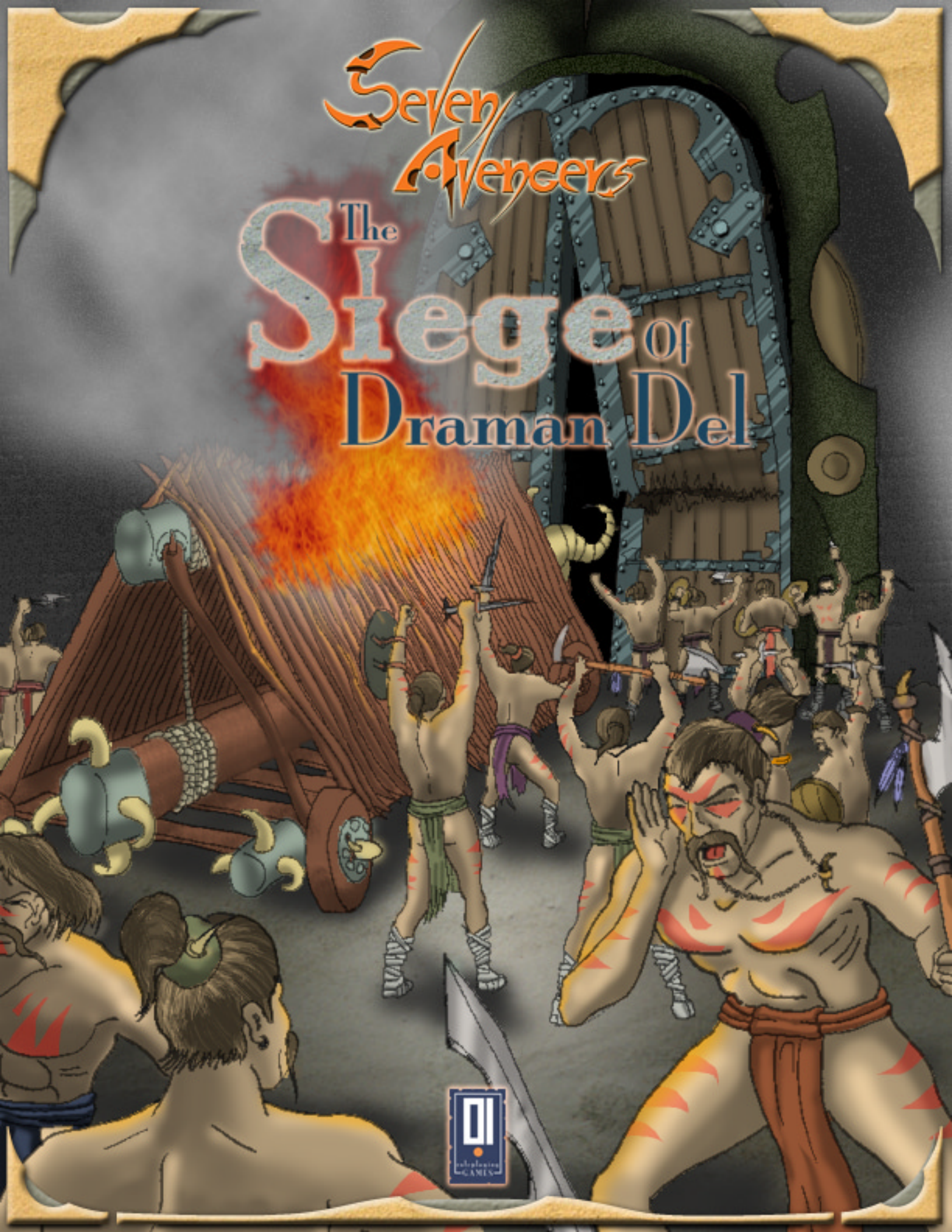# Seven Avengers
The Siege of Draman Del

The Siege of Draman Del

The Siege Of Draman Del
by Jacopo Porreca and Mario Barbati

Øone Roleplaying Games

www.Øonegames.com
master@Øonegames.com

Summary

Seven Avengers

1) Introduction

This game gives the players the chance to play the Siege as a war game during the course of the adventure: **"The Legend Of The Steel General".**

Draman Del is an ancient fortress city in a mountain pass, the only pass between the west and east lands.
The west is represented by a confederation of kingdoms (Nath, Drakand, Draman, Randrom, Svariji, Land people) formerly known as "Draman". Draman Del is the only fortification against the east people, the barbarians called Zenith; if it should fall, the barbarians may swarm over the west kingdoms.
The Seven Black Generals all host a shard of the soul of the evil god Zadrak and have been asleep for thousands of years but now, unknown to all, they are awakening. One of them, Xishayah, under the name of Kan Zenith, has gathered the nomadic Zenith tribes and is leading them to attack the west. To do this the legendary fortress of Draman Del must fall before General Adran arrives with reinforcements.

Each turn is approximately one day of the Siege. Each unit is about 250 men for infantry or 100 cavalry or 10 priests or one character.
The players should cut the playing pieces, using glue to affix them onto a stiff surface (i.e. cardboard) and cut them using a modeling cutter.
To make the map easy to print, the gaming area is provided as a US letter-size sheet, 4 of which make up the game map. Each map corresponds to a compass reference: NE, SE, SW and NW, standing for north-east, south-east, south-west and north-west. Follow the scheme to put them together.

2) Game components

The Siege of Draman Del contains the following components:
-This set of rules
-Four map sheets
-1 countersheet with a total of 287 counters

Players may print this material for personal use only.

unit identification symbol
combat strength — **4-6**
movement rating
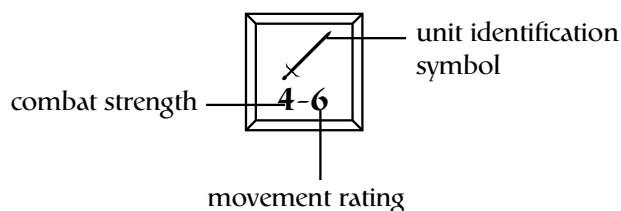
3) Basic Game Concepts

A-Units

The term units refers to any non-informational counters; units are rated on their type and capabilities. Typically, a unit has a unit type, a combat strength, a movement rating and a unit identification symbol. The unit identification charts show the layouts of the various symbols. Some overall factors affect units: the units may be combat units or individual leaders;

The leaders are the characters presented in "The Legend Of The Steel General", like Deathshadow, Innikas, Treman, Bandegil, etc.
Deathshadow is an old warrior, a legend among his people, who wields a famous greatsword named "The Soulmower". During the adventure Deathshadow raises the morale of the Draman troops by fighting tirelessly until his death.

B-Sides

There are two sides, a Zenith player and a Draman player. The Zenith controls all the barbarian horde units (beige counters). The Draman player controls all the Draman units (gray counters).

C-Game Mechanics

Fractions. Unless stated otherwise, always round fractions down to the nearest unit. For example, half of 7 is 3.
Cumulative effects. Unless stated otherwise, all effects to units strength and all modifications to die rolls are cumulative.

D-Ownership

A player owes a hex if his units occupy the hex or his units were the last to occupy that hex.

E-The Map

The game map shows the fortress and the surrounding area;
Fortress refers to any hex inside the seven walls of the fortress, including the walls themselves and the keep.
There are seven types of hex:

-**Clear** refers to normal hex, the hex borders are white.
-**Buildings** refer to any unfortified buildings inside the fortress (all non-wall hexes inside the fortress).
-**Tower** refers to any hex with the tower symbol, the hex borders are black and dashed;
-**Keep** refers to the main keep hexes, the hex borders are red;
-**The mountain** (impassable hex) is marked with a thick black line
-**Wall** refers to hexes with black border, all walls are numbered on their side from 1 to 7
-**Doors** are marked with a pair of white arrows.

Unit identification chart
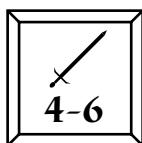
Elite Infantry	7-6
Infantry	4-6
Cavalry	7-8
Priest	3-8
Leader	2-3 DEATHSHADOW
Gwark	26-5
Catapult	
Battering Ram	

F-Initial set-up

Draman must deploy first, on the seventh wall and/or in the space between the sixth and seventh wall:
21 infantry, 7 elite infantry,10 cavalry units, 5 priests, all the leaders.

The Zenith must place all their units anywhere on the eastern side of the fortress, outside the walls:
63 infantry, 21 elite infantry, 10 cavalry units, all the leaders, four catapults and three rams.
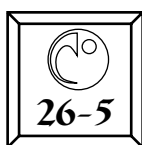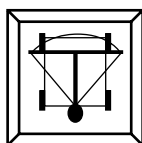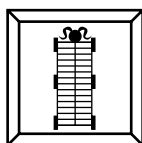
The Zenith player starts the game.

4) Sequence of Play
The game is played in a series of game turns. Each game turn consists of one Zenith player round followed by a Draman player round. The Zenith goes first.

A-Player turn sequence
Each player turn consists of the following phases:

1-**Initial phase.** The phasing player receives reinforcements and performs replacement.
2-**Missile phase and siege weapons phase**. The phasing player executes his missile attack with units capable of missile combat and attacks with his siege weapons
3-**Movement phase.** The phasing player moves his units.
4-**Combat phase.** The phasing player resolves attacks made by his units
5-**Draman sortie phase.** Once every game turn, the Draman player may announce a night raid on the Zenith camp. See the Draman raid phase paragraph.

5) Movement
All phasing units may move during the movement phase. The phasing player may move any or all of his units during the movement phase but is never required to move any unit. No units which have performed missile attacks may move or attack. A unit movement rating is the number of movement points (MPs) the unit may normally spend in a movement phase. A unit may move up to the limit of its movement rating, depending upon terrain. A unit spends MPs as it moves from hex to hex. For each hex entered, the unit spends an amount of MPs, depending upon the type of terrain in the hex being entered. The terrain effects chart lists the movement cost in MPs of each hex type. A unit may not enter a prohibited hex; the mountains around the fortress are out of bounds. A unit may not enter a hex occupied by an enemy unit.
There is one exception to the movement cost: a unit moving from wall hex to wall hex and from keep hex to keep hex spends only 1MPs. The Door hex may be occupied by the cavalry but the units are not doubled.

6) Stacking

Only a limited number of units may stack in a hex; the stacking limit is:

2 cavalry or 2 infantry or 2 priests. Cavalry and infantry may never stack together. In addition, up to one priest and one leader may stack in a hex with an infantry unit. Gwark may never stack with any other unit .

Stacking limits are effective at the end of each movement and combat phase . A player may not move his units so as to violate the stacking limit in any hex at the end of these phases. If, as a result of combat, a unit must retreat but then causes a stacking violation, it must continue to retreat until there is no more stacking violation. If it cannot do so, it is eliminated. The stacking limit is not effective in the initial phase when reinforcements enter play. Reinforcements may enter play in violation of the stacking limit during the initial phase, but only if the stacking limit is not violated at the end of the following movement phase.

7) Combat

During the combat phase, the phasing players units may attack adjacent enemy units. The phasing player is the attacker and the non-phasing player is the defender.

A-Combat, melee

An attack consists of one or more phasing units attacking a hex that contains enemy units. In a combat phase, the attacking player may make a series of attacks one after another in any order. Attacking is voluntary; units are not required to attack. The attacker does not have to announce all his attacks before resolving any attack. For each attack follow this procedure:

- Add up the modified strength of all units attacking an enemy adjacent hex. Terrain can modify the attack strengths of units as well as the presence of leaders;
- Total the strength of all units defending the attacked hex (same as above);
- Calculate the combat ratio: compare the total attack strength to the total defense strength in the form attacker:defender;
- Round this ratio down in favor of the defender to correspond to a combat odds ratio on the combat table;
- Determine the combat result. Roll 1d10 and modify the number rolled by the appropriate modifier, the "0" is zero, not 10.
- Cross index the adjusted die roll with the odds column to get the combat result. The combat result affects the units involved in combat; implement it immediately.

B-Missile combat

Each infantry unit is capable of missile combat. At start of each phase the phasing player may make one or more missile attacks.

Each unit performing a missile attack is flipped down, it may not move or attack for the rest of the turn, but may be itself subjected to attack.

A single unit (not the entire stack in a given hex) may perform a missile attack versus a single unit within two hex range. Roll 2d6 and consult the missile combat chart, implement the result immediately. The terrain and the type of units may affect the die roll.

C-Restrictions on combat

The following general restrictions apply to combat:
- No unit may attack or be attacked more than once in a combat phase (unless it has been hit by missile attack or by the berserker rage of the Gwark).
- No unit may attack in a prohibited terrain hex.
- All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually except by missile attack.
- A unit cannot split its attack strength in order to attack more than one hex;
- Attacks with odds greater than 8:1 are resolved on the 8:1 table; attacks with odds lower than 1:2 are prohibited.
-A leader cannot be attacked alone nor can he attack alone.

D-Combat results

Combat results are:

AE: attacker eliminated: remove the counters of attackers involved in the attack; defender unaffected.

AR: attacker retreats: retreat the attacker units one hex.

NE: no effect: attack inconclusive, neither side is affected.

DR: defender retreats: retreat the defending units one hex; attacking units may enter the hex up to the stacking limits.

EX: exchange: eliminate the side with the lower printed combat strength; the other side eliminates units so to equal the strength loss of the loser; advance the surviving units in the hex.

DE: defender eliminated; remove the units of the defender; the attacker may advance in the hex up to the stacking limit.

E-Movement after combat

Movements allowed after combat are retreats and advances. When a unit retreats, the player moves it one hex away from the hex it occupied during combat in any one hex but not in violation of stacking limit. If possible, the units must be moved in the opposite direction from the attacker; if not possible the unit may move in any free hex; if this

hex does not exist in the surrounding hexes, the unit may retreat until one hex is found. Any retreating units which are unable to do so (i.e. surrounded by enemy units) are eliminated. No units can retreat through enemy occupied hexes, but may retreat in enemy-owned hexes if these hexes are free from enemy units. Defending units retreating to a friendly occupied hex which is subsequently attacked in the same combat phase add nothing to the defense of the hex: their defense (combat) strengths are ignored during attack for any purpose but these units however suffer all adverse effects of the subsequent attack.

Advance after combat is not mandatory. Attacking units may advance after combat into attacked hex up to the stacking limit if the attack clears the hex of enemy units. The advance must be done immediately after combat before any other attack is resolved.

F-Terrain effect

The terrain occupied by defenders affects the attack to some extent, depending on type. The combat effect column on the terrain chart summarizes these effects.

8) Special units

Leaders, priests and Gwark are all special units. These units have special stacking rules (as for stacking paragraph) and special effects on the game.

A-Leaders

Leaders have 2 values printed on: the first is the melee combat modifier and is the number to add to the combat strength of any units the leader is stacked with. The second value is the attack modifier and is the number the leader adds to the attack die roll (or subtracts in defense).

Leaders are affected by combat if the units he is stacked with are all eliminated, they cannot attack alone, but only when stacked with other units; in this case, the combat strength of the leader is added to the value of units to determine the odds of the attack. A leader is subject to all the standard rules on retreats and advance after combat.

If the units the leader is stacked with are all destroyed, roll 1d10 plus the attack modifier of the leader, if the result is less than 5 then the leader dies, otherwise the leader is placed aside. In the player's next turn, the leader will be placed anywhere in the map, in a owned hex.

The leaders have no MPs, they may be placed in any owned hex during the movement phase.

melee combat modifier — | unit identification symbol (leader) | attack modifier — | leader name

B-Priests

Priests are considered to be combat units with the following special rules:

a priests unit has a magic factor which can affect combat. The magic factor of a priests unit is always 5. The owning player rolls a d10 and if the result is equal or less than the magic factor, he may choose to add the number rolled (NOT the factor itself) to the combat die roll in an attack, or to subtract this in defense. The magic factor is checked before the combat die roll is made, which means that an adverse result on the combat table is possible even using magic .

A priest unit is considered a normal unit in all other respects, including retreats, combat and stacking.

If a stack consists of priests only, use one column shift in favor of Draman player (attack or defense). The only leader who can stack with the Priests in order to get the column shift is Innikas.

The Scarlet Rose Brotherhood is a group of warrior priests led by Innikas. In The Legend Of The Steel General, the heroes climb the Judgment Mountains and undergo many trials of courage to attain the help of this famed brotherhood.

C-Gwark

Gwark is a special unit of the Zenith player. A Gwark may not stack with other units.

The Gwark may be used only after the Draman Player has flooded the fortress (see special rules). After this event, the Gwark may be placed in the reinforcement area of the Zenith army. The Gwark ignore all type of terrain for any hex he spends always 1 MP, he cannot enters prohibited hexes.

A Gwark has a berserk-like ability: during any combat phase in which the Gwark attacks, if the result is DE or DR, the Gwark may (but is not required) immediately advance in to the vacated hex and perform another attack on the adjacent enemy units, including the unit of the previous attack (in case of a DR result). If the Gwark choose to use this ability then the second attack is mandatory, unless there are no enemy units adjacent to the hex entered. On the second attack the Gwark must attack alone.

The Gwark is a powerful undead, who were great evil kings in life. They are the personal guards of the Black Generals. In The Legend Of The Steel General, a Gwark dies fighting with Deathshadow and another is faced by the heroes at the end of the adventure.

D-Siege Weapons

The Zenith player has a number of siege weapons, which are informational counters. Siege weapons must be assigned to any one infantry unit; after each day the weapon may be assigned to a different unit. Siege weapons

are catapults or rams.

-Catapult: a catapult may perform attacks using the siege weapon chart during the missile phase. Roll one die, use the appropriate modifier as for the chart and apply the result immediately.

The result are self explanatory. If the wall is damaged, place a marker in the hex and consider it as a rubble terrain for the rest of the game, the units in the hex are not affected by this damage but must retreat 1 hex.

The catapult has no range, it may be placed anywhere in the map. It may be attacked by the Draman players although this will be tantamount to suicide.

-Ram: a ram may be used to break the wall or the doors of a wall, as long as the using unit is adjacent to the target hex. Again, use the siege weapon chart to see the effect of a ram attack (same as catapult but different modifiers)

Due to the shortage of wood in the area, any siege weapons destroyed by defenders are not recoverable in the game.

Draman players may use the raid phase to destroy Zenith siege weapons.

9) Special Rules
A-Flooding of the fortress
At the start of any turn, the Draman player may declare a flooding of the fortress; in this case all units, friendly and enemy, in the zone between the fourth and seventh walls on the map are subjected to an automatic 6:1 attack.

The EX result eliminates all the units in the hex. A DR result means the unit must retreat toward the east side of the fortress.

This event may happen only once per game; after flooding all terrain costs in the flooding zone are doubled.

In "The Legend Of The Steel General", the heroes find a ancient mechanism built by the archmage Gadrath The Immortal and activate it to partially flood the fortress and gain some time.

B-Heroic death
If a Draman Leader dies fighting Gwark, the Draman player may add or subtract 1 to all die roll of the same turn. He must decide before the dice are rolled whether to this modifier or not.

In "The Legend Of The Steel General" Deathshadow, the legendary Draman warrior died fighting the Gwark, giving the heroes a chance to save the fortress.

C-Heroic defense
During the first turn of the game, the Draman Player may perform a Heroic Defense: if none of the Zenith units occupy a wall hex at the end of the turn, the Draman units have a +1 shift on the combat table the following turn.

In "The Legend Of The Steel General" the Draman decide to try to hold the seventh wall in order to raise the morale of their army.

D-Draman raid phase
The Draman player may choose (voluntarily) to raid the enemy camp during a special night phase.

In this case, consult the Night Raid table and implement the results immediately.

In the Legend Of The Steel General the Heroes led a group of Draman on a night raid and destroyed the catapults. The Zenith lost all siege weapons within two days.

Optional Rule
Use this rule if you want to play the assault on the catapults.

The phase consists of a Draman phase followed by a Zenith phase for a total of three turns.

Choose an empty map section or print an additional map sheet.

The Zenith player must first deploy his own forces:

Place a number of siege weapon (roll 1d6) on a empty map section; (this represent a zone in which the Zenith has placed the siege weapons for the night). The type of siege weapons attacked are determined as follows: for every two catapults place one ram, if no catapults are available, then replace it with a ram. The Zenith player also place 40 strength points as a garrison. No units may start stacked with others nor adjacent to any other. The Draman player deploys second, but no closer than 2 hexes to any enemy unit, 60 strength points. The players may not choose leaders or priests.

After set-up, follow the standard sequence. If any siege weapon is destroyed, remove it game from the permanently and do not use in the following game turns.

10) The Zenith Army
The Zenith army is so huge that it cannot be totally eliminated; nor can all the forces be deployed on the map, given the sheer number of counters involved. Thus, after any turn of combat, the Zenith simply has all the units lost back. In other words, the order of battle of Zenith is the same for each day of battle, while the losses incurred by the Draman player are carried over from turn to turn.

But fresh Zenith units must start from the Zenith reinforcement pool area on the map. The leaders and the Gwark cannot return.

11) Victory
Conditions for victory are simple: the Zenith must occupy all the keep hexes of the fortress (red border) and destroy all Draman units before the end of turn 20. If they do so, they win, otherwise the Draman win.

Combat Results Chart

Die Roll	1 to 2	1 to 1	1,5 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	8 to 1
-1	AE	AE	AE	AE	AR	AR	NE	NE	NE	NE
0	AE	AE	AE	AE	AR	AR	NE	NE	NE	NE
1	AE	AE	AE	AR	AR	NE	NE	NE	NE	DR
2	AE	AE	AR	AR	NE	NE	NE	NE	DR	DR
3	AE	AR	AR	NE	NE	NE	DR	DR	DR	DR
4	AE	NE	NE	NE	NE	DR	DR	DR	DR	DR
5	AE	NE	DR	DR	DR	DR	DR	EX	EX	DE
6	AR	DR	DR	DR	DR	EX	EX	EX	EX	DE
7	NE	DR	DR	DR	EX	EX	DE	DE	DE	DE
8	DR	DR	DR	EX	EX	DE	DE	DE	DE	DE
9+	EX	EX	EX	DE	DE	DE	DE	DE	DE	DE

Terrain Chart

Terrain:	Cost MP	notes	Combat effects
Clear	1		
Wall	4	No Cavalry	Def. Strength x2, -1 missile combat
Tower	4	No Cavalry	Def. Strength x2, -1 die roll, -1 missile
Keep	4	No Cavalry	Def. strength x3, -2 die roll, no missile
Buildings	2		-1 missile combat
Rubble	2		
Door	2		

Missile Combat Chart

2d6 die roll	Effect
9 or less	no effect
10 or 11	DR
12 or more	DR2

modifiers: add 1 if firing as draman elite unit; subtract 1 if firing to unit on the wall, tower or buildings
DR=defender retreat 1 hex; DR2=defender retreat 2 hexes.

Siege Weapons Chart

target hex:	Wall/Door	Tower	Keep
number to hit (roll 2d6*)	9	10	12

*modifiers: add one to die roll if the weapon is a battering ram, if the number rolled is equal or greater than above, place a rubble marker on the hex

Siege Weapons Loss Chart

When a siege weapons is hit by missile roll 2d6, subtract 1 if missile attack versus battering ram

Die roll	Effect
10 or less	no effect
11 or greater	weapon destroyed

Night Raid Table

Die roll (1d6)	Effect
1	no effect
2-3	2 siege weapons destroyed
4-5	3 siege weapons destroyed
5	4 siege weapons destroyed

Initial phase

phase 1 — Initial phase

phase 2 — Missile phase and siege weapons phase

phase 3 — Movement phase

phase 4 — Combat phase

phase 5 — Draman sortie phase

4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6
7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6	7-6
7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8	7-8
3-8	3-8	3-8	3-8	3-8	3-8	3-8	2-3 DEATHSHADOW	2-2 TREMAN	1-1 INNIKAS	1-1 FROTES	1-1 NOTHIG	1-1 ETHEREN	battle turn	raid turn	

4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6
6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6
6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6
6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6	6-6
6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9	6-9
26-5	1-3 KROZADAI	1-2 ZINAIDA	1-1 NESORAI								rubble	rubble	rubble	rubble	rubble

The Siege of Draman Del

NW

7
6
5
4
3
2
1

N

Missile Combat Chart

2d6 die roll	Effect
9 or less	no effect
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12 or more	DR2

modifiers: add 1 if firing as draman elite unit; subtract 1 if firing to unit on the wall, tower or buildings
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1	AE	AE	AR	NE	NE	NE	NE	DR	DR	DR
2	AE	AR	AR	NE	NE	NE	DR	DR	DR	DE
3	AE	AR	NE	NE	NE	NE	DR	DR	DR	DE
4	AE	NE	NE	DR	DR	DR	DR	DR	EX	DE
5	AE	NE	DR	DR	DR	DR	EX	EX	DE	DE
6	AR	DR	DR	DR	DR	EX	EX	DE	DE	DE
7	NE	DR	DR	DR	EX	DE	DE	DE	DE	DE
8	DR	DR	EX	EX	EX	DE	DE	DE	DE	DE
9+	EX	EX	EX	DE	DE	DE	DE	DE	DE	DE

Battle

1	2	3	4	5
11	12	13	14	15

SW

Siege Weapons Loss Chart

When a siege weapons is hit by missile roll 2d6, subtract 1 if missile attack versus battering ram

Die roll	Effect
10 or less	no effect
11 or greater	weapon destroyed

Siege Weapons Chart

target hex:	Wall/Door	Tower	Keep
number to hit (roll 2d6*)	9	10	12

*modifiers: add one to die roll if the weapon is a battering ram, if the number rolled is equal or greater than above, place a rubble marker on the hex

Terrain Chart

Terrain:	Cost MP	notes	Combat effects
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Keep	4	No Cavalry	Def. strength x3, -2 die roll, no missile
Buildings	2		-1 missile combat
Rubble	2		
Door	2		

Turn

6	7	8	9	10
16	17	18	19	20

Draman Del is an ancient fortress city in a mountain pass, the only pass between the west and east lands.

The west is represented by a confederation of kingdoms (Nath, Drakand, Draman, Randrom, Svariji, Land people) formerly known as "Draman". Draman Del is the only fortification against the east people, the barbarians called Zenith; if it should fall, the barbarians may swarm over the west kingdoms.

The Seven Black Generals all host a shard of the soul of the evil god Zadrak and have been asleep for thousands of years but now, unknown to all, they are awakening. One of them, Xishayah, under the name of Kan Zenith, has gathered the nomadic Zenith tribes and is leading them to attack the west. To do this the legendary fortress of Draman Del must fall before General Adran arrives with reinforcements.