and break, eventually shattering - reduced to a third of its original size. The Dregordians were broken and they were forced to retreat, further and further back along the westward side of the peninsula. When it seemed like the War of Fire would consume them, or drive them back into the sea, Ceynara and her demonic horde were cast back into Hell in 1200 B.C. - ending the War of Fire - but it was too late, the damage was done.

The reduced population once more fell into infighting, savagery and war from about 1200 B.C. to 1000 B.C., until the Ascended called forth all races of Shaintar to the 'Eye of the Dragon' and bade them put an end to the fighting, to find fellowship in Life. Twelve leaders from Dregordia answered this summons and as the Age of Peace began, so they returned to Dregordia and rebuilt a new society from the old. Slowly they returned to a golden age of civilization and culture, returning to its former glory between 1000 to 650 B.C.

DARKNESS COMES

Just as it seemed nothing would bring an end to the Age of Peace, the hordes from Shaya'Nor came forth and attacked in 600 B.C. - forcing a brief alliance between the Dregordians and the dwarves of the Hellstorm Mountains, an alliance which could keep out this horrible army of Darkness. Yet pestilence and plagues struck the Dregordian borders in 498 B.C., forcing them to adopt their isolationist stance once more, withdrawing from the conflict.

Their isolationist stance lasted for three thousand years barring some minor interaction with the Kal Empire, their border enemies. In 1724 A.C. a new Emperor of the Eleran m'Kal-a-nar known as Jolokas ki Grilnas took the throne, and immediately began to expand his Empire, right into the lands of the Dregordians. This Emperor's determination to succeed re-ignited the border war between the Kal Empire and the Republic of Dregordia, a war which raged on and continues to this very day.

Yet during the war and strife, it was not all dire news - a discovery of a remote area of the Ever Living Jungle brought to light a new group of Dregordians who lived there. It was in 2100 A.C. when Dristak became the Ninth House thanks to Consul Thrak na Brssak bestowing on them the rights of Dregordian nobility, and all the privileges which went along with them.

Liner Notes: Dragons Are The Key

In any great world, in any glorious campaign there are elements that are truthful, things which are lies and somewhere in-between just to spice things up there are half-truths and rumor. Much like our lives today, comprised of so many secrets we're left looking up at the stars and wondering: is this all there is to our galaxy, or universe, just us on this tiny ball of rock? Shaintar is no exception and since taking over as the Captain of the Good Ship Shaintar I've been let into some of these secrets.

How you play with this information is up to you, but it's the time for it to hit the streets so to speak and Sean agrees so, well, here we go. Dragons, this is where Dregordians come from, yep that's right, DRAGONS!

Dregordians were originally created by the dragons to be a servant race, which when you look at them, kind of fits and might already have been a sneaky suspicion in many of your minds. Well here it is, it's the super-secret truth behind the Dregordian People.

It wasn't Shanais who made the Dregordians, and they're not really crocodile folk at all - they've got dragon blood in there, only don't tell them that. They have no idea that Shanais seeded them onto Shaintar first; they do truly believe they came from her onto the continent and well, that's in all their history texts and stories. You know the 'Eight Families of Dregordia' and all.

She took them and popped them onto Shaintar, taking them under her watchful gaze. They really are a favorite. So there you have it, we're not going to delve deeply into the whys and wherefores of this - it's something for you to mull over and think about, how it impacts your Shaintar games could be the fuel for epic stories set in Dregordia.

THE DRAGON WAR

Dregordia saw the rise of a religious cult in 2224 A.C. - The Dragon Cult, which maintained that Dragonlords were the very first true gods, all worship therefore, should be given to them above all others. This began the Dragon War in 2216 A.C. as the cult performed a dangerous sacrificial ritual to open a passage to the Realm of Dragons. It is believed they did this as a means to gain more power.

As dragons were unleashed upon Shaintar, furious battles took place and the Dregordian leaders realized they couldn't defeat the Dragon Cult and the dragons on their own. This resulted in a plea for help, and the Dregordians sent out their best warriors and diplomats to ask for aid - the Hellstorm dwarves and the Fae Nation joined forces with the Dregordians in 2234 A.C., and together destroyed the Dragon Cult.

Dregordian Adepts joined forces with other wielders of magic and at Og m'Drakar performed a ritual which banished all but a scant number of dragons through the 'Eye' and away from Shaintar.

Much of the populace of Shaintar laid the Dragon War's fault firmly at the feet of the Dregordians. It's an attitude which carries through to the present day, and has caused more than a few diplomatic incidents with outsiders. So it was that Illiana sent a vision to the Consul of the time, Tssvok na Brssak that caused him to completely overturn the country's isolationist views and policies. Dregordia broadened its horizons and opened ties with the Fae Nation, the Dwarven Clanhomes and the humans of the southern lands.

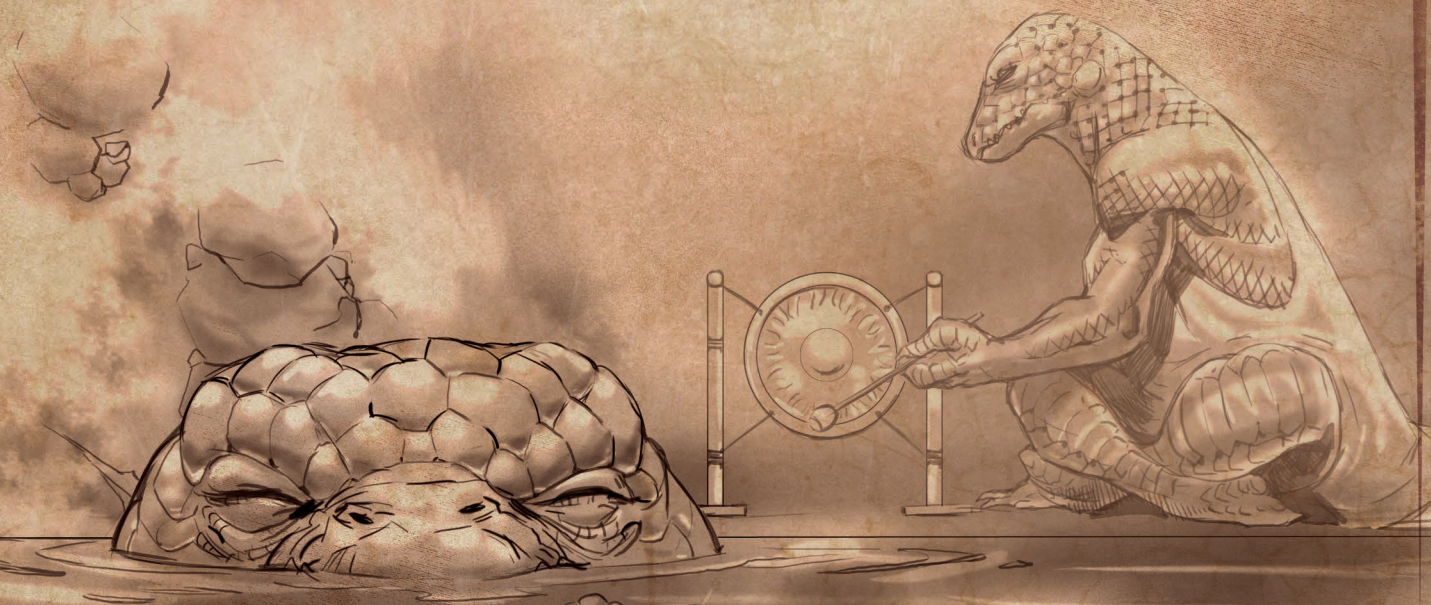
The government sent Dregordian Adepts out into Shaintar and encouraged them to teach the Way to all who were capable, and willing to learn. During this time the Houses of na Brssak, vo Drrsshak, and no Ssartis were given the great task of destroying the remaining dragons.

CHANGE

In 2521 A.C. a great change swept over the government of Dregordia once again, this time a hardliner with extremely conservative views gained power. Consul Dssrask na Brssak took the position and chose to reinstate the nation's former isolationist policies - this did not sit well with the other Houses, they blamed the fall of their society on na Brssak during the War of Fire, which they argued allowed for the rise of the Dragon Cult and the ongoing war with the Empire.

House na Dristak challenged House na Brssak's right to rule and rebelled so successfully that the rule changed hands - it was seen as a great thing, for under na Dristak's rule Dregordia opened up ties with Galea, Olara, and the rest of the Southern Kingdoms - it became a staunch ally to that region against the powers of the North.

This change continues even to this day, it's now quite common to see quite a few Dregordians roaming and serving in other lands throughout Shaintar.



ARCHITECTURE

Peace, harmony, serenity, logic and balance are key words in Dregordian society - these are the cornerstone of education and ability in Shaintar. The preferred architecture reflects this to a great extent, with both beautiful and functional buildings making up the many towns and villages. It's especially true in the Capital City of Ssora. Not a curve or column is out of place within their structures, which resemble their close-knit ties to the other races more and more these days - they've taken some from the dwarves, some from the Fae and ideas from the human cultures they've encountered.

Yet it's never a mish-mash of these ideas, it's seamlessly integrated into one cohesive whole, striving to showcase the best in functional and beautiful design which has been described by certain Camonere Cavaliers as, "Quite simply breathtaking."

They've married wooden buildings and locally cut and quarried stone into something excellent, featuring a great many domes and aesthetically pleasing designs. Many of these designs are not only gorgeous to look at, but serve a greater purpose, such as allowing for the proper run-off of rain water for example. The Dregordians have also created stable platforms for their more water-based structures in the swampland, and when it comes to sea based dwellings they have extensive underwater homes as well.

In every major settlement, large town, big village or city you will likely find a pillar. This is known as the 'Pillar of the Twelve' once again reinforcing the Dregordians understanding of the spiritual nature of the number twelve in their society. The pillar is usually of a white-green colored rock or marble, carved with symbols depicting the Twelve. Twelve features prominently in the buildings which teach the Way, the ritual spaces of the druids of Dregordian society, and every noble House incorporates some depiction of twelve into its building or House Banner.

A great many Citadels, the schools where the Way is taught, are to be found in Dregordia and these are incredible buildings, once again with domed rooftops and sporting clean curves and lines. They can be found in many of the major towns and cities throughout the land. A particularly beautiful example lies on the coast just off the port of Ssatay.

NAMES

The Dregordian language involves a lot of hissing sibilants, and it's unusual to find a name that doesn't contain an "ss" in it. Dregordians don't distinguish between men and women in their naming practices.

Surnames refer to a person's bloodline, and are styled as "na-" or "vo-" (name), for example: na Brisstak.

Examples

Given Names

Assalak, Brossa, Drossess, Eskassa, Hassaliss, Illiass, Koress, Lariss, Nessetha, Or'ssol, Ros'ssava, Sseeva, Ss'kar, Ssithkara, Sskotoss, Ssorin, Wynass, Youliss

Surnames

na Arssal, na Brisstak, vo Drasta, na Hesstor, na Illisstak, vo Koss'rash, na Lass'tha, vo Niss'krak, na Orolloss'tha, vo Raslassh, na Ssava, vo Thaska

PHYSICAL DESCRIPTION

The Dregordians are taller than humans, usually by about a foot and a half. They are powerfully built scaled creatures, with digit-grade legs and twelve fingers in total between their hands, the fingers end in sharp and deadly claws. They have long flexible tails, which can be used as weapons. In this way, a Dregordian is always considered to be armed.

Dregordians have reptile-like eyes, bony eye-ridges and sometimes small horns atop their heads. They have a snout-like face which brings to mind the look of a dinosaur and a crocodile, their maw is lined with rows of sharp teeth.

The females and males don't really differ, so it's tricky to tell them apart. A skilled observer might notice a difference in facial pattern, eye ridge density, or horn structure - for the most part though until they advertise their gender it's wise to let them do the all the talking first.

Their scales range in color from earthen tones to rich browns and every shade of green. They sometimes sport markings and patterns in those scales which are unique, those who don't have such markings may utilize dye on their scales like tattoos or similar kinds of body art, especially among the warriors or the Adepts. Among the Adepts this kind of body art acts as a secondary focus for the Way, but does not replace the need for a focus crystal.

CLOTHING

Dregordian society doesn't have the same hang-ups found in other cultures, humans especially. Even bereft of their clothing, a Dregordian doesn't really consider herself nude in the classic sense of the word. Yet due to the increasing interactions with other races, they've come to view clothing as a way to denote their station in life.

They prefer the colors of the swamp or of water for their clothing dyes. Greens, blues, grays, and various shades of brown make up the color scheme for most garments. White and silver are also well used colors. Red, orange, and black are the colors of Flame and Darkness - they're never seen in Dregordian clothing. In fact, they are considered ill omens (this holds true for most of Shaintar, save for those who venerate evil, of course) and all poisonous animals in the Living Jungle have one or combinations of those colors.

It's become yet another form of expression; of course it takes a very back seat to their concept of Family, which we'll discuss a little later. Depending where you are in Dregordia, you'll see a variety of clothing styles due to the Dregordians borrowing from other cultures. Loose and flowing robes have been brought in from their time with the Fae. This also means these garments are less likely to get in the way of tails and so forth, though these clothes are usually discarded if the person needs to spend any time in or under the water.

They've a love of adornment when dressing formally, especially elegant jewelry which speaks of symmetry and logic. Form and function are the watchwords for clothing in high society, though even the lowest member of Dregordian culture may adopt some nice looking clothing, especially if their city or town has extensive links with the outside world - which results in more clothes being required, since other races get offended by the strangest things.

Once again, there's no gender disparity in Dregordian society, so men and women wear what outfits they want.

There are also rumors of Dregordian people in the Ever Living Jungle who have returned to a more tribal state, and wear only clothes which nature has provided: furs, feathers, wooden items, and some lizard leather. Especially prized is the hide of the Thunder Lizard. Good luck to those warriors wishing to bring one of those beasts down to wear as armor, though gathering the scales to craft Dregordian scale armor is relatively safe.

FOOD

Dregordian food is that which is provided by the local area. Swampland provides a variety of creatures which can be caught, killed, and then eaten. Small mammals and lizards serve as staples in Dregordians' diets, with those closer to the sea enjoying the fruits of the ocean.

For the most part Dregordian cuisine revolves around delicious ocean going creatures, various fish, and at least three types of squid. To this they add root vegetables and certain swamp/marsh based flora which they find particularly tasty.

The Akassar leaf is a favorite of Dregordian cooks, as it adds a slight zing to the dish and is often used when cooking or roasting a meat dish. This leaf grows on the Akassar tree in the Ever Living Jungle, usually close to water or on boggy ground.

Of late they have begun to import other foods they find pleasing from cultures around them. Certain dwarven dishes and Fae cuisine, along with foods from Olara, Galea, and other parts of the Southern Kingdoms are beginning to become favorites.

DRINK

The swamp and sea provides food, it also provides (if you know where to look) things which can be combined for certain effect. Herbs, plants, and berries are used create a variety of drinks which are to the Dregordians' taste. They might not be to the taste of others though, so you've been warned if you sample their 'swamp wine.'

They import some wines from the Southern Kingdoms and from the Fae and at least a couple of brews from the dwarves. Dregordians drink for the flavor rather than to become intoxicated, as a general rule, preferring to remain in control of themselves.

SOCIETY AND SOCIAL LIFE

Dregordian social life is structured and ordered; they gather at designated places, such as meeting spots, forums, town and city halls, as well as their homes. Many Dregordian homes have a debate area for cultural and social issues, this form of verbal discourse is always measured and never descends into angry words. It's often used as a precursor to finding a decent mate - after all if you can debate philosophically with someone who is of similar mind, even if they come from an opposing opinion, you have much in common.

Most homes also contain a dedicated game room, as they revere games of logic and strategy - especially for two to three people.

Family is everything to these people. They almost always mate for life and form incredible bonds of affection with each other. They refer to themselves even in social situations as being of the blood. This is so important to the Dregordians they often begin an introduction with "I am Krsska of the blood of vo Ssartis," for example, stating they belong to the family in question.

This is where their status comes from, not from wealth, but from bloodline.

It's a mix of their inclination and instincts, combined with careful guidance from their family elders, which sets a Dregordian onto his path, socially or otherwise. They're expected to study and master all the skills needed to perform the tasks of the path they've chosen. Dregordians have schools and academies for almost everything, and this has resulted in a reputation as excellent educators becoming widespread and petitions from families and individuals rolling in from outside Dregordia's borders - it's becoming a mark of high regard when an outsider is sent for further education at a Dregordian facility.

Dregordian mentors have many students and they only release the best once they've demonstrated a true grasp of the subject, otherwise they remain with the mentor for as many years as necessary until they've reached a full understanding of their chosen path.

ART AND CULTURE

Most people who see Dregordians aren't ready for the concept of highly educated, trained, and successful people who value art, music, and other pursuits so highly, yet look so strange and brutish. One might expect this of the elves perhaps, but of the Dregordians?

They are obsessed with water designs and fountains; flowing water is of great interest to Dregordians - adding dyes to it (and their clothing) is another form of expression greatly enjoyed by their society. Water sculptures which combine the Way with the ebb and flow of the liquid is yet another facet to the complex gemstone of their culture, these are often found at the Citadels as a way of training the Adepts in control.

They work well with paint, clay, and create some marvelous statuary in their cities; some of these sculptures can reach a tremendous height and often depict some great moment in history.

Of late they've begun to experiment with scale dying to extend their artistic expression. These body paints are made by using a local plant which boils down into dye perfectly suited to the Dregordians' scales.

BELIEFS

With their extremely ordered society, Dregordians value the Way to focus their minds and efforts, philosophy to guide the population, and religion to provide succor to those who need it. They hold the Ascended in high regard and the Waverider is looked upon with great favor, as is Shanais.

It's not uncommon to find small shrines, temples and little nooks dedicated to the Ascended in Dregordia - especially near bodies of water in the Ever Living Jungle and of course in their ports and so forth. These can vary in design and construction, but the ones to Illiana all share one thing in common, they all feature a sea-blue or green conch shell and a single stone which has been rolled and shaped by the ocean.

Of late the Church of Light has begun to make a rather deep inroads into Dregordia, with small temples and shrines popping up in and around Dregordian settlements and cities. This kind of expansion for the religion is inevitable in a land like this, with a people who are so orderly and balanced. Therefore, Dregordians now have Priests of Light, in addition to the numerous Druids, helping to guide people spiritually while the teaching Adepts aid others who use the Way in maintaining mental discipline.

There are also rumors of lost and forgotten shrines, even temples to the Dragon Cult somewhere in the Ever Living Jungle - with the cult thought wiped out to a worshiper, it's somewhat disconcerting for the government to think there might be remnants of those cultists somewhere within the jungle.

MATES FOR LIFE

Dregordians don't really have a traditional marriage ceremony as such, not like those of the Fae, dwarves, or various human peoples of Shaintar. They've adopted some from other cultures over the years, given it a Dregordian flair, and adapted it to their way of life. For Dregordians, who almost always mate for life, this is a bond not only of body, but of mind and ties to their understanding of the Way.

It's also a very formal thing, ritualized, and involves the combination of water and mind.

The couple are presented to a Dregordian Adept and told to sit before them. They light a single light, not a candle, usually created via magic. They are partially immersed in a special pool for this ceremony, connecting them with the Illiana, the Waverider, and told to focus on the light, an important training tool for the Way.

The ceremony takes place without pomp or circumstance, between the three in a mental construct, a place of their choosing - usually connected to water or Light (if the couple are followers of the Church of Light.) Within this mental place they're bonded together and mated for life, linked in body and in mind.

They gain a unique understanding of one another and in some cases develop a supernatural ability to read their partner's mind, which makes for a marriage where there are no secrets. The couple is then given a small wrist band by the Adept; this band is embroidered with their names and their family name to symbolize the bond, it's usually made of fabric but can also be made of twined cord or even ceramic.

After the private part of the ceremony is over, a huge gathering is thrown and the couple gets to entertain their guests - usually telling stories and providing anecdotes over a feast. Afterwards they're given crafted gifts and tokens of affection from well-wishers.

Dregordians can form strong emotional bonds and connections with non-Dregordians but it never goes beyond this. The physiological differences between Dregordians and every other sentient race are too great for any physical involvement to be possible and a Dregordian's mindset wouldn't allow them to love a non-Dregordian in the same way as they can one of their own race even if it were.

DEATH

Death is the natural end to all things as Dregordians believe, but they also understand through their connection with the Way that the essence of a being continues on beyond physical form. There is no fear of death, nor is there mourning for the departed.

Death is an excuse for the celebration of life, that person's accomplishments, what they managed to achieve, and who they were - who did they inspire and what, importantly, is the legacy they've provided to their bloodline?

The physical body (depending on where the settlement lies) is given back to the land. For most this means a simple burial followed by a celebration. Those Dregordians of loftier bloodlines or who have made particularly notable contributions to society are ushered off to Corelisia with a bit more fanfare; this results in sea based communities with giant underwater mausoleums where a single floating sphere with an ever glimmering light inside, the glowing contents of which are refreshed with each new interment, engraved with the names of the departed provides a comforting scene. In the marshlands the Dregordians send the remains to the swamp to reclaim, once again creating markers to honor the departed.

City dwelling Dregordians create vast underground mausoleums outside the city, and use a similar marker method to the underwater version and inter the corpses in specially prepared coffins which allow the body to return to the land.

FROM THE EGG

Dregordians lay small clutches of eggs, their families and extended family groups are all responsible for caring for these offspring until they hatch and afterwards as well. As is tradition in the Dregordian family, the elders and older clutches of siblings provide the majority of child care when the parents are otherwise engaged, since the elders of Dregordian society are the most respected and trusted position of any family group - barring that of the Mentor.

HOME RITUALS

There are very few home rituals in Dregordian society. The ones which do exist revolve around certain meals and observances regarding the Way. There are Serenity Gardens in most households, which are used to focus the mind and calm the inner beast - these are often great places for the people to spend hours lost in quiet contemplation, or achieve a solution when all other roads seem lost to them. Every Dregordian is expected to spend time in their Serenity Garden as part of a daily ritual; it helps them prepare for the day ahead.

Most Dregordians also have a swimming pond or place they can commune with water, especially on extremely hot days; they love to lurk beneath the surface of the water and peer out from just below it. They also find this extremely calming as well.

GOVERNMENT, TITLES, AND RANKS

Dregordian society is a highly balanced society, with egalitarian values. There are, however, ranks and positions of authority which make up their government and social structure which all honor and defer to.

THE CONSUL

The Consul is the de-facto leader of the people, chosen from the ruling families of the Nine Houses.

The na Brssak family held the title of Consul for thousands of years and ruled the Ever Living Jungle and the surrounding lands, until finally the va Dristaks successfully challenged their leadership and ushered in a new era, following a series of brief and very bloody battles, with the approval of the High Conclave.

Inzarra na Dristak currently holds the Consular Seat and has done so with wisdom and respect for almost 80 years. The Consul holds vast power and

authority, especially when it comes to the defense of the nation and diplomacy. She cannot just make decisions lightly and is subject to review by the High Conclave (the body of representatives elected by all the land and business owners of the nation.) The Consul's actions can be overturned and questioned by this body if there's a significant majority vote against them.

Thus the Consul always makes sure she consults with the Conclave before she enacts any truly dramatic changes in law.

VICE CONSUL

The second most powerful leader of the nation of Dregordia is the Vice Consul, a position selected every five years by the High Conclave. It's done via a simple ceremony; though challengers have stepped up in the past to take power. The current Vice Consul is Nariss vo Trasshka, who has served for the last 23 years.

In addition to supporting the Consul, the Vice Consul sits as the head of the High Conclave, calling all gatherings, managing discourse and debate. The



Vice Consul also decides when a vote must be taken and becomes the deciding vote should the High Conclave ever enter a state of deadlock.

This grants the Vice Consul some considerable power outside that of the Consul.

Over time the role of the Vice Consul has evolved to handle matters of regional trade and taxes, thus focusing them more internally, whilst the Consul handles international policies and treaties.

MAGNATE

Magnate is the name given to the leader of each of the Nine Houses of Dregordia. Each Magnate's authority is considered to be to be almost as powerful as the Conclave, though these days most would rarely exert their will over those affairs, unless it was really important. Each Magnate is, in theory, only responsible for the lands he or she controls, called a province. Such a position still commands much respect.

The current nine Magnates are:

Inzarra na Dristak (with her mate, Fethiss acting as regent for local matters.); Torviss na Brssak; Kaanar vo Drsshak; Yuwiss na Kresska; Kunoer na Ssathiss; Isstara vo Ssartis; Pesshka na Torasssi; Karsuum vo Trasshka (also serves as Commandant of the Great Host); and Zekhass va Vrdlak.

COUNSELOR

There are dozens of Counselors serving in the High Conclave, this position has changed over the years and now Counselors are expected to operate for about half-a-year in their homeland off-and-on, serving to aid local administrators and ministers in leading the people and keeping the bureaucracy operating smoothly. The other half of the year is spent in the capital city of Ssora at the High Conclave working alongside the Consul and Vice Consul to see to the laws and to run the country.

Seniority tends to be the deciding factor when it comes to respect in the role of Counselor, though those who represent more affluent holdings or productive districts find they have a stronger voice than those who don't.

MENTOR

One of the most celebrated position in Dregordian society is that of the Mentor, individuals who have achieved a level of mastery over their professions or crafts - their peers call for a special ceremony where

these august persons are given accolades and declared, by the eldest of their peers before a gathering of the assembled Dregordians Mentor - it's a proud day for those individuals. From that moment on, they are looked upon in a new light, and stand as some of the most respected members of the society.

The younger Dregordians and even those of other races are sent to Mentors for further training and education. A Mentor becomes so much more, they collect and gather knowledge, they pass on training which they've learned over a long time and reinforce the fact that the best teacher is experience and practice, especially in a trade - after all, how can one truly learn if not by doing?

THE NINE HOUSES

There are hundreds of notable bloodlines throughout Dregordia, but virtually all of them can trace their origins to the original Nine. They all fall under the Nine when it comes to political allegiance as well.

These are the Nine Houses and what they stand for:

HOUSE NA BRASSK ("OF ROYAL BLOOD")

This house was the first ruling family of Dregordia, forging the nation out of the blood and ferocity of the early times. They lost control 600 years ago to House na Dristak voted in by the popular will of the people after the Houses' successful takeover.

This house believes strongly in Dregordian Isolationist policy and many push for a change in Consul. The Magnate, Torviss however will not hear of such a thing since he knows too well the cost of such pride and what one can lose. They control the region around Ssiv and many large tracts of land to the south of it, including some of the best farmland in the country - at one point they controlled the heart of the Jungle, Ssora, but lost it to House na Dristak.

HOUSE NA DRISTAK ("FROM THE JUNGLE")

When an alliance of lesser bloodlines came together, with one goal, to no longer allow their fates to be dictated by the older houses they formed House na Dristak. They were long considered to be the most reckless and uncivilized of the houses, it was however House na Dristak who challenged the old regime and brought forth change - embracing the will of the people and challenging na Brssak.

They are the current ruling house and their power base is the capital of Ssora. Na Dristak controls most of the Ever Living Jungle.

HOUSE VO DRRSSHAK ("THE DRAGON SLAYERS")

This house is best known for the losses it suffered during the Dragon War. No house lost more men and women than vo Drrsshak to that devastating conflict. This is a fact the Dregordian people know all too well, they know the sacrifice of this house, one born of pride and guilt.

It's not spoken of aloud by anyone these days, but the original name of the house was vo Drrshess, which meant: "the Dragon Blooded." At one time, this clan had the strongest blood claim to the Dragonlords of old and demanded, by divine right, to rule because of their power and influence.

Some of this family went so far as to create a Dragon Cult, a cult which performed a ritual opening Shaintar to attack by the ancient monsters and nearly destroyed it in the process.

The house is still rebuilding to this day; it has modest holdings in and around Illiyas.

HOUSE NA KRESSKA ("OF THE FEARLESS")

This house is the raider of the enemies of the people, they're considered by many to be the rivals to House na Dristak in recklessness and one only has to look at na Kresska's actions to see this is true. This infamous band of thrill seekers is a force to be reckoned with. They are incredible athletes, swimmers, distance runners, rock climbers, hunters, and warriors - in fact any physical pursuit is this houses' strong point. They regularly serve in the military of the nation, especially versus the Kal-a-Nar Empire.

Sseto is their power base and home; they control a great deal of fertile agricultural lands around the area, especially to the north and west.

HOUSE NA SSATHISS ("FROM THE VAGABOND WAVES")

No Dregordian Bloodline has a stronger bond to the waves and sea as this house. In fact there's a long standing joke in Dregordia: if the Ssathiss clan had its way, all of Dregordia would be submerged. They are the finest shipwrights, the greatest sailors and have a command over the sea like no other. Many of the inhabitants of their coastal lands have their residential holdings under the sea.

This house has the most contact with the outside world; it maintains two of the primary Dregordian ports for international trade; Illianor, and their home port: Ssatay. The house is a staunch ally of na Dristak and was the first to support them when they rebelled against na Brssak. They dominate the coastline of the peninsula and leave the mainland affairs to na Dristak.

HOUSE VO SSARTIS ("THE SCALE OF THE DRAGON")

One of the most stalwart houses in the Nation of Dregordia, vo Ssartis controls much of the agriculture of the nation, through even the greatest crises, they've seen to it the people eat and the foundation of their culture remains steadfast and strong.

This is in part to vo Ssartis' strong alliance with the House vo Trasshka, including many marriages and joint ventures over the centuries - which served to bond both houses strongly together. The Ssartis bloodline looks after the logistic needs of the north, whilst vo Trasshka defends their borders. They remain two distinct houses in name, but when it comes to matters of nation and so forth, both houses tend to reach an accord and support each other in votes.

House vo Ssartis controls the extremely important northern agricultural lands around both Aissorria and Aissiva.

HOUSE NA TORASSI ("OF THE EASTERN MARSH")

If you want to know who rules the river ways in Dregordia, then look no further than this house. They've focused upon mastering the extremely tricky navigation of Illiana's Blood, and the key feeder river of the north: Hasstor River, developing the unique skills needed to safely and quickly traverse it. The river captains of this house are specialists of the highest caliber, recruited to master the Dregordian river trade along the Tolzin River far to the north as well.

At one point this was a great house of gamblers, river pirates, full of the joys of life, prone to bloody battles and ruthless piracy. Unfortunately this had a heavy cost, nearly wiping them out and eliminating whole families in the process - so as penance and to ensure the bloodlines strength in the future, the elders of the house have enforced a strong adherence to the philosophies of the Way.

They've not wiped out the river pirate presence totally, but they've ensured it won't become too much of a problem.

Their home port is in the river junction town of Illorr.

HOUSE VO TRASSHKA ("THE WARRIOR KING")

This house has always defended the northern borders against assaults from the Kal-a-Nar Empire. It long ago earned the right to command the Great Host of Dregordia. This family is bonded to the discipline and dedication of warfare, with an incredible grasp of tactics and soldiering like no other. It's said no other army in the world can defeat a kayakor-wielding battle formation of this house, even when they are just training. The clan once supported the isolationist policies of the old days, but under the new Commandant, Karsuum, the clan has taken a different approach. Trainers and specialists from throughout the Southern Kingdoms are hired and brought to the vo Trasshka lands.

Why?

To teach the military practices, strategy, warfare, and combat techniques of other races to his troops. Thus a wall of Dregordian military might, trained by the best Shaintar has to offer has been established along the northern borders, always willing to defend and protect the nation.

The House vo Trasshka is primarily based out of the fortresses of Kethiss and Kasstor.

HOUSE NA VRDLAK ("OF THE GLIMMERING HILLS")

This house knows money, it knows wealth, and it knows trade. Long ago they acquired the knowledge of mining and processing gold from the dwarves of the Hellstorm Mountains. It didn't take them long to apply it to the vast wealth dug out of the Glimmer Hills. When combined with their knowledge and skill in monetary matters it turned them into an incredibly powerful merchant house.

During the most xenophobic times of Dregordia's history, they managed to maintain trade with numerous peoples throughout Shaintar. This marked them in the eyes of some as dishonorable and untrustworthy, especially the hardliners. No one can complain these days, Dregordia benefits greatly from their efforts now, especially in these days of open exchange and communication.

These businessmen and diplomats of House na Vrdlak are truly valuable indeed, and they know it.

Illianor stands as their main stronghold and key seaport, whilst the mining town of Ssarak provides the Dregordian coffers with wealth.

LAW

Dregordian law is extremely ordered and pragmatic; they have laws which govern their society as many human kingdoms do, but they also have specific laws unique to their community. Rather than list all of the laws, we're looking at how the Dregordians deal with the crimes in their lands, rather than what things they consider crimes.

CRIME AND PUNISHMENT

Petty crimes are addressed through education and reinforcement; Dregordians prefer to teach rather than punish and they know the beast within could get the better of them. Severe crimes are judged on a case by case basis. Once again logic and understanding come to bear in judgment. Usually one is forced to serve in the military; if one wants to assault a being, one should be given the chance to do it formally on the battlefield. In the military, they are steered to focus and apply the Way to their duties.

Murder and crimes equally serious result in exile, plain and simple, no ceremony here - the offender is removed from their homeland, loses all status, and claims to a bloodline. They are stricken from the Houses' lists and must return any House Crest and symbols of status.

Outsiders will be judged on the same merits, since the Dregordians strive for balance in all things.

DREGORDIANS AT WAR

Many scholars have said that the Dregordian military, their Great Host, is the greatest army Shaintar has ever seen. It bears noting, however, that the Great Host has never once in the history of Dregordia been used for a major offensive campaign. They've come quite close to it in the past, especially in light of their counter-offensives against the Kal-a-Nar Empire's forces. There is some debate among scholars and leads some to say, since the Host has never been tested in a truly offensive capacity, it can't be the greatest army Shaintar has ever known.

Of course this isn't said to any Dregordian.

The Great Host is a nigh-on impervious wall of defense for the nation, standing firm against the great war-machine of the North. Every member of Dregordian society knows how to fight, has the minimum amount of weapons and battle training, and may at any time be called upon by the Consul to defend their homeland.

The Great Host comprises around 14% of the population, some 180,000 troops at any one time, with at least one quarter coming from the House vo Trasshka.

It's almost exclusively an infantry force. What horse would want to carry something that big? There are only a few specialized archery and siege units. The infantry does have incredible diversity though, with heavy shock troops, lightly-armored skirmishers (specializing in the javelin), guerrilla warfare units (especially adapted to the jungle), and other units designed to hold the line of battle.

There're also units of marines (amphibious in the truest sense), trained to support a River Navy of House na Torasssi as well as the Great Navy itself, the Commandant of the Great Host never passes up an opportunity to turn the Dregordians' amphibious nature to his best advantage against an enemy.

Units of constables (who keep the peace in towns and cities) and sheriffs (who patrol rural areas) serving under the High Constable can also be drafted to serve in the military should the need arise.

KAYAKORS

The Dregordian Kayakor is more than just a flashy pole arm; it's a symbol which displays the honor and prowess of the warrior. Each is hand crafted and specially designed for its warrior. Many families have a tradition in which they pass a venerated weapon from generation to generation, while others prefer each family member who chooses a warrior's path must create their own one-of-a-kind handcrafted kayakor.

The ability to make such weapons provides much respect and honor to the crafter, making them some of the most respected people in Dregordian society. In most houses, there will be at least one line that focuses on kayakor creation. How these weapons are made is a closely guarded secret and there are many different crafters who each have their own distinct and sometime well-known styles. Any kayakor will have a main blade shaped to the makers whim the day he made it (each blade is unique, like a snowflake) with a haft which is chosen and shaped to provide perfect balance for its wielder.



Dregorian Scale



There are variations made for the army so each battalion or brigade has the same type of blade and they are impressive, yet most impressive are the ones made for the greatest warriors. It's considered a terrible dishonor for an outsider, especially someone unworthy (and not invited), to handle a warrior's kayakor. There's a whole ceremony which allows someone to become a brother and thus borrow one, but this is not performed lightly and very few of other races have been accorded that honor. In any case, why would you borrow one when you could have it made for you.

Any non-Dregordian with a kayakor would have to be known to be a friend or will be confronted and badgered by any Dregordian; they will seek to find out how this weapon was obtained and why. They will be cast-iron in their efforts to see the weapon returned to its rightful owner, family, or place.

MAGIC

Dregordians can study arcane magic, they can be druids, they have such in their society - however the prime focus of their magical might comes from their understanding and mastery of the mental powers known as the Way.

THE WAY

The manipulation of the Essence from within one's own spirit, this is the Way and it's the prime magic of Dregordian society. The powers of illusion, telepathy, and physical enhancement are all possible with the Way and the Dregordians developed this discipline as a means to control their inner beast, or rather they were given the gift which allows them to do so.

A whole tome could be written on the Way, but suffice it to say it requires an incredible level of discipline, insight, and sheer force of will to manipulate Essence to an Adept's purpose, whether this is to see into the mind of a foe, erect a barrier of force, or to silently communicate with close friends.

There are also orders of Adepts, such as the Azure Citadel, or the Warrior Adepts of the Jade Flame.

There is also the Farspeakers' Guild which allows Adepts to communicate and send messages over great distance, a useful skill when it comes to coordinating battles and offensives.

TRAVELLING DREGORDIA

Dregordia, for being so far north, is an odd place; its climate is distinctly humid and tropical. There's a vast swathe of lush vegetation, eye-catching colorful flora as far as the eye can see, and incredible cities nestled deep in the farthest reaches of the Ever Living Jungle. The jungle is a dangerous place and it's full of normal beasts as well as supernaturally large ones, especially the Thunder Lizards or Bovass Krasskar as the Dregordians call them.

THUNDER, THUNDER, LIZARDS!

They resemble some kind of ferocious looking dinosaur crossed with a lizard, highly tough and extremely volatile these beasts are a major danger in the deeper regions of Dregordia. Many scholars have postulated they may be related to the wyrms of distant legend though their scales are closer to those of the Dregordians, if much larger, than to the hide of a dragon. They move with surprising speed, are very quiet in their natural habitat, and are the number one predator in the jungle, cunning and swift when they strike. Though they tend to move on all fours, they can easily balance on their hind legs while fighting with their front claws. Another frightening surprise is their inherent resistance to all forms of magic.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d6+2, Stealth d6

Pace: 8 **Parry:** 7 **Toughness:** 16 (3)

Edges: Arcane Resistance, Awareness, Fleet-Footed

Special Abilities:

- **Armor +3:** Scaly hide.
- **Claws/Bite:** Str+d8, AP 2
- **Fear:** The sight of a thunder lizard is terrifying enough, but when it roars, blood tends to run cold.
- **Large:** Normal-sized attackers gain +2 on attacks against this large beast.
- **Size +6:** Thunder lizards can get as large as 30' from head to tail, weighing in excess of 3500 pounds.
- **Tail Lash:** A thunder lizard can sweep everyone behind it in a 3" long, 6" wide rectangle, doing it's Strength damage to everyone with a standard Fighting attack.



DREGORDIAN CITIES

One cannot truly describe, in a few short words the alien majesty of Dregordian cities - the nature of such things defies the human mind. I found myself lost amongst these people, wandering serene streets of cobbled blue-green stone, walking through alleys which glimmered and glittered in Ssora ranging in color from sea-blue to deep emerald green.

This interplay of light and pattern is clever indeed, designed to create an effect that one might actually believe they are underwater. Various angular stones reflect the like in a mirror-like fashion and I find the whole experience to be rather calming, soothing to the mind as well. A good thing too, considering that your average Dregordian could rip you in half if you upset them.

I always feel as though I'm walking on egg shells (you'll pardon the pun, I hope?) around these people, as much as I am an honored guest and a welcome visitor. They know my profession, they know I've not been a good man all my life, but I'd certainly stand by them in a fight, well, perhaps not by them - somewhere to the left in a shadow, you don't want to be too close when they let loose with a kayakor! ~ Damon Alard, rogue, wanderer, scholar.

THE SWAMP VILLAGE OF MSSAKALOR

Hidden away in the Ever Living Jungle is a rather small village, home to an interesting tribe of Dregordians known as the na Mssakalor. They have only recently been contacted by Dregordian scouts who found the tribe living peacefully far away from the rest of the nation. They're fiercely independent, though thanks to a presiding Adept, Tokassyr Mssakalor, they have been introduced to the Way to calm their inner beast. They have begun to experiment with fashion and clothing, so they do cover themselves for the most part.

WHAT DOES MSSAKALOR LOOK LIKE?

For a tribal-style village, thanks to the influence of Tokassyr, Mssakalor is quite an impressive sight to behold. It's nestled in the deep green swamp trees of the region, partially submerged and also built in small stone stilts which elevate some of it above the water-line. The Adept is leading his people out of a dark age and it reflects so with the architecture.

Wood and stone are the primary materials here, again with deep greens and rich earthy browns complementing each other. Form and function are starting to take hold, and the design echoes that found in many Dregordian towns and villages. Most of their architectural style is square or rectangular, there are a few curves now and then and at least one stepped pyramid structure.

The whole place is lit using natural chemical lighting, phosphorescent and luminescent liquids in glass globes for example. Some homes use bioluminescent insects or fungi to provide their light, and if the light dwindles as to become useless, they double as a snack.

ADEPT'S HOME

Here you'll find the foundations for new buildings under construction, a Citadel which has just been started by the work crews. It stands next to the Adept's modest house, which is constructed on a raised platform, with submerged cellar where certain food can be stored and a large meditation chamber the Adept can go to when necessary.

HUNTER'S QUARTER

Around a quarter of the area is given over to the tribe's hunters; these warriors are extremely adept at jungle warfare and tracking prey in their natural habitat. They live in simple houses clustered together and many of the hunters are from extended family groups. This also passes for the village's army, and since they number only around 150 strong in total here, about 80% of the village folk are hunter-warriors.

THE MARKET

The concept of barter is still very strong here; however over the last few years the market has been introduced as a way to concentrate the various skilled crafters and traders amongst the tribe into one place. Since outsiders have found the tribe, the market has become even more central to their way of life and the people are discovering new items and goods all the time. The area is festooned with wooden stalls which have colorful awnings made from woven leaves.

HOUSES

Mixed in with all of this architecture, through a maze of wooden platforms and small safe pathways around the swamp are the homes of the people. These simple buildings are still eye-catching and share the same overall functional design, space is a premium concern and no home uses more than it needs to. The Dregordians' grasp of dimensions is on show here and where they can't build out, they build down or up.

FESTIVAL PYRAMID

This large, stepped pyramid in the middle of the village is both a shrine to the Ascended, especially the Waverider, and a location where the Dregordians perform their rituals and observances. They also gather here for major festivals and celebrations; they use naturally occurring phosphor gases and insects to provide light inside the many passageways and tunnels within.

ADEPT

A devotee of the Way, Adept Tokassyr Mssakalor is a powerfully built sea blue colored Dregordian, with a huge scar running down the right side of his face all the way to his left leg. Many say he was nearly torn in half by a Thunder Lizard and only his mastery of the Way saved his life. The truth? Yes, he survived the encounter - barely. He is a calm and serene man, mated to a calm and serene woman called Ursska - she hunts and provides for the pair while he does his best to guide other Dregordians out of a savage life.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Magic) d6, Notice d6, Persuasion d8, Stealth d6, Swimming d6, The Way d10

Cha: 0 **Pace:** 6 **Parry:** 7 (1) **Toughness:** 7 (1)

Hindrances: Code of Honor, One Eye, Pacifist (Minor)

Edges: Adept, Calm the Beast, Dreamdancer, Linguist

Gear: Kayakor (Str+d10, AP 1, Reach 1, 2 hands), Bracers (+1 Parry), Leather Armor (+1, -4 Coverage), Focus Crystal (+5 Essence)

Powers: deflection, mind reading, puppet, telekinesis, telepathy

Essence: 20 (5)

Special Abilities:

- **Aquatic:** Breathe underwater
- **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.

IMPORTS AND EXPORTS

Trade is new to these people so they've only just started down the road; they currently import anything new they can get their claws on, and export many craft items and at least three kinds of delicious swamp beast.

ADVENTURE SEEDS

NORTHERN NIGHT WAR

The House vo Trasshka requests the help of the heroes in a small, unsanctioned offensive action against the Kal-a-Nar Empire on their northern borders. It's come to the attention of the house the Kal Empire are moving several war machines into the region. They ask the heroes if they'd like to come along and sneak around at night to remove these threats.

STOLEN!

The heroes meet Varssik vo Dristak, a member of the ruling house, and a warrior with a problem. A thief has stolen his kayakor and fled Dregordia; this thief was a man who the Dregordian found injured in the swamp and brought to Ssora to help him recover. This is how he's been repaid. The Dregordian would like his kayakor back and is willing to let the man go. He asks the heroes if they'd like to come with him to track the felon down.

HIGH SEAS, HIGH STAKES

House na Ssathiss is off to do some wonderful ocean voyage, they're in the mood for some company and wonder if the heroes would like to join them. They're off to search the seas for a sunken ship which contains relics of a past age. They're also aware the Kal-a-Nar Empire is interested in the relics. The heroes can expect incredible sea going battles and some great piracy antics with the aid of this seafaring house.

DREGORDIAN EDGES

Focus of Illiana

Requirements: Seasoned, Dregordian, Adept

Dregordian Adepts tend to develop a great connection to Illiana, and this connection allows them to focus their mind even more than normal - they have supernatural levels of control and will.

When using an Adept Discipline, the player may spend +1 Essence to gain a +2 to their roll with The Way. Only one Essence may be spent this way per use; spending multiple Essence will not garner added bonuses.

Calm the Blood

Requirements: Veteran, Dregordian, Calm the Beast

The Dregordian can help others when they face strong emotional reactions. As an action, a character with this Edge can aid an ally with calming words and a soothing presence. This grants the target character with a +2 to recover from Shaken, come out of being Berserk, or turn back their Battle Rage (as per the Dregordian racial complication). The Dregordian with this Edge and any ally within Spirit range gains a +1 to resist Fear, Intimidation, and Taunt effects, as well.

Kayakor Master

Requirements: Legendary, Kayakor Devotee

The Dregordian is trained with the kayakor like no other; they gain an immense understanding of the weapon and can perform feats with it which can only be described as legendary.

As a free action, the Kayakor Master can use the *warrior's gift* power, self-only. He uses his Spirit to activate the ability. Only one Combat Edge may be active from this ability at a time, but the hero may freely switch between Edges, once per Round. For example, the Kayakor Master may have the Improved Charge Edge active from a previous round; he can use it to close with an opponent, then switch to Improved Frenzy as a free action and attack twice.

An Edge gained this way is active for as long as the hero maintains it; all other rules for the *warrior's gift* power apply as written.



