

CRUCIBLE OF THE DRAGONS

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Crucible of the Dragons

A Manual for Exploration of the Isle of Pherae

By Simon Bray and Paul Mitchener

May Zorius, Creator of the Universe, look favorably on those who read this book and strike down with fire those who defile it!

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On an old treasure map...

There is an island marked on ancient treasure maps simply as “Crucible of the Dragons”. Old sailors tell tales of blasted ruins, lost cities made of gold, the clockwork secrets of sorcerers, dragons beyond magnificence and demons beyond vile damnation. Sometimes in hushed tones the name ‘Khata’ is even spoken in connection with this place.

On the Island of Pharae, as it is known to its natives, the remains of human civilisation sit uneasily in the north of the island beside a monster infested interior. It is said that a Dragon-Queen rules the main city, Draxa, while Knights of a lost order fight an ancient demonic enemy and ancient dragons stir only to be devoured by the larvae of an evil reptilian race. It is a place of marvels beyond comprehension, riches beyond belief and terrors from beyond time.

So come journey with us to a land of dangerous adventure and opportunity. Be ready to make your fortune or meet your doom!

What is this book about?

Crucible of the Dragons is a classic Old School D100 Sandbox setting which gives you all the pieces you need to play Bronze Age Fantasy adventures inspired by the works of Clark Ashton Smith and Ray Harryhausen. It can be played Sandbox style, with the Games Master using the book’s formidable array of gaming material to create adventures in response to the player’s characters wanderings on the island, or in a more guided fashion using the prewritten adventures in the Scenarios chapter.

It is a self-contained setting with its own history, cultures and religion. It can be played in isolation or as part of your existing campaign, by placing it in some unexplored sea or ocean.

Overall the emphasis of the setting is providing a place where memorable and fun Swords and Sorcery tales can be played out.



What this book contains

1. Gaming in Pherae p.4

This chapter gives players an outline of the setting, and character generation rules for characters from the island. If the player characters are from the island the “What the Trader told me” section is what they know about the setting at start of play.

2. The Land of Pherae p.9

This chapter details the island, giving an overview of its history and inhabitants. A full gazetteer is included.

3. The City of the Dragon p.26

The city of Draxa, its inhabitants, a selection of very important people, districts and notable buildings are detailed in this chapter.

4. Of Gods and Magic p.44

The religions and magic systems used on the island are covered in this chapter, which also includes sixteen new cults and fifteen new magic spells.

5. Heroes and Factions p.56

Ten new organisations, which provide access to magic and skills, are detailed with their history and aims alongside a selection of eleven important heroes and villains who can be encountered as the player characters explore the island.

6. Men and Monsters p.70

A “stats digest” of the common inhabitants of the island, both monstrous and human. Which the Games Master can create encounters at the drop of a hat during play or use them as the basis to create fuller non-player characters for their own scenarios. Also includes rules for creating unique and individual demons and full encounter tables for the island by region.

7. Scenarios p.97

For those who prefer more guided play this chapter provides a selection of pre-written adventures, dangerous adventure locales and an epic campaign outline.

1. GAMING IN PHERAE

Why Come To Pherae?

Pherae is the island remnant of what was once a far larger land mass. It is a rich and dangerous land, full of ancient treasures and magic, of demons, draconic monsters and other horrors. Dracorians, who once dominated the ancient continent so totally that dragons themselves were their slaves, show signs of rising once more in power. Beastmen, the spawn of demons from another age, are also a growing threat.

The great city, Draxa, beacon of light and the first city built by the god Pherian the Builder, is now enslaved in the claws of Flames of Purity- perhaps the last active dragon on Pherae. Flames of Purity is now worshipped as a goddess. She does, after all, keep her people safe from other threats.

A dangerous land. But a rich one, full of opportunity for those who can take it. Ancient ruins still contain treasure and magic. Untold wealth from the rest of the island, and indeed further afield in the world, comes to the great metropolis of Draxa. The dragon's rule is not yet firm, especially outside of the city, and the daring and talented can easily gain power and influence, working either to support or oppose the dragon's rule.

It is a land in need of heroes. Beastmen and Dracorians are on the march, and the authorities have yet to take notice, although the people of Pherae are already starting to suffer. Power is corrupted, and numerous squabbling factions lead to both anarchy and tyranny rather than freedom.

Pherae is a land of adventure.



Creating A Human Pheraean Character

Character creation for adventurers on the islands of Pherae follows the standard OpenQuest rules. In this section we give some further advice on tying characters to the setting, along with a few additional options.

Names

Most people in the more civilised parts of Pherae, especially in Draxa, have both a first name and a family name.

Some examples of suitable names are:

Male First Names: *Alexandros, Aracles, Artemios, Basileus, Khatados, Boreas, Candidus, Dascylus, Demetrios, Drachamedian, Elias, Helias, Justinian, Karas, Lydas, Macarius, Melitas, Narses, Palladius, Paros, Philippos, Rarus, Tarosis, Theocles, Zorinus*

Female First Names: *Aioranna, Amedina, Anna, Ariadne, Chalcioppe, Charis, Daphne, Eugenia, Helena, Iambe, Irene, Juliana, Macrina, Megeira, Merope, Nephele, Olympias, Oralia, Philomela, Simonis, Tanaris, Thecla, Verina, Zoe*

Family Names: *Amenas, Aristenos, Aspietes, Atticus, Basilides, Bekkos, Cydones, Diogenes, Genesisius, Kalekas, Kaspas, Lascaris, Maniaces, Melissenus, Nicomachus, Oresme, Panaretos, Plakenos, Psellus, Sklerus, Stypiotes, Tarsites, Tornices, Tzimisce, Zonaras*

Further examples of names can be found for the various Non Player Characters (NPCs) described in the later chapters.

Other names are possible, usually coming from various outside influences at periods in Draxa's history. In areas less influenced by Draxa, many people have just a first name and a nickname, for example Vargos One-Eye. Others use a first name (possibly shortened) and a nickname in preference to their formal name. **For example**, the formal name of the merchant generally known as Mikbal the Lark is Mikarbalertes Constinidios.

Equipment

Metal is scarce on the island, It is either imported from abroad, bought at great price from the dwarves or salvaged at great risk from ancient ruins. Chain and Plate both cost 1000sp more than the price in Openquest. The same applies to Scimitars, Bastard Swords, Great Axes, Greatswords which cost 50 silvers more than the book price.

Most peasants wear simple woollen tunics, with a belt, kid leather sandals and wide straw hat. The rich wear lavish layered robes, patterned and decorated with the symbols of their faction and fancy hats, of course the obligatory pocket watch is the symbol of true wealth. Leggings and cloaks are favoured by all in the winter. Leather kilts, leather scale armour and simple riveted caps are favoured by militia, whereas a mighty warrior may wear finely crafted wyvern scale, decorated with salvaged gold, a steel helm of fanciful form and a rich imported silk cloak.

Specialists (Optional Rule)

The standard character generation rules in OpenQuest give balanced characters with a variety of skills. We call characters created this way generalists. Warrior and Magician specialists are also introduced.

Other specialists are also viable player characters in the Pherae setting.

Scholars

Allocate 30 points on weapon skills, and 100 points on knowledge skills (instead of the usual 50 in each case), with an increased limit of 50 points spent on a single knowledge skill.

Experts

Allocate 30 points on weapon skills, and 70 points on practical skills (instead of the usual 50 in each case), with an increased limit of 50 points spent on a single practical skill.

Skills by Hometown

Any character native to Pherae will of course have a hometown. Some towns and villages in the setting are noted for particular activities pursued by the inhabitants. The following skills are recommended (though by no means compulsory) when creating a character who comes from a particular place. Further, all natives of a particular town can learn the listed battle magic spell associated to that place (though not all choose to do so).

Community	Skills	Favoured Cults	Battle Magic
Agoron	Craft, Lore (Dwarf)	Vulkor, Manos	Enhance Craft
Charnon	Sailing, Persistence	Amedia	Detect Enemy
Chori	Trade, Perform	Manos, Meria, Aiora	Enhance Influence
Claw Beach	Ranged Combat, Sailing	Amedia	Water Breath
Draxa	Lore (Law), Streetwise	Dragon Cult, Pherian	Enhance Streetwise
Khata's Point	Lore (Magic), Sorcery	Orderian Order	Detect Magic
Kozaki	Athletics, Dodge	Vulkor	Strength
Mati	Lore (Magic), Sorcery	Orderian Order	Detect Precipitation
Perilplunder	Mechanisms, Engineering	Zorius	Detect Traps
Sorg Falls	Natural Lore, Ranged Combat	Arton	Clear Path
Temna	Language (Temna Whistle), Ranged Combat	Manos and Meria	Speedart
Wart	Craft, Influence	Manos and Meria	Detect Toad
Yanos	Natural Lore, Lore (Philosophy)	Manos and Meria	Detect Beastman

Factions and Religions

Most adventurers will have had any magical training they possess at the hands of one the religions or factions of the islands. Particularly devout characters might begin play with access to divine magic.

The magic available to the various religions and factions of Pherae is described in chapters 3 and 4 respectively. A number of new spells are also described in chapter 4 "Of Gods and Magic". Recommended skills for members of a faction or religion are also listed. It is suggested that a Pherae character pick a faction or religion from these chapters, and any magic known is selected appropriately. Skills are also suggested for the members of various factions.

That said, full membership in these factions is not recommended for starting characters, although, as detailed in chapter 4, it is an option for more experienced characters generated as Veterans in the main OpenQuest rules.

Playing Non-Humans

Only dwarves are recommended as an alternative race for player characters. Dwarves can be traditionalists from the Jaws Mountains, town dwarves from Agoron, Draxa or Kozaki, or even be foreign dwarves seeking out their long-lost cousins. Dwarves typically worship Vulkor, but player characters are never typical.

A creative Game Master might choose to run a Dracorian or Beastman-orientated campaign, but for the purposes of this book, these remain the enemy cultures for most Pheraeans.

Pherae: What The Trader Told Me

Who are you ?

I am Mikbal the Lark. My true name is Mikarbalertes Constinidios, but most folks struggle with that. I am a merchant, famed throughout Pherae, from city to forest, surely you have heard of me? See my fine mules and smart wagon full of goods!

Who are we?

We are the Pheraeans, descendants of the Great Gods, born of the heirs of Khata the Sorcerer and Theron the Warrior, two races who once fought and both lost, and so now live in harmony.

What makes us great?

We are ruled by Flames of Purity the Dragon Queen, she guides us and offers us protection. Who would dare challenge us? We are survivors, we have nearly been destroyed in the past by foolish magicians, Dracorians and demons, but we live on, stronger than ever.

Where do we live?

We live on Pherae, a mighty island formed from the skull of the Great World Dragon. We have made this land our home, we drove back the monsters and demons, and made wilderness tame so that we could nurture our children. Pherian, the great builder made the first city in the world, so that clans and tribes could be forgotten. He made the great palaces, markets, libraries and opera house so that people could come together in harmony. Arton the Hunter showed the way into the wilds, and then Ora the Great Goddess tamed the land so that our ancestors could make farms and herd goats. Some seek the bustle of the great city, and the rule of the Dragon Queen, others seek to feel the soil in their hands and some like me, cannot make their minds up.



What is important in my life?

To me it is the path beneath my feet, the company of my dear friends and a good market to trade in. To those in the Dragon City it is all about hustle and bustle, being busy and working to keep the Queen content. To those in the villages it is about protection, fighting back the Beastmen and monsters so that they can live another day and keep our ways intact.

What makes a man great?

Living by the will of the gods and finding your destiny is the path to greatness, each man has the potential to be a hero, to uphold his traditions and lead his people. That was taught to us by Zorius, father of the gods,

when he defied the Old Ones to make the world. A man should remember his ancestors, his family and his friends, for all have a hand in your fate. Hard work is necessary, order and law are good, but love is essential. Many say that the leadership of the Dragon Queen will show many how to become heroes.

What is who are our enemies and what is evil?

There is much in the world that is evil. In the dark forests rapacious Beastmen seek

to raze our villages and steal our women, They are demon-kin and cannot be trusted. Demon worshippers and necromancers hide amongst us corrupting society with evil magic. The Dracorians are evil; they once enslaved humanity and now plot our downfall in their ruined cities. Some, like the Wyrmslayers foolishly claim that the Dragon Queen is evil, which is heresy and treason. I think that robbers and pirates are the worst evil. They steal our wealth and ruin a good merchant's livelihood.

What is the difference between men and women?

Men and women all work together to sow and plant, to gather and harvest. Men work most in the fields and women rule the house, but neither is better than the other. Manos and Meria showed us the way to live. When monsters come both must defend our homes, they must take up spears and protect the children. Men make better traders, and women know the secrets of healing. Do not be surprised if you see a woman guarding a caravan or a man cooking your meals. In our great land anyone can rise to power, lead their community and become a Minister.

How do we deal with others?

Since the rise of the Dragon Queen more foreigners have come to our islands.

This is good for trade, but some come to steal from us. I say that you must smile at a stranger's face, shake his hand with your right hand and hold your purse tight with your left. Each town and village has its own nuances, its own ways that must be respected if you want to make a sale.

Who are my Gods?

Zorius is the Creator of the Cosmos, a tyrannical god worshipped by heroes not men. Ora is his bride, the Mother of Life. Taros is the protector, God of War and Soldiers. Amedia the Sea Goddess is of great importance, as we are a great maritime people (and love fish!). In Draxa, Pherian is the great city builder and beloved by those people. Some worship Tyria, Sun Queen and Arton the Hunter. Sorcerers worship Orderian the Wise Man. Theron was a hero who liberated the land from Khata the Summoner, a wicked sorcerer, but his followers are few. Some even make sacrifice to wicked Hallucious the Moon and Gorga the Hell Mother, to drive away their monsters. In the south there are mystics who seek dragon powers from Drachos. Most decent folk worship Manos the Father and Meria the Wife. However the old ways are changing. More and more people are worshipping the Dragon Queen, but others say that this is a bad thing.

How do I do magic?

Everyone knows a little magic. When the Great World Dragon was slain by Zorius, its power slipped into everything you see and feel around you. The Gods have the greatest magic, which they share with those who follow them. Sorcerers use the magic around them, but some dabble with demons and undead. Don't be lured into those evil ways. I use my magic to trade and watch for thieves.

I have heard of other races. Can you tell me the truth about them?

There are dwarves in the mountains; they are stunted, but strong folk, beloved of Vulkor the Volcano God. I travel often with a dwarf, a fearsome warrior but a creature of honour. Like humans, dwarves come in many kinds, some fair, some foul.



There are mermen in the oceans, children of Amedia, strange and inhuman they lure sailors to their deaths. In the groves and sacred places of Ora's land are nymphs and dryads, they are fickle. The Beastmen, demons and Dracorians are all wicked monsters.

2. THE LAND OF PHERAE

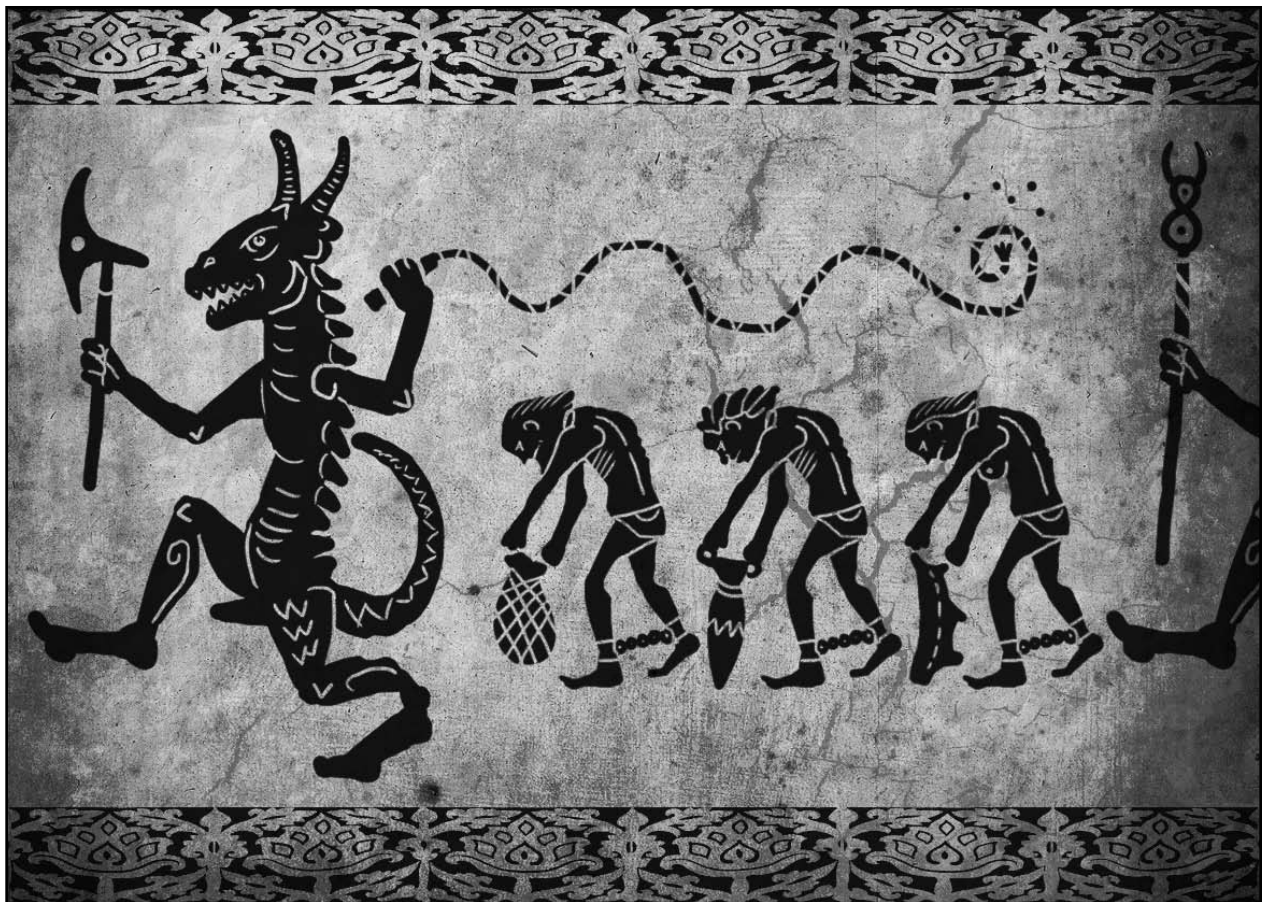
History

Once the land known as the Island of Pherae was a great continent, which was said to be formed from the body of the Great World Dragon. It was home to the Dracorians, a powerful race of inhuman dragon-like creatures that ruled the world with a vast empire based on bloody tribute and evil magic. The Dracorians worshipped vile gods and subjected humanity to brutal slavery. They even shackled the mighty dragons to their service.

During this prehistoric time, the Dracorians fought in a great civil war between two of their Dragon Lords. In the course of this war, they wracked the world with their sorcery and burned the earth with their enslaved dragons. Humanity saw its chance to destroy its brutal masters during this time of weakness; summoning demons and monsters of their own nightmares the humans joined the battle. The lands were shattered and sunk beneath the sea, with only the head of the Great World Dragon rising above the waves to form the Island of Pherae.

The hero Khata the Summoner, a powerful sorcerer, led the battle to oust the last remaining Dracorians, but he in turn became seduced by evil. His demon servants would have destroyed both the island and Khata's own followers if left unchecked. However, from the mainland the Order of Theron appeared, godly warriors sent by the Great Gods themselves to destroy the unholy masses. The war was as bloody as any that which had been waged against the Dracorians, but the Order were victorious, though gravely depleted.

These events were a thousand years ago. The Dracorians are a pale shadow of their former selves and dwell only in the shadows. The human population of the islands has prospered under the guidance of Flames of Purity, a dragon descendant of the Great World Dragon and rightful ruler of Pherae. She is sometimes called the Dragon Queen. There are those that call her leadership heretical, but none would dare say it to her face. On the edges of the land lurk demons and sorcerers and secret orders, but this means little to the common man.



PHERAE

Timeline

The Time of the Gods

The World Begins: Zorius kills the Great World Dragon and makes all the lands. The Great Gods are born of his actions. The Sun and Moon are made, the seas brought forth and bounty is all around.

The Rising of the Ancients: From the heavens the Ancients come to Pherae. They build marvellous cities and machines dedicated to the gods. They live for eons in peace and harmony.

The Dragons Roost: The Dragons, servants of the Great Gods come to Pherae to breed, called by the draconic powers of the land. They build great nest lined with gold, silver and diamonds. The Ancients befriend the Dragons.

The Birth of the Dracorians: From the infected blood of the Great World Dragon, the Dracorians are born. The Dracorians steal the secret of sorcery from Gorga and use it to enslave the Dragons.

The Rise of the Dracorians

10,000 Years Ago, War with the Ancients: The Dracorians try to plunder the temples of the Ancients and war breaks out. The Ancients summon 'Things from Beyond' to defeat their foes. Angered by the Dracorians' actions, the Ancients hide their secrets, poison their cities and fly to the stars on mighty dragons.

5,000 Years Ago, The Mighty Empire: Without enemies, the Dracorians prosper and build a mighty empire across the world. They construct elaborate cities, and enslave the gods themselves with their magic to hold the world in their dominion.

2000 Years Ago, The Exodus: After a gruelling journey of many decades the Exiles arrive. The Exiles are the first humans on Pherae, and were banished from their homeland. They are quickly enslaved by the Dracorians for food and to build their evil temples.

1100 Years Ago, The Twin Prince Wars: The Twin Princes of Drachemia are born, mighty Dracorian lords with a bitter hatred of one another. They begin a devastating civil war that tears the lands to pieces. Many great dragons are slain, and new monsters such as wyverns and wyrms are bred for the conflict.

The Age of Humans

1000 Years Ago, The Slave Revolt: The slave Khata, Speaker of the Gods, learns the secret of summoning demons to fight his masters. His actions and subsequent twenty year long rebellion all but destroys the Dracorian Empire, with the aid of the Dragons and Dwarves. He is crowned Emperor.

980 Years Ago, Khata's Glory: The liberated lands of Pherae become a human empire. Draxa is rebuilt by Pherian and other mighty cities arise. Everyone is taught the secret of demon summoning, and no one has to work again; slavery is forgotten. Khata is worshipped and attains immortality. He is wise and loved by all the citizens of his land. The Pheraeans explore both the mortal and spirit world in search of wealth and power.

750 Years Ago, Khata's Folly: The people of Khata's Empire are seduced by their powers, and dark forces creep into the world. Bloody human sacrifice, incestuous unions, murder and greed infect everyone. The first Beastmen are born as slaves of the populace. The Gods are also enslaved by Khata and his minions.

700 Year Ago, Theron's Coming: After a half a century of oppression and evil, many of the people of the Empire can stand no more, they turn once again to the Gods for aid. Pherian the Builder creates the first Pharos, a magical beacon of hope to bring a saviour to cleanse his people. A mighty white ship arrives from the north carrying Theron, a valiant hero, and his silver warriors.

670 Years Ago, The Demon War: Khata and Theron engage in a long and bloody war. Khata is finally defeated and the Gods are freed. Theron becomes the first Great King of Draxa. His people can finally settle and take Pheraean wives. The followers of Theron seek to eradicate the last traces of Khata's power.

600 Years Ago, The Golden Rule of Theron: Theron rules the lands of Pherae with great wisdom, and brings order to the people. His knights establish great forts across the land and ensure peace and prosperity. The remaining agents of Khata are sought out, but the numerous Beastmen remain a persistent problem. The Dracorians disappear. The dwarves begin again to trade with humans. Draxa is at its height, with new houses built every day.

However the worship of Zorius and the Great Gods is oppressed by Theron, which causes civil unrest in some quarters. Theron dies over a hundred years later, and his country is riddled with religious dissent. However, he is deified by his followers.

500 Years Ago, The Age of Anarchy: Without the leadership of Theron, his followers turn against one

another, and each divides up the land, founding their own cities. The followers of the Great Gods demand new temples to the gods be built, and many of the lords take a favoured deity and enforce their worship. Several corrupt tyrants turn to the worship of Hallucious, Gorga and even Khata. During this anarchy the dwarves retreat to their mountains. Seeking gold to fuel their armies the lords loot the nest of the dragons. The dragons raze several cities, but are slain and driven away for a century.

180 Years Ago, The Wilderness Comes: From the southern mountains, a great horde of draconic beasts ravages the land. Farms are destroyed, and the Pheraeans are forced to flee to the north of the island. The lands south of the Roaring Hills are transformed to wilderness. The Dracorians are seen abroad again and Beastmen raid the towns of man for the first time in centuries. Only the temple of Azura in the far south remains unharmed. The fertile Pythor Plains are forested within thirty years; many believe that Ora is angered.

140 Years Ago, Invaders from the North: Blonde-haired sea raiders from the north try to invade the

socially wrecked Pherae; they sack Draxa and several coastal cities. The Lords of Pherae, rallied by Agoris the Great, are compelled to unite. Under the leadership of Bazar the Black, the raiders loot and pillage across the land, seeking the hidden treasures of the Cache. The warriors of Pherae make a stand on the edge of Pythor Forest, but the armies never meet. The foreign warlords are found to have disappeared. Sagas of the time believe them to have been consumed by dragons or Beastmen. However the threat to Pherae results in major social changes and the first Council is created where all Lords are deemed equal.

100 Years Ago, The Pheraeen Rival: Despite Agoris never fighting in battle, he is deemed a great hero. Under the guidance of the Council he rebuilds Draxa and strengthens the defences of all Pheraeen towns. A scholar and philosopher, Agoris seeks to return to the glories of past ages. He institutes formalization of the worship of the Great Gods and many grand construction projects. The Pheraeans slowly regain some of the lands that they have lost on the main island.

The heirs of Agoris and the subsequent councils continue to build upon his triumphs. Several major institutions are developed, including the Ministries and the Guild of Artificers. Many scholars seek to uncover the secrets of the Ancients and Dracorians. Trade opens with the rest of the world, and the once hostile northern warriors return with shiploads of iron and wool in exchange for gold and magical artefacts.

80 Years Ago, The Age of Artifice: The power of the Artificers Guild grows as they uncover the secrets of science.

Combined with their deep theological beliefs, they begin to revolutionise Pheraeen society. Clockwork servants, primitive steam engines and experiments in magical energy are set to change the fortune of humankind. The Artificers control Draxa and several other cities. They defended the city with the Iron Colossus, a huge living statue.

60 Years Ago, The Dragon Rising: The Artificers' rise is suddenly halted by the appearance of Flames of Purity, the mighty Dragon Queen, who besieges Draxa in a fiery coup. She destroys the power of the Artificers, smashes the Iron Colossus and installs herself as ruler of Pherae.

The Present Day: Flames of Purity rules Draxa all but unchallenged, and Ministers, chosen by her, wield the power. A cult worships Flames of Purity as a living goddess, and is growing, both in Draxa and the provinces, at the expense of the old gods. Elsewhere on Pherae, Beastmen and even Dracorians are starting to rise in power, but few yet realise the threat.

The Pheraeen Calendar

“Tyrria created the seasons in conflict with both Zorius and Gorga who were jealous of her brightness. Hallucious made the months in mockery of his sister’s trials.”

The Pheraeen Calendar has existed since the time of the Exodus. It has been revised several times, most recently during the Age of Artifice following the invention of accurate timepieces. Hours of the day are numbered, and there are twenty-four in total. The Pheraeans have seven days in their week. These days are named after the gods, although the Dragon Queen seeks to change this!

Days: Manosday, Artonday, Meriaday, Tyrday, Amiday, Orasday, Zorsday

There are ten months of five weeks each in the Pheraeen year, along with a smaller three week month called the Great Gathering, which is in autumn and celebrates the harvest and the beginning of the new year. Besides the Great Gathering, there are three five week months in each of summer and winter, and two in each of spring and autumn. The months are simply called Summer First, Second and Third and so on, although some regions do give them names. The Artificers of Draxa are famed for their production of brass Calendar Wheels, complex mechanisms for calculating the time of the year, which are a great asset to sailors, astronomers and tax collectors.

The Island Of Dragons

The rocky, mountainous lands of Pherae are warmed by the sun and by geothermal (or perhaps that is dracothermal) vents. The highlands are dusty and dry, soaked only by violent storms, but there is sufficient pasture for the ubiquitous goats that are found everywhere. The lowlands range from rich marshy pastures and fields, to foetid bogs and choking forests. Geysers, boiling pools and steaming, sulphurous rocks dot the land and the great bleached bones of draconic monsters scatter the landscape. The waters around the island are rich with fish and monstrous legends alike.

The human inhabitants of the island come from two stocks- the swarthy, black haired followers of Khata and the paler skinned and contemplative descendants of the Order of Theron. Both groups inter-marry and their cultures have merged. The majority of folk live in the great city of Draxa, with a much smaller number dwelling in the dangerous hinterlands of the island's interior. The villages are typically walled affairs, guarded by a local militia or hired mercenaries; a chapel of the Great Gods is at the centre, with a headman's house or hall. Most Pheraeans can handle themselves in a fight with a spear or club; if not they know how to run and hide from the island's predators. Villages are typically whitewashed and painted in bright colours. The mountain towns cling improbably to the cliffs, and are accessible only by goat paths.

Most folk in the towns and villages of the island are peasants, and each community is led by an appointed headman. Villages have a shrine to some favoured deity or their ancestors, attended by a priest or wise woman. Most folk follow the ancient faith of the Great Gods, a complex pantheon of deities. Some worship draconic powers, while others dabble in sorcery; most folk know just enough magic to get by, although the power of the gods wanes under the influence of the Dragon Queen. Amongst the fields, and hidden in the wilderness, are many small self-dependent walled farms and hunting camps. People in such camps make up a sizeable minority of the island's population. Nobility and power are bestowed by Flames of Purity and easily taken away. Pheraeans seem to love bureaucracy, tradition and order above all else.

Foreign influences can be encountered on Pherae, mainly in the form of sea-faring traders, mercenaries and smugglers. Within the Dragon's city of Draxa, ambassadors and their exotic retinue seek audiences, while adventurous heroes sell their services in retrieving the islands secret treasures. Pirates fear the dragon and rarely enter the region's waters, but some are foolhardy. All foreigners should arrive on the island through Draxa and receive permits to travel from the city's ministers, but many come to the islands illegally, through Claw Beech, Charnon and Dakalis.

Goats are the primary herd animal, as few other such animals tolerate the climate. Horses are rare and imported, reserved for nobility and notoriously well loved by hungry wyverns, which are a frequently encountered predator. Most farmers and merchants own donkey to haul their goods over the rugged terrain, as roads are notoriously poor and unmaintained. Dogs are used for herding and guarding the farms, but cats are despised by Flames of Purity and have become increasingly rare. Azuran Dragon Birds are illegally smuggled to Draxa from the south, and fetch ridiculous prices on the black market.

There are many dangerous beasts that dwell on the island, mostly confined to the southern reaches. Scorpions, snakes and spiders are commonplace, but in the dark woods dwell demon-spawned Beastmen, unleashed demons from the netherworld and draconic monsters such as wyverns. There is a small population of industrious dwarves in the mountains, who reluctantly trade with humans. No elves have ever made this their permanent home, but fey spirits dwell in the woods and many nature spirits abound. The island still has a substantial population of Dracorians, mainly primitive Newts. Most humans have never seen the advanced stages of the species and they are discussed only in legends. While Pherae is under the protection of Flames of Purity, few monsters dare wander into her lands. However, unbeknownst to the humans the Dracorians are once again regaining their power and seek to overthrow Flames of Purity, making Pherae their own dominion once again.

The Roads of Pherae

Two hundred years ago Pherae was crossed by a network of well made cobbled roads, built by the famous Tarazion the Golden Tyrant. These were raised high above the fields and marshes. They are no longer maintained and many are but heaps of stones and rubble, all are riddled with potholes and haunted by bandits.



Regions Of Pherae

Amedia's Strait: The clear blue waters between the two major islands becomes tainted with rust as sailors approach Draxa. Beneath the waves the corroding form of the Iron Colossus forms an artificial reef, but not sane man would fish these waters.

Breath of the Dragon: The island upon which Draxa sits, noted for its deep red earth. The golden stone hills in the island's centre are known as the Crown of Zorius. The island has a rich harvest, and many small farms send their crop to the ever hungry Draxa, but never satiated its appetite. This is the only place on Pherae where cattle are raised in numbers, sacred white herds are a delicacy devoured by the Queen at banquets.

Dragon's Eye Lake: The crystal blue waters of this lake boil and steam perpetually, and the air is filled with choking sulphur. Within the scalding waters dwell bizarre creatures known as Steam Wyrms and Dracofish.

Dracorian Plateau: The last holdout of the once mighty Dracorian Empire, this plateau is a sad remnant of former glories, littered with Dracorian skeletons, shattered cities and fallen temples. A few small bands of Dracorian warriors still roam this plateau, but it is believed that they have no rulers remaining, or do they?

East Vales (Pop. 10,000): Between the crumbling skeleton-like pillars of vast and ancient ruins are rolling pastures grazed by herds of goats. Their herders are peasants who sell their cheeses and meat in the markets of Khera. These peasants are a superstitious lot, and do not welcome strangers in their lands. The black robed priests of Manos are called upon to lay the dead to rest, for it is believed that evil ghosts, cacodemons and ghouls will rise up from an unhallowed grave. It is true that dark membranous wings block the moonlight and evil howls are heard on dark winter nights.

Harrow Wood: Infested with the bestial sons of a multitude of demonic masters, the Harrow Wood is a dangerous place. Skull-topped totems and grisly altars mark the lands of the Beastmen. Those remaining Knights of the Order of Theron venture here each year to cull the Beastmen hordes.

Horn Mountains: These broken and treacherous mountains are noted by many as the source of most storms on the island, especially the ones with red lightning. Scouts have reported that large groups of Dracorians appear in the area to perform strange unholy rites.

Mandible Hills: It is folly to cross these rugged and treacherous hills if you do not know the right paths. Plundered tombs of the Dracorians litter the hillsides, as do the wandering revenants that once guarded their sacred treasures. Bandits roam the mountains seeking to raid looters coming back from The Cache.

Pythor Forest: The warped and twisted forest of Pythor is more akin to a jungle, with its venomous vines, huge trees and predatory inhabitants, such as monstrous insects and giant leeches. Often the canopy is pierced by a huge bleached ribcage of a long dead dragon, or vine choked ruin of the Ancients or Dracorians. Other times it is too dense to pass, ready to swallow up the unwary explorer.

Roaring Hills: These storm-drenched hills are sacred to Zorius, and wild sylphs dance in the skies above them. They are deeply wooded, except for the peaks of bare rock, which jut up like horns from the back of the forest. The King of the Gods has an ancient temple amongst the crags, which is watched over by nine wild men, gifted with the skill of foresight. The late autumn storms that Zorius' priests summon here, sometimes wreck Khera's harvests, yet no one dare to act against these sages.

Old Iron, Wyrms Hides, Wyvern Teeth and Dragon Bones

Due to the scarcity of raw metals on Pherae, the locals have had to find substitute materials for their armour and equipment. Some salvage metals from ruins, those of the Ancients possess the greatest riches, but this is always a deadly endeavour.

Kid leather and goat horn are used extensively, but make weak and unsatisfactory armour. Several groups have learned to craft the hides of wyverns, wyrms and other draconic beasts into solid suits of scale armour, most have the same properties as normal scale, but the odd master craftsman knows the correct combinations of steam wyrm guano, goat urine and swamp dragon brains to tan draconian scales to retain their original strength. Less common is the use of old dragon bones and scales which litter the south of the islands. Once in a while a traveller will stumble into hunters lodge with dragon ribs for rafters, witness a farmer using a dragon scale on a pole as a shovel or have his meat cut with a wyvern tooth blade.

A luxury export from Pherae is Dracheen, a greenish leathermade from Swamp Dragon hide that makes excellent weapon grips for the nobles of faraway lands. Powdered dragon claws, wyrm pizzles and wyvern dander are all sold as aphrodisiacs, both home and abroad.

Vulkest: Known as "The Burning Mountain", this is a huge volcano in the Jaws Mountains. It is where the god Vulkor erupted, and is sacred to his cult and the dwarves that have made their temple here, a labyrinthine complex that runs both below and above ground. The land around the mountain is rich and fertile for now, but this has not always been the case. In ancient times Vulkest's now smouldering cone was an inferno of death that even choked the citizens of Draxa and shook the forest of Pythor.

The Fangs (Pop. 750 Humans): These hooked mountains are the haunt of the occasional troll and mountain hags, and few pass through their winding paths. Within these high valleys, the Wyrmslayers have made their home. This group is fanatically opposed to the Queen of Draxa, they are wanted outlaws. Anyone entering this region is at risk of falling foul of a Wurm Breaker ambush or trap.

The Huntings (Pop. 10,000): These lands are not as prosperous as the Khera Fields, but local hunters and hardy crofters still make a good living, always wary of flying beasts and hidden monsters. The folk of the hunting live in fortified homesteads, sharing their living quarters with their asses and goats. A typical homestead can have twenty or more members of an extended family. Traders from the towns buy up their fine cheeses, wurm hides and grain to sell. Many do not truly comprehend the potential might of these simple, but hardened folk. The people of the huntings are tough, resourceful and proud and with the right leadership would make a formidable foe, the Dragon Queen should be perhaps be thankful of their allegiance to her.

The Jaws (Pop. 7,000 Dwarves): These Mountains are home to a small and ferocious tribe of Dwarves. They guard their territory with traps and pitfalls and seek revenge on anyone who plunders their rich veins of ores and minerals. The Dwarves are a theocracy, dedicated to Vulkor and his bride and ruled over by their potent but clannish priests. In their dark caverns the dwarves forge secret weapons, harvest strange fungi for their potions and herd blind cave goats. The ingenious dwarves have learned the functions of many artefacts belong to the Ancients. They use thermal vents to and lava power their incomprehensible machines. The Artificers Guild covet these secrets and would pay handsomely for the sacred tablets upon which the theocracy has inscribed them.

The Lemordian Marshes: These monster infested marshes are a rancid and festering bog, filled with disease ridden parasites, stinking filth and many of the Dracorian Newts, who live by fishing and cannibalism. The marshes are a place of myth and there are stories of lost treasures, an army of the dead and many headed dragons. It is well

documented that Gorga's Witches gather here to make vile sacrifices amongst the ruins and groves of black trees, they dance by the yellow moon with demons and send curses against their foes.

The Kheran Fields (Pop. 20,000): The warm earth of the region makes this farmland lush and prosperous for the local farmers, who are noted for their wealth, happiness and rotundity. They travel little and keep to themselves, and expect others to do likewise. The Kherans only come together in force in their annual harvest festivals, great markets and bride fairs, the Dragon Queen does her utmost to have a presence at all of these events.

The Shard Plateau: This dust-choked plateau is noted for the strange blue glass shards that cover the land. Punctuated by two hills, it is a demon-plagued place inhabited only by the martial monks of Azura. In the winter storms blow the blue glass dust to tear and choke travellers, in the summer the sun bakes the land and the shards blind the unveiled eye.

The Western Hills: Marked for steep cliffs and dangerous paths, the Western Hills were once home to Sercar, a notorious Demon and her bandit allies. Many believe she was slain by the Order of Theron, but there is increasing evidence that she has returned. The hills are dotted with numerous grim ruins of the Theronic cult and long dead villages. A small herd of highly desired wild horses dwells in the region, they are descended from the mounts of Theron himself and are feisty and dangerous.

Rivers

There are many small streams and rivers that criss-cross the Islands, but these three are the greatest of them all.

Sorg River: The longest of the Island's Rivers, the Sorg River begins as a scalding waterfall and ends in a sluggish estuary. It is the most vital trade route for the humans of Pherae.

Thorn River: The river runs clear and fresh, despite its diabolic origins.

Wurm River: A steaming and languid river, infested with Dragon Turtles, and leeches.

Boats and Ships

The Pheraeans have a long history of sailing, back to their ancient exodus. They build ships today, small galleys to carry goods around the coasts using oars and sail. By the standards of other nations the Pheraeans ships are now antiquated, but are still sturdy enough to sail beyond the shallow waters of the island. The design allows the galleys to be used for both trade and war. The rivers of Pherae are plied by sturdy barges, well armoured and armed against monsters and bandits. Each year a flotilla of these vessels travels from Sorg Falls to Khera, carry exotic goods, hides and gold.

Cities And Villages

Population figures are only given for the Humans and Dwarves on the island, the numbers of Beastmen, demons and Dracorians is unknown to even Flames of Purity.

Agoron (pop. 1000): This small fishing village is famed for its local craftsmen, especially the dwarves that come here from the Jaws. The village has a central square, where the town hall is located, but the town's most notable feature is a dwarf-constructed market hall beneath the square, where a market is held each month. Between the square and dock full of fishing boats lies the daily fish and food market.

The market hall is a vast artificial cavern. Dwarf forged mechanical elevators carry visitors from the surface to the market hall, though there are also stairs. The cavern is magically lit, and bustling with small shops and market stalls. There is even an inn that is partially below ground- the Hidden Moon. The lower part of the Hidden Moon adjoins the market hall, and caters mainly to dwarves. The upper part is by the town square, which is directly above the market hall.

Agoron is ruled by an elected mayor. The current mayor, Maris Nepos, is a middle-aged woman, who knows she is just a figurehead, and is obedient to the orders of Draxa. She enjoys the prestige of her position, and has a talent for pleasing diverse groups, including truculent villagers, Draxan tax collectors, and dwarves. Maris claims to the people of Agoron that she is proud of and will staunchly defend the village's democratic traditions.

Khata's Point (Pop. 3000): Khata was a hero who summoned a horde of demons to drive back the Dracorian Empire. His descendants despise the Dragonkin and secretly dabble in forbidden magic. Khata's impossibly tall tower looms above the walled enclosure of the whitewashed town, but has not been entered in a thousand years. Draxa often sends spies to Khata's Point. A large community, Khata's Point has a monthly goat market, a council hall and a temple to Ordorian, which functions as a library and school of sorcery. The magicians and scholars of the town are selfish, and vain, many possess strange impish familiars that do their bidding and protect them from harm. The community leaders are the Council of Three, robed and masked magicians, known only as the Crown Bearer, Amulet Carrier and Staff Holder. They are elected from amongst the most senior of the wizards. They do not possess the relics of Khata their names suggests.

Charnon (Pop. 900): Charnon is a small village of itinerant and superstitious and quarrelsome fisher folk who refuse to pay tribute to anyone and yet still survive. The painted eyes on the town's walls, boats and

tattooed onto the foreheads of its citizens strike fear into Dragonkin and Demons alike. Many of Charnon's women folk come originally from Dakalis, but have little desire to return home.

Chori (Pop.200): Around the whitewashed walls of the 'Song Bird' Inn a small community of traders, farmers and a group of musicians and players called the 'Stars of Aiora' has made their home. Many come from miles around for the festival and shows. The Stars of Aiora have constructed one of the largest temples to Aiora outside of Draxa, but need money in order to have it completed. There have been several strange disasters associated with the construction of the theatre. Korus the Headman believes that the culprit is the Spectre of Discordia, an otherwise unknown ghostly entity.

Claw Beach (Pop. 300): This little community has built its homes beneath the outstretched claws of a fossilized dragon. The locals ply the deeps waters in their dragon-prow boats and are famed for catching mighty moonfish, much loved in Draxa.

The homes of Claw Beach a little more than bleached wooden huts, often formed from the hulls of shipwrecked vessels, whale bones and fragments of giant crab. There are no inns or other services (apart from access to the sea); visitors to Claw Beach must find someone to lodge with. The largest hut is in the centre of the village, and belongs to the headman, Leon Oresme, who is the town's hereditary ruler. Important visitors will be lodged there.

However, the real powers in Claw Beach, such as they are, are the moonfish trader, Basileus Amedianos, and the smugglers. Basileus monopolises the moonfish trade between Claw Beach and Draxa. His profits are extortionate, and he has made himself extremely rich, though his efforts have kept the village from themselves profiting from the moonfish, and so kept it poor. He spends much of his time in Draxa.

Pherae's Inns and Taverns

Nearly all villages and towns have one or more taverns, selling locally produced ales, wines and even fermented goat milk. Most provide food, roasted goat, cheese, olives and bread being the common staple. Roadside taverns are small communities, typically a whitewashed courtyard house, with no windows on the outer wall, a sturdy gate to protect against bandits and accommodation for guests and workers. Many have a night porter and guards. Inn signs are always frescoes, repainted each year; their names often change through time and artistic interpretation.

The smugglers operate from Claw Beach as a place beyond the dragon's gaze. They are led by a sorcerer by the name of Laertes Barin, who specialises in magic affecting animals, and has an immature cave wyrm he is training.

Dakalis (Pop. 4000): The Ferry Folk of Dakalis make most of their coin transporting goods and travellers to and from Draxa. They are famously strong and beautiful people, with great singing voices. Their town is larger than most, and stretches across the mouth of the Sorg River. The harbours of Dakalis consists of many floating jetties, bridges and fortified islands, giving the town the feeling of being a paper chain of buildings. The men of Dakalis have an old rivalry with the men of Charnon. They claim that Charnon men kidnap Dakalis girls to use as slaves, the men of Charnon claim they elope.

Draxa (Pop. 55,000): The Great City – See the Dragon City write up, below. Along with Mati, Draxa sits on its own smaller island called the Breath of the Dragon. The city is surrounded by small farmsteads but relies on the major island to sustain it.

Khera (Pop. 10,000): Khera is a major market town responsible for the accumulation the majority of food destined for Draxa. The town is strongly walled, defended by the 400 of the best soldiers in the land, and is believed by many to be protected by sorcery. It is also rumoured that Khera has a spy network called the Secret Army. Khera is a growing force on the main island and Draxan spies and ambassadors are ever present in the courts.

The town is sufficiently important that its leader, Lord Ramentis, is appointed directly by Flames of Purity. However, he is a mere puppet ruler; the real rulers of Khera are the Masked Council, a group of 17 citizens who always appear masked at public meetings; the identities of the members of the council are not publically known, though there is much speculation. At present the council proclaim loyalty to Flames of Purity and fear her wrath, but the tide is turning.

The most notable feature in town is the Grand Basilica of Khera, a mighty cathedral housing shrines to every god. The priest in charge of the cathedral, Hierophant Masiron, deplores the decline of religion in Draxa, and hates the worship of what he sees as a mortal dragon that has displaced it; he seeks a return to the old ways.

The Heirophant appears to be challenged by a priest of the dragon, a man calling himself Drachemedios Zanarias, who has set himself up a shrine outside of the temple, and preaches that the Dragon is the one true goddess, with those worshipped within the Basilica being no more than demons or impostors. His preaching is not popular in the town, and Masiron tolerates him, seeing him as doing

the cause of the worship of the dragon more harm than good.

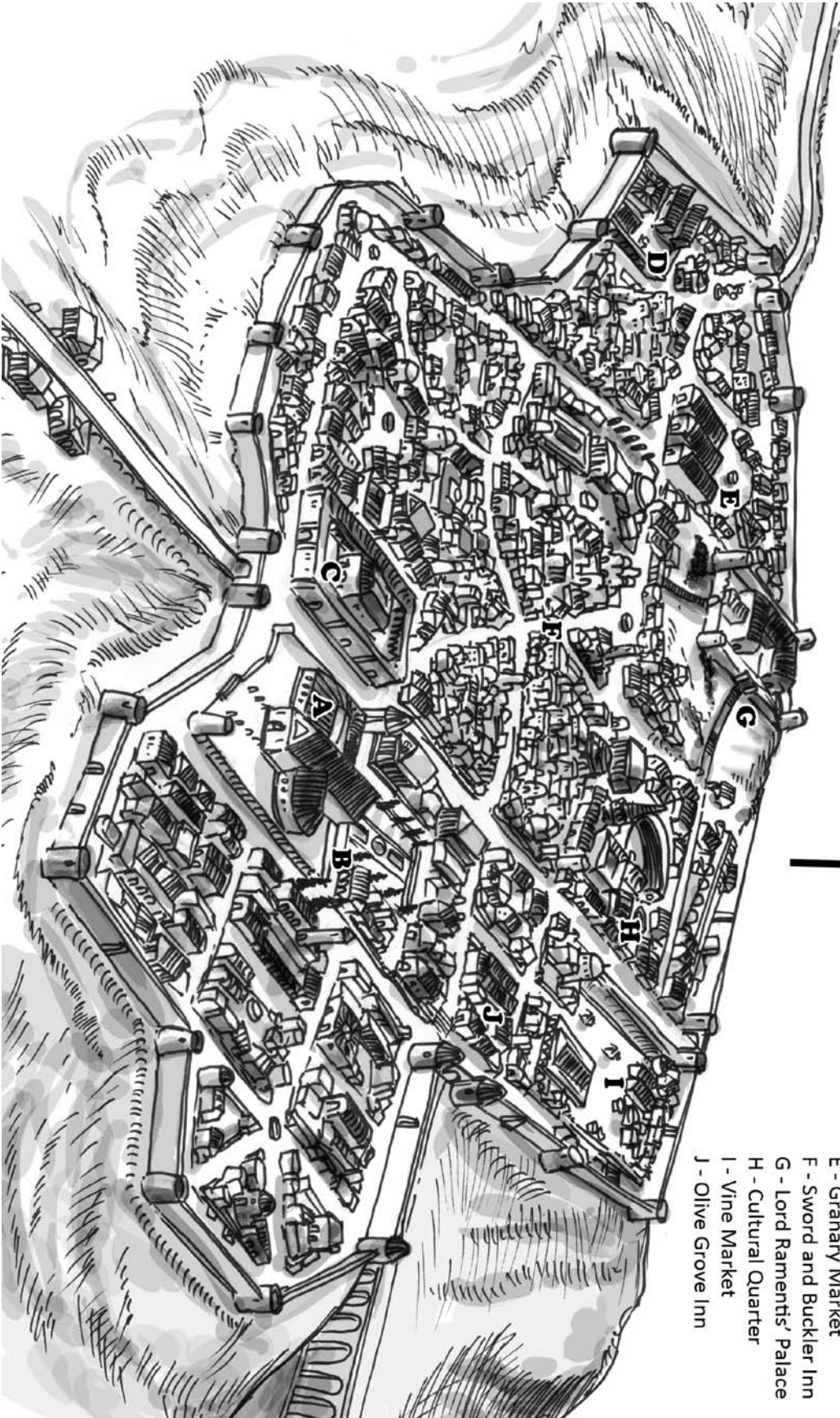
As a major centre of Pherae's agricultural industry, Khera is famed for the quality of its inns. The most notable inn for the quality of its food is The Olive Grove, where a meal with wine can cost upwards of 5SP, though those who can afford to dine within claim it is worth it. At perhaps the opposite extreme is The Sword and Buckler, an inn with a fighting pit. The patrons of the inn like to gamble on the outcomes of fights, the fights have attracted some very influential visitors in the past with a taste for blood sports, including (anonymously) some members of the council.

Kozaki (Pop.500): A remote village built upon the ruins of Zaki, and ancient city destroyed by volcanic activity millennia ago. Only goat paths ascend to the village, but prospectors and artificers both make the trek to uncover the bounty of the ancient ash choked city and gold laden mountains. A small community of dwarves live alongside the humans, in a buried mansion they have excavated, they are prone to conflict with intruders staking claims on their self proclaimed heritage and set traps and guardians amongst the ruins. Many of the homes of Kozaki are the excavated royal chambers of the buried ruins and even a pauper can be found living in decayed splendour.

Mati (Pop. 1000): The storm-swept shores of Mati are home to a coven of sorcerers called the Weather Witches, who swear loyalty to Draxa, city's favour. The witches will bestow blessings on those that seek to travel the seas or enrich their harvests, but will not use their magic either to directly help nor harm Draxa. The bright eyed -eyed locals cross the island to sell their bounteous catches and unseasonal harvests to the local merchants; , the folk of Mati never look poor or malnourished. The home of the witches is an ensorcelled cavern, beneath a spiralling tower to the north of the town.

Perilplunder (Pop. 1000): Many believe Perilplunder to be a well stockaded mining town. Most of the islands' metal comes from here; however the only true ore veins on the island are in the Jaws. The locals of Perilplunder are actually skilled in plundering the ancient treasure hordes of the Dracorians and ancient dragon roosts found around the area known as the Cache. The town has prospered under the leadership of the dashing plunderer, Kholincles. Perilplunder's merchants are always seeking mercenaries to aid their looting of the crypts. The Artificers have a hall in Perilplunder and will pay well for certain artefacts.

THE TOWN OF KHERRA



KEY

- A - Grand Basilica
- B - Dragon Shrine
- C - Council Halls
- D - Barracks
- E - Granary Market
- F - Sword and Buckler Inn
- G - Lord Ramments' Palace
- H - Cultural Quarter
- I - Vine Market
- J - Olive Grove Inn

Phora (Pop. 1000): The famed potters of Phora have practised their trade for a thousand years. In their temple of Manos there are the sacred 'God Plates' which depict all the myths of the Great Gods in beautiful detail. The Artificer's Guild knows that the Phorans once knew how to make living clay and that their famed catacombs are guarded by golems, living statues. The artificers would dearly love to acquire the lost knowledge of making Golems to use as slaves, but instead have to make do with the few that they have salvaged.

Sorg Falls (Pop. 2500): The furthest settlement on the island to be under the control of Draxa is Sorg Falls. The town nestles in woods beside the steaming Sorg waterfall, and the population mainly consists of two groups- the river men and the woodsmen. The river men of Sorg Falls carry timber from the Pythor forest as far as Dakalis. They are a strangely animated and cheery lot, but many distrust them claiming that 'folk go missing' when they are around. The woodsmen are particularly good at fighting monsters with their huge bows and stout spears. They need to be; Beastmen are a common menace both east and west of the town.

Many of the buildings of the woodsmen are on raised platforms in the trees. The woodsmen tend to be distrustful of outsiders, and particularly resent the tribute paid to Draxa. The river men, being traders, are more used to meeting people from elsewhere, and are far more friendly.

The leader of the river people is Lady Eristina Daltos, a descendant of the old Pheraeon aristocracy that ruled before the coming of the Dragon Queen. She is impeccably polite and charming unless challenged or annoyed, when she resorts to truly withering sarcasm. The leader of the woodsmen is Rikon Aristos, the high priest of Arton, the woodsmen's patron god.

Behind the falls themselves are the great temple caves of

Arton. The priests of Arton, called the Woodlords and their sacred beasts will not tolerate intruders. However, the caves are more than just the sacred place of Arton, thanks to Eristina and Rikon, they are now home to a black wyrm who goes by the name of Hunts at Midnight. Hunts at Midnight has delusions of grandeur, and considers himself an avatar of the god Arton, deserving of tribute. Eristina and Rikon bring the wyrm tribute, both gold and captured prisoners.

Some of the Woodlords wish to use Hunts at Midnight to gain Sorg Falls independence. After all, why should they pay tribute to the City of the Dragon if they have a dragon of their own?

Temna (Pop. 1200): Temna is a small coastal village which sits beneath the mountainous Fangs, its inhabitants are goatherds famed for their skill with the sling and the strange whistles they use to communicate great distances. The village is carved precariously out of the cliffs and is accessible only by treacherous goat paths. Selected children of Temna are chosen to join the mountain flying Stellar Seers, a secretive Ordorian order.

Wart (Pop. 500): Wart is a small crossroads village, famed for its ugly men, beautiful women and fine beer festival. The area has an uncommonly high toad population.

A detailed description of Wart can be found in the scenario Night of the Toad in chapter 7 Scenarios.

Yanos (Pop. 2000): Yanos is a small walled town. It is independent from Draxa, but still pays a tribute. Uniquely, the town is ruled by direct democracy; every citizen can come to the weekly meetings at the forum in the town's centre in order to vote on decisions made for the town as a whole.

Many residents of Yanos participate in the process enthusiastically, and love debates and arguments. This tradition has produced a number of

Pheraeon Currency.

Money is not a new concept amongst Pheraeans. Even during their enslavement by the Dracorians tokens were used to purchase food and water. In provincial areas, some use barter, most frequently trading labour for bed and board. Indeed, many labourers from Draxa and Khera leave the familiarity of their towns to work the fields and have their bellies filled. That said, coinage is common everywhere, most of it coming from the basement of the Old Palace. Many older coins are still in circulation, but are prohibited for use in Draxa and must be exchanged for modern coin. An innkeeper in Wart would not be so particular.

Current coins are:

A Scale – A literal quarter of a copper and worth the same.

A Tail – A copper coin, worth 1/10th of a Silver Talon, marked with a dragon eating its own tail.

A Talon – A standard silver coin, worth 1/20th of a Gold Eye, marked with a flying dragon.

An Eye – Also called the Queen's or Dragon Eye, a large gold coin.

Lead bits are not recognised currency on Pherae and any merchant will be offended by them.

philosophers- surprisingly, often philosophers who are also warriors. Perhaps one reason for this is that besides philosophy and politics, the other big tradition of Yanos is hunting. The walls of the town are necessary because of its vicinity to the Harrow Wood and Lemordian Marshes. The hunters of Yanos actually go into these areas for game.

Besides the forum and walls, features of the town include a magnificent temple to Arton The Hunter, the town's ancient patron god, and The Philosopher's Beard, a usually civilized inn known for its philosophical debates, but prone to occasional drunken arguments over esoteric points.

The town of Yanos has an elected headman. The role of headman is to keep order during forum meetings, and certain administrative duties. He has the privilege of speaking first in any forum debates. The job carries little formal power, but the headman is in a position to be listened to, and the informal power is immense for one who knows how to use it. The newly elected headman, Danisk Borvos, is a lecherous rabble rouser, who is exceptionally good at stirring crowds to action. Danisk resents paying tribute to Draxa- something that has the scope to cause trouble.

The new headman replaced Varbos One-Eye, an esteemed warrior-philosopher who lost an eye in his youth during a hunting accident, widely famed for his skills at formal rhetoric. Perversely, Varbos is now taking a pro-Draxa point of view in council debates- something he never did when in power.

Sites Of Interest

Azura (Pop. 400): Azura is an ancient monastery, the monks and nuns are dragon worshippers, mystics and famed assassins. The great drake they venerate is frozen in eternal battle with a foul demon and conveys only mystical dreams and no power to his followers. Few dare travel to this remote place. (See the Scenarios Chapter for more details on Azura).

Mining, Prospecting and Metal

Pherae has limited supplies of gold, iron and copper in its hills and mining is a rare profession. The dwarves monopolise this industry and control the largest iron deposits. However this does not mean that there is a shortage of metal on the island, the ancient dragon hordes are littered with all kinds of metals which treasure hunters, known as Prospectors loot, and sell to the smiths of Draxa.

Beastling Ruins: No-one knows how many Beastmen haunt the Harrow Woods, but their orgiastic festivals of brutal violence can be witnessed in this ancient Dracorian ruin. At each gathering a huge nature demon known as Feras, The Wild Thing arises and hunts any man who roams the Woods. Where Feras strides flowers bloom and birds sing and the dryads and Beastmen rejoice.

The Broken Isles: An archipelago of fractured islands, all are covered in ruins, choked with sand or haunted by monsters. Great storms reveal their secrets, but mermen and worse guard their waters. Amongst the islands the Rune Hunters, an order of magicians has made their home in a series of hidden caves, they explore the islands seeking ancient secrets. On the island of Megalaris a Pirate

The Order of Theron

When the sorcerer Khata called upon the demonic forces of the netherworld to destroy the might of the Dracorian Empire he did not fully realize what bargains he had made. The wicked demons turned upon him and his followers and would have conquered the world if it were not for the intervention of the heroic Order of Theron. The Order of Theron is a heroic fraternity of martial experts, dedicated to the destruction of demons. They are worshippers of Theron, divine son of Taros. The Order upholds simple ideals of chivalry and honour. They are devoted to protecting the innocent from black sorcery, and offer board and succour to the poor.

These Theron worshippers are an ancient military order, and it said they came to the islands of Pherae from 'Beyond the Dawn and Across the Sea, to destroy the spawn of Khata'. The Order today remains the scourge of wicked sorcerers and demonologists. They marched across the island with their silver mail and heron-emblazoned shields smiting the unholy.

In fact, The Order of Theron were foreign nobles, sent by their Emperor to destroy the corrupt and evil followers of the Khata. However, their beliefs came under scrutiny and were deemed heretical by that ancient ruler, forcing the Order into exile. Along with their retainers and the people who Khata once ruled, the Order of Theron formed the majority of the early inhabitants of Pherae. At one time the Order of Theron, ruled over the islands, and it still claims hereditary titles. However the Order never been a huge force, and their numbers have dwindled.

Kingdom has arisen. Both organisations are enemies of Peril Plunder. For more details on an unusual island from this region see the Isle of the Sea-Moon in the Scenarios chapter..

Deep Cut: A treacherous ravine in the Pythor Forest, it is concealed by strangling vines and is the haunt of many hungry, crawling things. From its abyssal darkness rise moans and hisses of alien nature. The walls of the cut are deeply carved with strange pictograms, and riddled with skeleton strewn catacombs.

Drachamia: A former city of the ancients, Drachamia is shrouded most of the year by choking yellow mist that can kill. Above the mist loom ancient titanic statues and glittering towers of gold and silver.

The Cache: The treasure troves of the mighty drakes that once ruled the island are now buried and lost. Only the cunning scavengers of Perilplunder dare brave their traps and terrors to retrieve their ancient booty from this area.

Dragon's Labyrinth: The most treacherous section of the Pythor Forest is known as the Dragon's Labyrinth. Here, ancient bleached dragon bones just show through the forest canopy and many draconic monsters haunt the twisting darkness of the undergrowth.

Horn Wall: The Horn Wall is a stockade formed from the horns and bones of a hundred fallen dragons. It is unknown who built it; it offers some protection from the wilderness, but little from the elements. Travellers always leave a little of their rations or equipment hidden under the altar at the stockades centre, to not do so is to risk a curse from the dead that have starved here in the past.

Ketos: This once great city of the Dracorians, Ketos was the heart of their empire. It fell into ruins and its streets are now roamed by demons. No Dracorians dare venture now into its bowels, but it is rumoured that human captives have been forced by the demons beyond the city's' wardings to seek treasure.

Ladon's Lair: Ladon was the last great drake in service to the Dracorians and his mouldering bones fill the valley between the Shard and Dracorian Plateaus. A nest of wyverns has made them their roost, they fly out to see to hunt mermen and small whales, and the stench of their dropping can choke a man.

Megalaris: The partially sunken ruins of a Dracorian city have become the haunt of a small group of fearsome pirates and smugglers; they raid the Cache and ships sailing around the islands, but have never attacked Claw Beach. Kholincales, Lord of Perilplunder is determined to wipe them out.

Red Ruins: Made of rotting iron and crimson marble, this edifice of the Ancients is of unknown function. Amongst the crumbling ruins are many eldritch machines and alien creatures that prowl the dark corridors of this sorcerous place. Rare Dragon Tears can be found by brave plunderers, but death comes more easily. There are two pedestals that guard the entrance to the deeper catacombs, one is empty, upon the second stands the slumbering form of a huge Iron Colossus.

River's Eye: The steaming waters of the Wyrms River rises up from this boiling pool. Unexplored sinkholes and searing geysers are strewn about the area.

Seven Teeth: A group of fossilized dragon teeth have been embedded in a circle into the floor of the forest here. Each is carved with a prophecy and a spell. On the night of the winter solstice, green lightning jumps from each huge tooth to form a ghostly dragon form in the circle's centre.

Shattered Ruins: These ruins are the last remains of Fort Katox, grand hold of the Order of Theron, these once hallowed halls are now choked by vines and prowled by Beastmen after they were destroyed in the Last Battle.

Spawn Pools (Pop. 2000 Dracorians): The Newts of the Lemordian Marshes gather here in great spawning rituals every spring amongst the broken piers and pillars of an ancient marsh clogged port.

Theron Tower (Pop. 500): Few realize that the Order of the Theron is still active on Pherae. This crumbling fortress is carved into the cliffs of the Western Hills and is home to the last remaining members of these demon-hunting knights.

Village Defences

Most villages are at some point attacked by the island's monstrous fauna and bandits. They are well equipped to survive this. All villages employ the use of watchtowers, warning drums, or bells and stout stone walls. All villages train all able men and women to fight together with spear and shield. Many villages employ cunning, some use traps, other have mounted arbalests on their walls. Most houses are made of sturdy stone and have a cellar beneath, with provisions where the occupants can hide if the monsters just won't go away. Under former rulers, signal towers and regular military patrols bolstered these measures, but such protection has gone under the Dragon Queen's rule.

The Non-Humans of Pherae

Pherae was not originally a human land. It is a strongly magical place that has been the domain of inhuman monsters longer than it has been affected by the hand of humans. Before the coming of the first exiled humans, the Dracorians ruled the land, their monstrous cities of bone and magic were built upon the remains of a stranger race, the so called Ancients, eldritch beings long gone from the world.

The empire of the Dracorians dissolved when their human slaves revolted and unleashed demons upon the world, most notably the insidious Beastmen. These monstrous hybrids dwell in the dark wilds and now hunt their original summoners. Finally, there are the dwarves, No-one knows how they came to be on Pherae, dwelling beneath their holy volcano, but they have been great allies to man in the past.

The Ancients

Virtually nothing is known of the Ancients, though their surreal architecture of vast size indicates that they were very different to humans. The Ancients were powerful beings, capable of warping the world to their whim, of summoning gods as their servants and travelling beyond the stars. Their motivations are unknown, but their prehistoric cities still hold many secrets, guarded by monsters not of this world.

The Ancients produced strange 'God-Machines', unfathomable engines coveted by the modern day faction called the Artificers. Anyone entering a city of the ancients places their life in jeopardy; the strange geometry of the architecture can consume the mind, and dark tentacled things writhe hungrily awaiting the seeker. Even the Dracorians fear these places.

Yet there are an insane few people who revere these dark beings, cultists who have been infected by dreams, haunted by the power of the Ancients. They have been set upon unfathomable goals to prepare the world for the return of the Ancients, at the expense of all.

The Dracorians

The Dracorians were once the lords of Pherae, ruling from grand cities, even having dominion over even the Dragons themselves. In that dark time, the lands of Pherae were greater, three times their current size. The Dracorians flourished, and their grim dragon ships dominated the seas. Wyverns and Wyrms were their mounts, and the mighty dragons that nested upon the island their playthings.

When the first humans arrived, exiles lost at sea, they were captured by the Dracorians, who enslaved them, bred them, fed them to their maggot like larvae and feasted upon their flesh. The humans were used in sacrifices to horrible gods, blood-bathed deities of gruesome power. The pure evil of Dracorian magic caused the land itself to rebel and it began to sink beneath the sea under the weight of their sorcery.

There were many Dracorian kings, each with their own lands, but as the lands sank they began a monstrous civil war. During this time of crisis, Khata, a human slave, stole the magic of his masters and used it to summon demons and the old gods in order to defeat the draconic overlords.

The Slave Revolt, combined with magical calamities, internal conflict and finally the 'Dragon's Turning' destroyed the once great Dracorian empire. They were condemned to dwell in the wilderness, their populations weakened, rarely evolving past the Newt stage. But now Dracorian priests and Kings are reappearing in their ancient ruins, weaving their magic and plotting revenge against the human slaves that dared to rebel.

The Draconic Beasts

Many draconic monsters dwell on Pherae as a result of the ancient draconic energies that flow through the land. The Mandible Hills were once the nesting ground of the mighty dragons, before they were enslaved by the Dracorians. Most draconic creatures are stupid horrid creatures that will eat anything they will encounter. Swamp Dragons, Turtle Dragons, Wyverns, Dracofish and Wyrms fit into this category. However the Wyrms are cunning creatures and rumours abound that there are more of the great dragons slumbering in ancient caves, guarding vast treasures. Men and Dracorians do not dare to stir them for fear of their wrath.

The Beastmen

The demonspawn known as Beastmen are the most commonly encountered monsters on the island. They are a legacy of the Revolt of Man, summoned demons who interbred with their masters, now trapped between worlds. They were too numerous to be defeated by the remains of the Order of Theron, but were driven to the south of the island, beyond human lands. They are things of the wild, ruled by might. When they rut and hunt in their forests and fight with each other then humanity is safe, but when the Beastmen find a strong leader they roam far from their lands seeking different glories and become a grave danger. Beastmen never breed true, their forms are myriad, and only the strongest survive.

The Dwarves

Pheraean Dwarves are short and hardy. They have deep set eyes, copper coloured skin and their hair is dark and braided. Their features are course and most grow thick beards. They are stronger than a man, with the constitution of a mule. By virtue of their relationship with their gods, they are resilient to heat and fire.

No-one knows how long these diminutive beings have been beneath the island. They revealed themselves to aid the humans during the Slave Revolt, but had not been counted amongst the slave races of the Dracorians. The legends of the dwarves claim that they were led to Pherae by their volcanic god Vulkor to repair a tormented earth goddess, known to the Dwarves as Foroma. After many great endeavours Vulkor and Foroma were married. Their sons founded the great clans.

Since the earliest times the stronghold of the dwarves has been a tunnelled fortress-city beneath the mountains called the Jaws. It is guarded by mechanical traps, living statues of iron and powerful warding spells. The fortress-city withstood the brunt of the Dracororian assaults, until they sent slithering dragons into the dwarves' burrows and halls, destroying many noble clans. The dwarves would have perished had not man aided them, and a great bond between the two races was made, although on occasions this is forgotten.

The dwarves are an industrious people, skilled in mining and in many crafts. Most dwarves are uncomfortable above ground; those that do live on the surface are deemed strange, despite large populations of this race in Draxa and Agoron. Dwarf society is a theocracy, and nearly all the Dwarves worship Vulkor and his bride Foroma; those that don't are heretics. Some dwarf

sorcerers are acknowledged. Dwarves have a fascination for the artefacts of the Ancients and come into conflict with both treasure seekers and Artificers, as they plunder the Ancients ruins.

Like their god, the dwarves can have explosive tempers and ritualized feuding is an essential part of their social makeup. Dwarves from other nations who meet the dwarves of Pherae find them strange. The dwarves are divided into clans, led by the priesthood who in turn are guided by Vorikon Fire-Born, son of Vulkor. There are twelve great clans. Each clan has a hereditary social function, an essential aspect of dwarf life. For example, the Tizdul Clan are fungus farmers, the Gordari are goldsmiths and the Kakatis are miners.

The dwarves seem to be perpetually looking for something; they hunt through caves and caches seeking strange items, but ignoring treasures. The dwarves have a hereditary loathing of the Dracorians and an enmity for dragons, a sentiment they keep to themselves during present times.



PHERAE

The Dragons

The island of Pherae is the skull of the Great World Dragon, a place of strong draconic magic. This magical energy has attracted dragons to the island since before the birth of mankind. The eastern cliffs and hills of the island were a favoured nesting ground for these great creatures. The dragons brought with them their great treasures and plunder which they buried beneath the Mandible Hills and other less well known locations.

During the reign of the Dracorians, who were the descendants of the dragons themselves, the dragons were enslaved, hunted and drained of their power. Many dragons left Pherae never to return, some hid themselves away in the deepest caves entering near eternal slumbers. After the Slave Revolt, many dragons were freed and sought revenge on the Dracorians. The Dragon's Turning was a major battle which destroyed all the remaining Dracorian Cities, but resulted in the sacrifice of many hundreds of dragons.

In turn some dragons turned against the evil ways of Khata and broke their alliance with man, for which they suffered the depredations of many demons, greatly reducing their

numbers. Flames of Purity is believed to be the last of the dragons on the islands, although rumour persist of dragons slumbering beneath the mountains.

Other Beings

There are many demons on the island, which are detailed elsewhere. Manticores, Lamia, Centaurs, Harpies and Satyrs are all viewed as Beastmen, and can be used to spice up encounters with the demon hybrids. Gorgons are the first born of Gorga. Solitary and ferocious Trolls are encountered in the mountains, they were spawned by Gorga to prey on the Dwarf folk. Orcs and Goblins could be encountered at the Games Master's discretion; perhaps an evil sorcerer seeking Khata's secrets has brought them with him as henchmen, or they have smuggled themselves in barrels to the city to be a menace. The handsome Ogre folk hide amongst the humans of Draxa, but Monstrous Ogres would be rare, the warped results of evil magic. There are undead on the island. Ghouls are well-documented as a hated foe, vampires stalk the streets and prey on lonely farms and zombies and skeletons are raised by magicians. There are merfolk in the seas, and nature spirits a plenty, children of the gods.



Who are the Ancients?

It appears that before the Dracorians even crawled out of the primordial swamp, a race of ancient beings dwelt on Pherae. Nothing is known of their appearance, behaviour or nature, only that their strange ruins dot the land. People avoid these places, the laws of nature bend around them, geometry is distorted and 'Things from Beyond' are encountered that make dragons and demons quail. These haunted places hold truly chthonic mysteries.

Ruins Of Pherae

Several distinct civilizations have risen and fallen on Pherae, some human and some inhuman. Ancient ruins dot the landscape, from lonely crumbling towers in the mountains, to submerged cities and alien architecture. The map of Pherae only includes the most famous ruins, but the GM is encouraged to develop his own locales. This is a brief guide to the look and feel of each of these types of ruins, what buildings to expect and what horrors lurk amongst them.

Ruins of the Ancients: These are cyclopean constructions made from strange materials such as obsidian, crystal and glittering metals of strange hues. They are always heavily carved with alien symbols, strange lights emanate from them at night. The geometry is often distinctly non-Euclidian and often impossible to comprehend. They can be maddening places, labyrinths of dark tunnels running impossibly deep into the ground or vast chambers filled with surreal God Machines of imaginable function. These ruins are deviously protected by deadly traps, clouds of choking poison and alien machine monsters, the tentacle, mind numbing horrors that are the servants and 'pets' of the Ancients.

Dragon Nests: When the Dragons roosted on Pherae, they dug deep warrens beneath the mountains and cliffs to hide their vast treasures. These caves were in turn protected by their allies the Ancients. Most dragon nests have a huge central chamber, the so called Hatchery and many side rooms filled with treasure. Tunnels are often fitted with deadly pit traps, cunning puzzles or doors that require a dragon's breath or strength to open. Wyrms, wyverns and other draconic things are lured to these nests by their nature and can be a nasty surprise for adventurous prospectors.

Dracorian Ruins: These twisted ruins are evil places which feel 'infected' by their builders. Much of their architecture feels as if it were grown from twisted columns of flesh-like stone. Sickly scales cover walls, while fronds and tuberous forms twist over every surface. The architecture of the Dracorians is repulsive to humans, and has hidden within it many traps intended to enslave, slay or leech the life force of any who enter. Even Dracorian art possesses wicked magic that can warp minds and strike fear into the hearts of intruders. Many cities

are underwater now, drowned during the Dracorian civil war. Dracorian ruins are protected by undead, enslaved draconic monsters and their sleeping nobility, along with a deadly array of traps.

Khatan Era Ruins: Khata era architecture is the epitome of fallen grandeur. Once great towers are now crumbled and broken, as are great cenotaphs, memorial arches and shattered temples, all cursed by the touch of demonic powers. These ruins are often steeped in ancient magic and home to soul eating demons. The locations of many of these ruins are well-known and they are closely observed by the authorities.

Theronic Era Ruins: The architecture of the militaristic Order of Theron came from another land; the grey walls of their war monasteries and battle shrines jar against the rest of Pherae architecture. They are often haunted, but never by demons, and make good homes for bandits and ne'er do wells.



3. THE CITY OF THE DRAGON

The city-state of Draxa once held total dominion over all human people within the lands of Pherae. In recent years it has withdrawn from direct rule, but still demands tribute from the population of Pherae, and commands the greatest markets on the island; Draxa thus dominates the island's trade both internally and externally. Through the appointment of headmen amongst each of the villages, Draxa still tries to stake its claim over the island, but the city's focus has turned inward.

Draxa (and indeed the civilisation of the island Pherae in general) was founded by the hero Pherian, who sought to give a home to everyone, no matter what their ethnic and cultural differences. The city was once the beating heart of the islands of Pherae, a beacon of civilisation, somewhere for the peasants and fisher folk to look to with admiration. Now the population has dwindled from 200,000 to 55,000. Many of its majestic old buildings stand crumbling. The city is now a hotbed of fear, treason and draconic tyranny.

The City At A Glance

Draxa sits on the south of the Island known as the Flames of the Dragon, facing the much larger island of Pherae. Situated on a hill, the city changes from poverty to decadence as one ascends, until the utter flamboyance of the Dragon's palace is reached at the top of the hill.

The city embraces an ancient deep-water harbour, sacred to Amedia the Sea Goddess, and cited as where she arose from hell. The harbour district is a clamorous place of new-built warehouses, small winding streets and fish markets, all overlooked by the mighty lighthouse. Ships of many styles from the larger island and from foreign lands fill the waters.

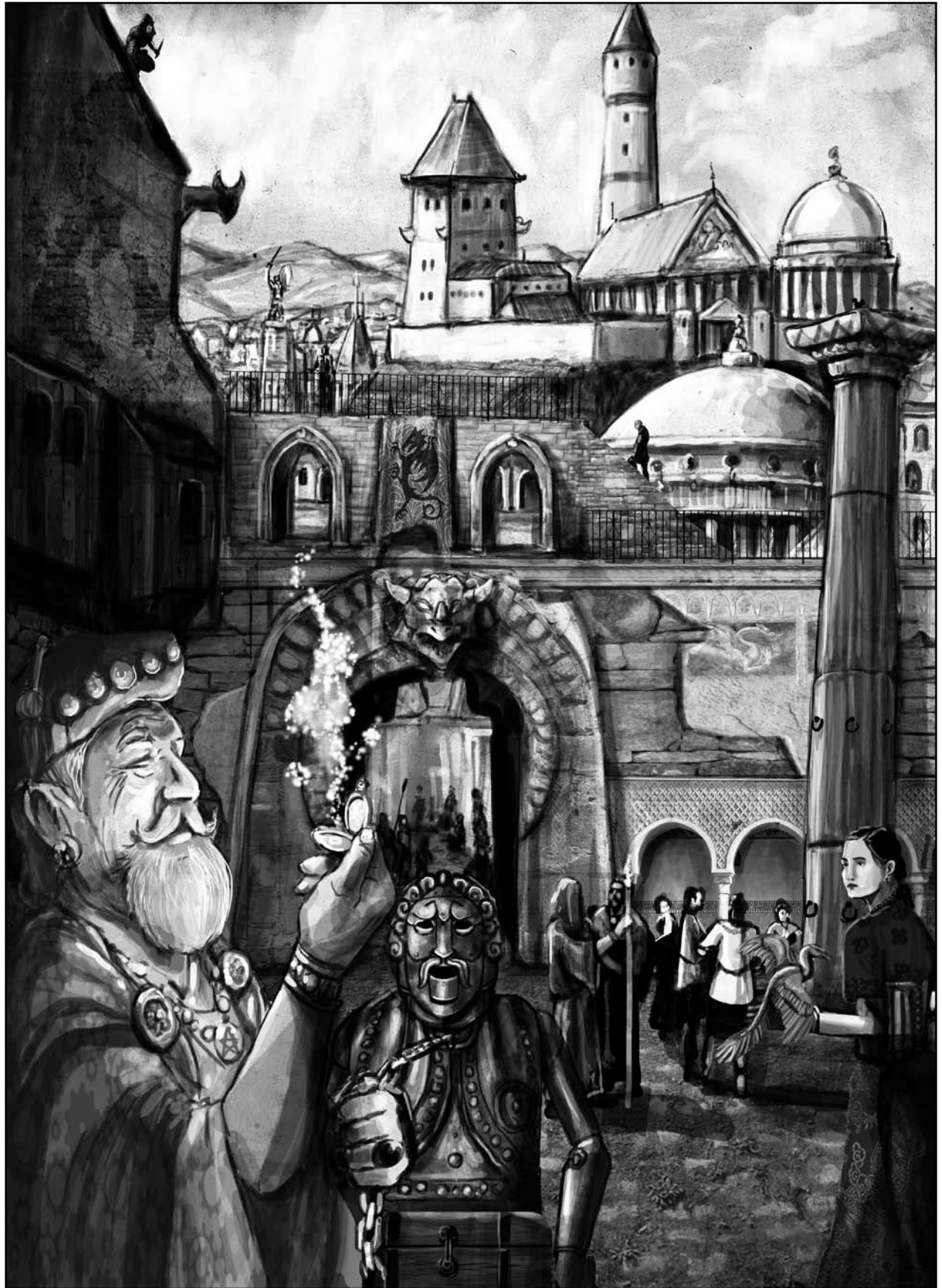
The Old City is a virtually a ruin, falling into decay as its grand temples slip from use and it's statues become overgrown, some say the streets are haunted at night. Amongst the back alleys the foolish can stumble upon the ancient Dracorian ruins, a taboo place patrolled by the army of the Dragon Queen.

As the city rises through the partially ruined Barracks quarter, scoured by dragon flame during her fiery coup, the houses become richer and sturdier, painted in garish colours with carved signs denoting the masters trades in the ever present workshops. These are the homes of the indigenous people, cultured, law-abiding, but passionate and philosophical. Finally the city ascends to the glorious palaces, old and new, where the mighty Flames of Purity roosts in her gilded hall, resplendent and fearsome in the sunlight.

Welcome to Draxa!



DRAXA



DRAXA

Politics And Rulership

Perhaps the city's most notable feature in the present day is its unusual form of government- it is under the control of a female dragon, Flames of Purity. The day to day government of the state is managed by various ministers appointed by the dragon. Flames of Purity only directly involves herself if her rulership is challenged, Draxa is endangered by a foreign power, or taxation is insufficient to take care of her personal hoard.

Flames of Purity regards the people of Draxa as her belongings- as valuable as any coin or gem she owns. She looks after them in her own way, and does not allow others to interfere with them, but any open defiance from the people is absolutely intolerable.

To some extent Draxa has suffered to provide for the dragon. There are scenes of absolute poverty in the streets, while certain citizens are extraordinarily wealthy, and the palace of the dragon herself is clad in gold.

Before Flames of Purity came, the city of Draxa was a bureaucratic oligarchy, ruled by twelve ministers with various roles. A new minister was appointed by nomination of an existing minister, followed by a majority vote of the other ministers. The nominating minister could only vote if there was a tie (presumably for his

or her candidate, rather than against), which could of course only occur when not all other ministers voted. During this period an organisation called the Artificers held a great deal of power in society, and had many allies amongst the ministries.

Once elected, a minister was appointed for life or until he or she voluntarily stepped down- sometimes to seek election to a more prestigious ministry.

Flames of Purity now has the right to appoint and dismiss ministers, but has otherwise largely left the apparatus of government intact. The ministerial bureaucracies still control and regulate Draxa, and elections still take place alongside the dragon's appointments. However, the number and function of the ministries now changes according to the dragon's decrees (and whims, as some whisper).

Ambitious members of the upper classes have always sought political prominence, which ultimately means becoming a minister. Traditionally this means gaining the support of a nominating minister, and sufficient good will from his or her colleagues to win the vote. This generally requires substantial bribes, meaning only the very rich can seek office in this way.

That said, there is now a high-risk strategy to gain power, namely gaining the confidence of Flames of Purity. Indeed, this method is now more common than the traditional more political approach.

As well as seeking high office, the ruling classes seek the acclaim of their peers. The highest honour a citizen of Pherae (both in the city and elsewhere in the islands) can gain is a public accolade. A public accolade is bestowed in a religious ceremony, and all of the citizens of the city are treated to a feast. For this honour to be bestowed, it must be proposed by the High Priests of three of the temples of the the Great Gods, including the High Priest of Pherian, and then agreed unanimously by the current ministers.

In the past, public accolades have generally been awarded to great heroes in response to public pressure. None have been awarded since Flames of Purity has taken power- although it is surely only a matter of time before the dragon herself gains this honour. But there must still be a reason- a great triumph, real or perceived.



DRAXA

Flames of Purity

Flames of Purity is- or at least was- a fairly typical dragon in terms of most of her abilities, though she does know sorcery, including the Dominate Human spell, and has a major magical item that lets her change into human form. However it is her cunning and manipulation of the Pheraeans that has led to her power. She has attacked their social structure, destroyed the power of groups like the Artificers and dominated their council. She has led major social reforms, insinuating herself into all aspects of life and placed her allies in the most strategic places. Finally she has weakened the power of the gods and in turn been venerated as a living goddess by her citizens.

STR 70 CON 35 DEX 14 SIZ 65 INT 21 POW 30
CHA 21

Hit Points 50 Major Wound 25 Magic Points 30 (60 with store—see below) Damage Mod. +7D6

Armour: Dragon Scales (12AP) Movement 30m on land, 45m when flying

Combat: Unarmed Combat 125 (Bite: d10+7d6, Claw: d8+7d6, Tail: d20+7d6)

Flames of Purity can make a single bite or tail attack, or two claw attacks each round.

Resistances:Dodge 80, Resistance 180, Resilience 120

Skills: Culture (Draxa) 70, Culture (Draconic) 80, Language (Pherae) 84, Language (Dragon) 84, Natural Lore 100, Athletics 120, Influence 150, Perception 110

Magic: Battle Magic 98, Sorcery 91, Religion (Cult of the Dragon) 150

Battle Magic Spells: Detect Enemy, Detect Traitor, Heal 6, Light 1, Mindspeech 4, Enhance Resilience 4, Hinder Resilience 4

Sorcery Spells: Damage Boosting, Dominate Human, Neutralise Magic, Sense Magic, Sight Projection, Sense Gold, Spell Resistance

Divine Spells (see below): Consecrate, Dragon Aspect 4, Dismiss Magic 4, Excommunicate 4, Fear 2, Find Treasure 2, Sunspear 2

Personal Magic: Every fifth day the Dragon Queen locks herself in her great chamber to cast her magic, first she casts Damage Boosting (Magnitude 5 Duration 5 Days) for this she uses her Magic Diamond. She then casts Spell Resistance (Magnitude 5, Duration 5 Days) this drains her diamond of all its magic points.

Special Abilities:

Breathe Flame: This is a cone of fire 26m long and 26m across at its widest point, inflicting 4d6 damage. A dodge check is allowed for half damage. The dragon must make a Resilience test to breathe fire more than once per hour, with a -25% penalty for each use.

The Dragon Goddess: Flames of Purity functions as a living goddess; she regains her Divine Spells each day without needing to attend a temple. She can channel her worshippers' power directly into herself- if she succeeds in a Religion roll she can regain 1D20 Magic Points per hour from the magical energy of her worshippers.

If Flames of Purity dies she can immediately attempt a Divine Intervention, rolling against her own POW. Further, she can sacrifice her worshippers instead of losing her personal POW, at a rate of one worshipper per point of POW, but each time she does this she loses an equal percentage from her Religion skill to show the loss of worshippers. If Flames of Purity ever dies permanently, then all her worshippers lose their ability to use magic associated with her cult. For more information see 'The Dragon's Secret', below.

Equipment: Flames of Purity has a vast treasure trove of magic items at her disposal, and will have at least one artefact, 1D4 Major Magical Items and 1D6 Minor Magical Items (typically potions) within easy reach of her at any time. Further, she always has the following.

Embedded Diamond: A diamond replaces a scale on the third finger of Flames of Purity's right front claw. This diamond stores 30 magic points. These points, when used can be refilled from the user's own magic points.

Bracelet of human form: On one wrist, Flames of Purity wears a massive silver bracelet. This bracelet is an artifact that lets her change between dragon form and a more human shape. In human form, the artifact remains as a normal-sized bracelet. Flames of Purity can change as often as she wishes to, with no magic point cost; each change takes a single round. If the bracelet is removed from the dragon when in human form, she returns to her natural form; again, this process takes a round.

The dragon's human form is golden-skinned, with a subtle metallic tone. In this form, the dragon's skills are just as good as they are in her natural form, but certain physical abilities are decreased as follows.

STR 14 CON 35 DEX 14 SIZ 13

Hit Points 24 Major Wound 12 Magic Points 30
Damage Mod. +D4

Armour: Metallic Skin (6AP) Movement 15m

Combat: Close Combat 125 (Superior Quality Longsword: d8+d4+1)

In human form, Flames of Purity can still use her magic and even breathe fire- she is still very dangerous, as some enemies have discovered to their costs.

Teleus Thoros, Minister of Finance

Lay Member of the Church of the Dragon

Teleus Thoros is the richest and most powerful of the dragon's ministers. He is also the most closely monitored. Remarkably, he has held his position for over a decade. He has a smooth (his enemies would say oily) manner, and a big black beard.

Although Teleus has used his position to enrich and aggrandize himself, and has gathered a personal bodyguard of seventy soldiers who are chiefly loyal to him, he has Flames of Purity's trust. He has a talent for being able to tell her precisely what she wants to hear, which is usually a mixture of the truth and shameless flattery. More importantly, however, he is capable of consistently bringing the dragon wealth.

Actually, despite some potentially dangerous speculation, Teleus is loyal to Flames of Purity. He knows he owes his position and riches to her, and has antagonised far too many people to be able to survive long without such a powerful sponsor.

STR 12 CON 12 DEX 11 SIZ 13 INT 18 POW 12
CHA 15

Hit Points 13 Major Wound 7 Magic Points 12
Damage Mod. +D4 Movement 15m

Armour: 5AP (see below)

Combat: Close Combat 60 (Superior Quality Scimitar, d8+1), Ranged Combat 50 (Thrown Dagger, 4d+1)

Resistances:Dodge 50, Persistence 80, Resilience 65

Skills: Culture (Draxa) 90, Culture (Pherae) 50, Language (Pherae) 80, Language (Dragon) 55, Deception 80, Influence 110, Perception 60, Trade 125

Magic: Battle Magic 60

Battle Magic Spells: Coordination 2, Detect Enemy 1, Enhance Trade 4, Weapon Enhance 2

Equipment:

Brooch of the Dragon: This red magical brooch, in the shape of a dragon, was a gift from Flames of Purity. It permanently grants AP5 to the wearer (AP10 against fire) at no magic point cost. Further, once per hour at no

magic point cost, the wearer can make a ranged attack against an opponent for 2D6 fire damage; this attack can be dodged as usual.

Two potions, each holding the battle magic spell Heal 5.

Golden pocket watch, engraved with Teleus' name and title. The watch is beautiful and valuable (worth five times the usual cost to the right buyer), but not magical.

Teleus is always accompanied by 2D6 members of his personal bodyguard- use the statistic for soldiers.

Theodora Teletz, Minister of Information Ordorian Order Magician

Theodora originally came from the village of Mati, rather than the city. Her unenviable duty is to inform Flames of Purity of potential threats to her reign- both internal and external. She is new to her position, and has only been in charge of the ministry for a month. Her predecessor and former boss, Heraclius Alexander, was colluding with other nations to oust the dragon and set up a new government.

The new minister earned her position by informing Flames of Purity of Heraclius' plans.

Heraclius had an extensive diplomatic and spy network. Theoretically, Theodora has inherited control of that network. However, parts of the network, largely because of her actions against Heraclius, are less than loyal to her. Some of the information she receives is false or misleading.

However, Theodora has one significant advantage over her rivals- she is a sorceress.

STR 10 CON 10 DEX 12 SIZ 11 INT 17 POW 16
CHA 15

Hit Points 11 Major Wound 6 Magic Points 16 (21 with store) Damage Mod. 0

Armour: 0 Movement 15m

Combat: Close Combat 40 (Dagger, d4+1)

Resistances:Dodge 50, Persistence 80, Resilience 40

Skills: Culture (Draxa) 110, Culture (Pherae) 60, Language (Pherae) 80, Language (Dragon) 80, Lore (law) 75, Lore (magic) 75, Deception 105, Influence 85, Perception 90, Streetwise 70

Magic: Sorcery 80

Sorcery Spells: Cast Back, Damage Resistance, Energy Projection (cold), Mirage, Mystic Vision, Neutralise Magic, Sight Projection, Hearing Projection

Equipment: Magical pocket watch. Contains the battle magic spells Create Magic Point Store 5. Further, it vibrates in the presence of magic as if the Detect Enemy spell was cast.

Diamond Necklace. Theodora uses this pendant as a temporary magic point store.

Melicertes Valens, Minister of Diplomacy

Initiate of Manos and Meria

Melicertes' duties involve most interactions and negotiations outside of the city. His role is vital in ensuring taxation and tribute flow from the island of Pherae. His duties also involve official visits further afield, when it is necessary to negotiate with other independent states, for example when trade is involved.

Actually, Melicertes' role demands the most trust of any of the ministers; he represents Pherae when dealing with other states, and his duties frequently send him away from the city. That said, until recently, Melicertes had little actual power. However, when Heraclius Alexander was found to be plotting against the dragon, part of that minister's power went to him rather than to Heraclius' successor, Theodora. In particular, Melicertes rather than Theodora or Teleus now has control of part of the tax collection network outside of the city.

Melicertes is reasonably loyal to Flames of Purity- he sees the dragon as no worse than many human tyrants he has met in his travels.

STR 10 CON 10 DEX 15 SIZ 12 INT 17 POW 15
CHA 17

Hit Points 11 Major Wound 6 Magic Points 15
Damage Mod.0 Movement 15m

Armour: 0

Combat: Close Combat 70 (Superior Quality Rapier, d6+1)

Resistances:Dodge 75, Persistence 70, Resilience 55

Skills: Culture (Pherae) 95, Culture (Draxa) 60, Culture (Gatan) 35, Language (Pherae) 80, Language (Gatan) 50, Lore (international geography and politics) 95, Lore (law) 85, Deception 80, Influence 105, Perception 70, Trade 105

Magic: Battle Magic 55, Religion (Manos and Meri) 45

Spells: Befuddle 2, Detect Enemy 1, Mindspeech 1, Protection 4

Divine Magic: Divine Heal 2

Equipment: Melicertes has a pocket watch, holding the spells Mobility 2 and Coordination 2. He also has a superior quality rapier, adding +1 to damage and +10% to his close combat skill; these bonuses are included above.

Culture

Away from Pherae, the city of Draxa is known for its arts, especially opera. Draxan operas are performed in far distant lands, where the audience possibly has little idea of where Pherae is- and does not understand the language the operas are performed in. Draxa itself takes pride in such things- it sees its culture as ancient, having stood the test of time, extremely civilised, and demonstrably superior to that of other lands- although the culture of other lands is something very few of the people of Draxa, even the wealthiest, have ever experienced.

Athletic events and similar competitions are also prized, but these much more frequently take place in the smaller settlements of the island rather than the city itself. Such athletic events once had religious importance, and were held in honour of individuals amongst the Great Gods, but the religious significance of such events has now dwindled, only existing in passages in certain ceremonies held in some contests.

The people of Draxa are by nature bureaucratic, philosophically conservative, and still take immense pride in their city. Occasionally a great mind will come along to bring change to the island, but history has proven that this can be dangerous. They see their political system as fair and meritocratic, as well as fostering stability. The coming of the dragon was admittedly a challenge to this point of view, but most citizens have managed to adjust, and now take pride in Flames of Purity herself.

After all, the dragon has the noblest of possible lineages, being a descendant of the Great World Dragon. Due to her presence, the islands are safe from demons, Dracorians, and other such threats. Such is the creed of the Cult of the Dragon- a new religion, but the fastest growing one on Pherae.

The dragon has become a symbol of prestige and power, most nobles wear the symbol on their clothing, and even paupers keep carved bone dragon amulets for luck. Ministers carry golden amulets with an image of the queen upon them. Statues of dragons, wyrms and wyverns are found throughout the city and many common items are given draconic epithets in honour of the sovereign. The rare and magical Dragonbirds from Azura are often owned as a status symbol by nobles.

The main difference between the upper and the lower classes in the city is financial. An ancient and distinguished family lineage is no guarantee of future prominence, and

the most prominent and wealthy citizens of Draxa include amongst their number people of humble background, and even newcomers to the city. After all, one path to becoming a minister is having sufficient funds for bribes.

Nevertheless, there are traditional differences between typical upper class and lower class habits, and snobbery in Draxa can be enormous- although its worst excesses are directed towards foreigners.

For instance, the upper classes tend to favour the opera as their main means of entertainment, whereas the lower classes frequent athletic and other sporting events, even travelling to participate. There are also differences in diet, beyond what wealth might dictate.

The upper classes drink wine, and their diet consists of fish and vegetables. The most prized of fish consumed is the rare moon fish, found only in the waters off Claw Beach, and imported into the city at great expense.

By contrast, the lower classes drink beer, and eat bread, grains, and pulses, along with meat when it can be afforded- usually on special or religious occasions. Although meat is expensive, most people in the upper classes of Draxa find the idea of its consumption both uncouth and distasteful.

Foreign Relations

The city of Draxa receives much of its wealth and for that matter food as tribute and taxes from towns and villages elsewhere on the islands, although it has not asserted direct rule for over fifty years- the political classes of Draxa saw imposing direct leadership as too expensive, and the urge to rule other places has diminished still further since the coming of the dragon. In many ways, Flames of Purity does not care as long as the city of Draxa is outwardly prosperous, and she personally receives a steady flow of shiny things.

That said, Flames of Purity (and by extension her ministers) reserves the right to appoint and depose local rulers. Such is only likely when there is significant local strife, or the flow of taxes and tributes is damaged.

Some places are more important to Draxa, and there the people of the dragon city have more of a presence. For example, Draxa has a walled embassy in the town of Khera, where twelve armed guards and an ambassador are permanently stationed. The ambassador, Anastasius Phocas, is a sorcerer, and was appointed to that position by Flames of Purity herself.

Obviously, the embassy's defences are insufficient to withstand a serious attack from the town- and Pherae is largely dependent on food shipped from Khera. However, Khera is reasonably loyal to Pherae, and the potential threat to Khera from the great city has little to do with

the forces in the embassy. Ambassador Anastasius has magical means to communicate instantly with Flames of Purity- and the dragon is a serious incentive for the town to stay loyal.

This pattern of using the threat of Flames of Purity to ensure towns are collected and tributes are paid is common. For example, one weapon of the tax collector lanos Mashain is a mirror, which shows the beautiful and majestic ruler of Draxa in her human form. On command, the scene changes to show Flames of Purity transforming into a dragon and burning down the settlement where lanos seeks to collect taxes.

Sailors, merchants and ambassadors from distant shores come to trade their goods for the riches of the islands, swarthy men in affluent robes from the south, hulking blonde sailors from the north, warrior knights from heathen lands and freebooters and mercenaries seeking employ in the mines of Perilplunder. Some simply come to awe at the dragon, a fact that Flames of Purity knows all too well.

Armed Forces

Draxa's formal armed forces are quite small, being only 250 in number. Draxan soldiers mainly perform guard duties at home, although the city also has naval patrols., and the same soldiers work both on land and at sea. A typical soldier is armed with a short spear and shield, and wears leather armour, often shaped into stylised draconic scales. Shields once bore symbols of each regiment, but have been repainted with Flames of Purity conflagrating a stylised city- a constant reminder of her power.

These armed forces work for the Ministry of War. The Ministry dates from the time that Draxa originally conquered much of Pherae. After the conquest, Draxa ruled over its surroundings for centuries, largely in peace. However, armed forces were still needed to fight bandits and pirates, subdue rebellions, and act as police in Draxa and other larger settlements.

Part of the reason for the small size of the army now is that Draxa feels it does not need anything larger- after all, it has the dragon for defensive purposes, and has no ambitions of conquest. Draxan rule over the island is now indirect, and people are free to pursue local affairs however they please, as long as Draxa receives its taxes. That said, some sort of army is still needed- police are necessary in Draxa, and things would be worse if they were spread even more thinly. Bandits and pirates are still problems. Worse, creatures such as Beastmen and Dracorians are beginning to be menace- though the people and authorities in Draxa are blissfully ignorant of the scale of the problem, or even in many cases its existence at all, and the fact that the current army is too

small to handle it.

Another reason is that Flames of Purity feels a larger army might lead to a potential challenge to her rule. However, the number of troops available is not quite as small as it appears- there are a number of private forces available, some of whom also effectively do guard work. Most of these forces are under the control of various Ministers; the largest such is the bodyguard of the Finance Minister, Teleus.

If such troops are included in the numbers, Draxa's armed forces number around 500. As well as the forces based in the city itself, there are around 60 further warriors- who admittedly are often mercenaries- working outside the city under the command of Minister Teleus Thoros or Minister Melicertes Valens. These warriors have the job of collecting taxes and tributes.

Helena Epiris, Minister of War Initiate of Taros

The leader of the armed forces associated to the Ministry of War is Helena Epiris, Minister of War. Helena is a perfectionist, dedicated to doing the best she can in her job. She loves sports and games

Helena is outwardly loyal to Flames of Purity, but if a realistic opportunity came to support a change of government came, Helena would probably support it. After all, humanity should be in charge of its own destiny. That said, Helena is not plotting any sort of attempted coup; the opposition she has to the dragon is currently entirely theoretical.

STR 17 CON 16 DEX 18 SIZ 14 INT 13 POW 13
CHA 17

Hit Points 15 Major Wound 8 Magic Points 13
Damage Mod. +1D4

Armour: 8pt Iron Banded Wyrms Scale Movement 15m

Combat: Close Combat 110 (Superior Quality Shortsword, d6+1, Spear 1d8, Shield 1d6)

Ranged Combat 99 (Bow 1d8, Javelin 1d8),
Unarmed 100 (Wrestling)

Resistances: Dodge 85, Persistence 50,
Resilience 95

Skills: Athletics 100, Culture (Draxa) 40, Language (Pherae) 80, Language (Dragon) 30, Lore (Tactics) 85, Lore (Politics) 55, Deception 60, Healing 45, Influence 65, Perception 85, Streetwise 45

Magic: Battle Magic 70, Religion (Taros) 65

Spells: Bladesharp 4, Protection 2, Fanaticism, Demoralise, Heal 4, Strength 1.

Divine Magic: Shield 2, Truesword 2.

Equipment: The Beak of Ecornis – A magical shortsword, it has vampiric qualities, leaching 1D3 magic points from each person it kills, these can be used by Helena to power her spells, but they dissipate in 5 minutes. The armour that Helena wears was forged in the Theronic era and is an heirloom. The Girdle of Superiority – This gold and ruby belt was once the greatest trophy that could be achieved in the ancient Draxan games, Helena has proclaimed herself 'Champion of champions' and refuses to relinquish its ownership. The belt bestows luck on its owner, allowing them to re-roll a failed or fumbled skill once per day. Helena is never without at least four of her elite guard, who are often her lovers, be they male or female.

The Watch, or Vigilants

The Vigilants are groups of citizens who are hired to control outbreaks of fire and to enforce the rule of Flames of Purity. Each district employs a couple of dozen of these



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citizens, who tend to be bullies who roam around looking for trouble. Membership in the Watch is voluntary, but few men desire the role, as the Dragon Queen is apt to use random burnings to demonstrate her power, and the army are her real force. Nearly all Watch members relish the small amount of power they have; they are intrinsically “bent coppers”.

The role of the Watch is to run down petty thieves, throw drunks out of inns and keep an eye on foreigners. Equipped with a copper badge bearing an image of the god Pherian, a small wooden club and tin whistle, the Watch are generally ineffective. The Watch Houses are typically the back rooms of shops. That said a recent dwarven recruit has devised a mobile water pump and a ballista to knock down burning houses, which has prevented several major blazes.

Districts Of Draxa

Draxa is divided into four districts. Although there are no walls between these districts, and movement is unrestricted, the districts all have distinct atmospheres, and local people know exactly where the borders of the various districts lie.

The Old City

The name of this district conjures up images of quaint or perhaps grand architecture. It suggests tradition or perhaps wealth and influence. The reality is rather different.

The Old City does contain some of the oldest architecture in Draxa, but much of it is badly maintained. Many of the buildings are crumbling, and potentially dangerous to live in. Others stand empty. Property in the Old City is cheap.

One reason for this is that the Old City is haunted. Most of the ghosts in the Old City are harmless, and are constantly acting out ancient parades and religious festivals, amongst other events, that have now lost all meaning. A few, however, are far more dangerous, with power and purpose.

An ancient hall dedicated to the Order of Theron slowly crumbles at the heart of the Old City, the aging brothers of the order that remain here offer aid and succor to the impoverished, but remain ever vigilant for signs of demonic magic.

The Archmage's Loss

The Archmage's Loss is a cheap but clean and cheerful inn in the area. It is named after the archmage, Belarius Priscus, who publicly duelled with Flames of Purity when she first attempted to seize control of Draxa. He was

obliterated, but his supporters managed to drive off the wounded dragon. Of course, she later returned.

Anyway, this inn, which used to be called more simply the Seven Stars, was supposedly Belarius' favourite place to drink, and commemorates the Archmage's ultimately futile stand. The name suggests it might be a gathering spot for rebels against the Dragon's rule, but in reality, a dissident is more likely to meet with a member

Dracopolis

Dracopolis is the name given by scholars to certain even more ancient ruins found within- and largely beneath- the Old City. Those in the know recognise the ruins as being of Dracorion origin.

The entrance to Dracopolis is guarded by mercenaries recruited by Minister Melicertes Valens, who believes, based on information passed on by his tax collectors on the island, that there is something truly powerful and dangerous lurking in Dracopolis, and that it should not fall into the wrong hands. In recent months a number of Dracorians have been discovered trying to infiltrate the area, and their fetid corpses hang from the old gate as a warning.

The Golden Daggers

The Golden Daggers are Pherae's oldest thieves guild, as steeped in tradition as any noble family. Actually, the Golden Daggers have long-since been infiltrated, and now pay a portion of their takings directly to Teleus Thoros, Minister of Finance, who is the one really in charge. His mouth-piece is one Thana Ducas, an attractive young woman who has inherited the position of Guildmaster. She has devoted herself to the orgiastic worship of Hallucious, worshipping his deceitful, thief aspect.

There are challenges within the Golden Daggers to Thana's leadership, but one advantage she has is her knowledge of magic- something that in facts interests her more than the craft of her guild.

Thana

STR 10 CON 10 DEX 14 SIZ 11 INT 17 POW 16
CHA 11

Hit Points 11 Major Wound 6 Magic Points 16 (21 with
store) Damage Mod. 0

Armour: 0 Movement 15m

Combat: Close Combat 50 (Superior Quality
Shortsword, d6+1)

Resistances: Dodge 55, Persistence 50, Resilience 35

Skills: Athletics 50, Culture (Draxa) 40, Language (Pherae)
80, Language (Dragon) 60, Lore (Crime) 55, Lore (magic)



THE CITY OF
DRAXA



- | | | |
|-------------------------|--------------------------|------------------------------|
| 1. The Great Market | 9. The Khera Embassy | 17. The Balantes Mansion |
| 2. Temple of Amedia | 10. The Temple of Ora | 18. The Workshops |
| 3. The Wheel of Fortune | 11. The Old Palace | 19. The Artificer's Hall |
| 4. The White Swan | 12. Theron's Hall | 20. The Central Granary |
| 5. The Temple of Manos | 13. The Temple of Meria | 21. The Church of the Dragon |
| 6. Pheron's temple | 14. The Temple of Vulkor | 22. The Barracks |
| 7. The Opera House | 15. The Archmage's Loss | 23. The Black Sails |
| 8. The Taros Arena | 16. The Golden Palace | 24. The Pharos Lighthouse |

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65, Deception 70, Influence 65, Perception 75, Streetwise 65

Magic: Battle Magic 80 Religion (Hallucious) 65

Spells: Countermagic 4, Darkwall 2, Disruption 3, Dispel Magic 4, Light 1, Protection 4, Water Breath 2

Divine Magic: Illusion 2, Fear

Equipment: Thana's shortsword has a golden hilt, and is of superior quality, adding +10 to her close combat skill and +1 to damage; these totals are included above.

She also has an emerald pendant, which works as a five point magic point store, and a pocket watch containing the battle magic spell Heal 3 (which uses Thana's own Magic Points to function)

Dionos Curcuas

Dionos is a horse-faced man, affectionately known to his friends as "Donkey". He is a member of the Golden Daggers, and leads a group of dissenters who claims that the Guildmaster, Thana, is too inexperienced to run the guild effectively, and is moreover under the control of the state.

However, there is more to Dionos' dissatisfaction than there seems; he is in fact in the pay of Minister Theodora, who would like to take control of the guild away from the finance minister.

STR 17 CON 11 DEX 12 SIZ 15 INT 13 POW 10
CHA 13

Hit Points 13 Major Wound 7 Magic Points 10
Damage Mod. +D6 Movement 15m

Armour: Ringmail (3AP)

Combat: Close Combat 60 (Mace, D8+D6), Ranged Combat 50 (Heavy Crossbow, 2d8), Unarmed Combat 50 (D3+D4)

Resistances: Dodge 45, Persistence 40, Resilience 40

Skills: Athletics 85, Culture (Draxa) 55, Language (Pherae) 65, Lore (Crime) 80, Deception 90, Mechanisms 55, Perception 60, Streetwise 70, Trade 35

Magic: Battle Magic 40

Spells: Demoralise 2, Mobility 2, Detect Watchman.

Equipment: Dionos has two potions, one holding the spell Strength 2, the other holding the spell Vigour 4.

The New Port District

The old docks and port area of destroyed in the first, and so far last, rebellion against the rule of Flames of Purity, not long after she took control. However, Draxa thrives on sea-going trade, and Flames of Purity and her appointed ministers soon arranged for a new dockyard to be built- which is now commonly referred to by the citizens of Pherae as the New Port.

The New Port is a wonder of engineering and architecture. There are docks capable of servicing the largest of vessels, and mechanised cranes capable of rapidly unloading the heaviest of cargoes. The surrounding area- the rest of this district- is taken up by warehouses, and various businesses. Most of Pherae's markets are located in this district. There is a finely crafted statue of Amedia, dancing with a Flames of Purity in the guise of a sea dragon outside the Temple of the Sea Goddess. Sailors from the larger island call this heretical in hushed tones.

A regular ferry runs from Draxa to Dakalis on the main island. The ferry is a large vessel and can even carry horses, although the wyverns usually catch and eat horses not long after arrival on the mainland.

The Great Market

Every district in Draxa has its own market, but the Great Market in the New Port District is the largest, and the one which sees the greatest variety of goods for sale, including numerous imports to the city.

Actually, the Great Market is two markets in one- the Day Market and the Night Market. The Day Market sells mainly food, clothing and household goods. There are some more elaborate things on offer, such as jewellery made in the workshops. Stalls selling more expensive goods generally employ a member of staff to specifically watch for thieves. Actually, canny pickpockets more often target the customers at such stalls rather than the stalls themselves.

The Night Market is livelier, and deals mainly in entertainment. Stalls include those selling cooked food and drink. Also present are musicians, prophets, and whores, all selling their services. Other people, such as messengers and servants, can also be found for hire in the Night Market. Also available are thugs and burglars for hire, though these are not so easy to find, even in a place as lively and unprincipled as the Night Market.

The Necropolis

By ancient tradition and superstition, the dead cannot be buried within the walls of Draxa. The major burial ground of the city- the Necropolis- lies just outside the walls of Draxa, and is as old as the city itself. There are a vast array of tombs, burial mounds, cenotaphs, and graves, some are simple, others elaborate, and all echo the evolution and demise of Pheraeon culture.

The Necropolis, like the Old City, is haunted, by material undead as well as incorporeal spectres. Worst of all evil necromancers and ghouls scour the place in the dead of night, and so families pay large sums to Aresartia, Priestess of the Dead, to prevent their kin from rising again. Despite her apparent youth, the crimson haired Aresartia is a powerful priestess of Meria skilled at preparing, placating and communicating with the deceased. Rumours persist of ancient treasures found in the oldest graves, but surely such obvious treasure troves have been picked over by now.

The Black Cenotaph (see Dragon's Dens in Chapter 7) can be found within the Necropolis.

The Pharos

The Pharos is a magnificent lighthouse, 200m tall and magically lit by the sacred Aronstone. It towers over the city, and can be seen from much of the island and for scores of kilometers out to sea. The lighthouse is a modern building, an apparent homage to the tower built by Pherian to summon Theron, and is in many ways a folly- there are no dangerous rocks or reefs near Draxa's harbor, but Flames of Purity- who ordered its construction- sees the Pharos as a monument to her glory- and not the only one. The Pharos is always heavily guarded by the Queen's most loyal troopers. These elites never ascend above the lowest level of the tower, as the floors above are guarded by magical fiery guardians, deadly sunspear traps and a seven armed golden demon. The outer walls of the tower are of an opaque white glass like substance, which no mortal can climb.

The Wheel of Fortune

The Wheel of Fortune is a high-stakes gambling hall; such establishments are perfectly legal in Draxa. It is owned by the state, and is under the control of Teleus Thoros, the Minister of Finance. It makes a significant amount of money both for Draxa (and the dragon) and the Minister himself.

The White Swan

The White Swan is a garish, loud and slightly overpriced inn, but one where many visitors to Draxae end up due to its closeness to the respectable end of the docks. It is closely watched by shysters and thieves for likely targets, and the local whores make a bee line for the newly arrived. The landlord Aniki, known as the 'Ass' for his braying laughter, and his lover Antonidia, a raven- haired beauty are secretly worshippers of Hallucious. They are not past kidnapping pretty girls and selling them to pirates or informing the Golden Daggers the location of well laden purses.

The Palace District

The palace district is an area of parks and gardens, dotted with the residences of the super-rich- which in this day and age generally means the official residences of the ministers of the Dragon.

The Balantes Mansion

Justina Balantes is not a minister. She is a trader who mainly deals with importi

In some regards, Justina, with her family background and connections, is a natural person to approach with ideas of replacing the dragon with a human authority. In public, she appears sympathetic towards such ideals. However, Justina is one of the most important spies on Pherae, and reports any talk of rebellion directly to Minister Theodora Teletz.

The Dragon Queen's Secret

The Pharos is not all that it seems. The Aronstone is a magical artefact that once was held dear by the dwarves; they called it 'The Heart of the Dragon'. The stone is capable of channelling magical energies. Flames of Purity is using the Pharos and the Aronstone to channel the energy of the Great World Dragon into herself. It is this energy which is giving her many of her divine abilities. In essence she is drinking the very soul of Pherae and the Pheraeans in order to gain personal power.

Her plans are still in the early stages, and she seeks to gain more power by understanding the nature of Drachos. The Dragon's actions are awakening strange draconic powers across the islands, including the Dracorians. The Cult of the Dragon is a manifestation of these energies, something the Dragon Queen does not yet fully understand. If the Pharos were destroyed or the Aronstone stolen then it would begin to weaken Flames of Purity, but not stop that which has been set in motion.

Justina- Initiate of Manos and Meria

STR 9 CON 12 DEX 11 SIZ 13 INT 16 POW 12
CHA 17

Hit Points 13 Major Wound 6 Magic Points 12
Damage Mod.0 Movement 15m

Armour: 0

Combat: Close Combat 40 (Superior Quality
Shortsword, d6+1), Ranged Combat 50 (Thrown Dagger
d4+1)

Resistances: Dodge 40, Persistence 55, Resilience 25

Skills: Culture (Pherae) 55, Language (Pherae) 80,
Deception 60, Influence 80, Lore (law) 50, Perception 90,
Trade 95

Magic: Battle Magic 55 Religion (Maos and Meria) 55

Spells: Demoralise 2, Enhance Trade 2, Detect Thief,
Detect Enemy.

Divine Spells: Blessed Market, Divine Heal.

Equipment:

Earring Charm: This earring takes the form of a golden
cage containing a small crystal. It contains the spells
Enhance Influence 3 and Enhance Deception 3. The
crystal is a dedicated 6 point magic point store, which
can power the spells.

Pocket Watch: This watch contains the spells Befuddle 2
and Slow 2; they must be powered by the owner's own
magic points.

The Golden Palace

The Golden Palace is the Dragon's home. The exterior
walls are indeed clad in gold; Flames of Purity has servants
employed just to polish them. Inside, there are a few
guest rooms, an extravagant and opulent audience hall,
and a delectable banqueting room, but most of the palace
is turned over to various treasure rooms. These rooms
are kept locked, and are trapped, both magically and
mundanely. Only the dragon is allowed to enter them.

The treasures are too numerous to describe here, but
are worth over 3 million SP. Even that figure ignores
several magical items found amongst the treasure- not to
mention the value of the gold-plated exterior walls.

The top floor of the palace (which is three stories high)
has no interior walls- the entire area is open, and large
enough for Flames of Purity to stretch out in private
when she chooses to relax in her natural rather than her
human form. She does this most days, having a profound
impact on any visiting the city for the first time.

The cellars of the palace are the servants quarters,

heavily guarded with all servants vetted in great detail
by Flames of Purity and her ministers. There is a secret
place here, known only to a few where those that have
tried to oppose the Dragon Queen are brought to await
consumption.

The Old Palace

Before the dragon took control of Draxa, this building
was the seat of the city's rulers. Flames of Purity decided
the building was insufficiently grand, and had the Golden
Palace built.

This Old Palace as it is now known, serves several
functions, including providing apartments and meeting
chambers for the Ministers. The basement is a mint. Part
of the ground floor is an inn, said to provide the best food
and drink on Pherae- it is certainly the most expensive.

In the catacombs beneath the Old Palace are the tombs
of the ancient rulers, a hundred generations of despots,
tyrants and god-kings, some of whom do not rest well in
their eternal slumber. Rumours of undead are whispered
of amongst the servants and workers in the building.

The Opera House

The opera house is a great temple of Aiora, the Goddess
of the Arts. Flames of Purity is a lover of the opera, and
performances are held here every evening. A box is
permanently reserved at the back of the theatre for the
dragon (who uses her sorcery to assume human form
for such occasions) and her honoured guests. The lavishly
adorned opera house traditionally had statues of singing
spirits on its walls, which are now replaced by operatic
dragons. Flames of Purity's favourite opera is 'The Death
of Zorius' a heretical performance which induces the
stormy anger of the dragon-slaying deity each time it is
shown.

The Temple to Pherian

The Temple to Pherian is the oldest individual building in
Draxa, except perhaps for the Dracorian ruins beneath
the Old City. It is a beautiful and stately white building,
with the front entrance featuring fifteen marble columns-
one for each of the Great Gods. This must have been
expensive and difficult to build; no marble is found in the
area.

A single octagonal tower looms over the building. The
tower was once the domain of the Royal Sorcerer and the
functioning temple of Ordorian. However, the position
of Royal Sorcerer and the tower are both presently
unoccupied. The grandeur of the temple is fading; its white
walls are stained by fire and blood, and the congregation
has fallen from thousands to a scant few.

The Taros Arena

Originally dedicated to the god of war, this ancient stone amphitheatre has become a place of competition and athleticism, where contenders from all across the island display their abilities in the arts of wrestling, slinging and running. The events are often watched by Flames of Purity, who it is rumoured takes the winning competitors as her lovers (in her human form), although Wyrmslayer propaganda says that she actually eats them.

Other Temples

Draxa has other temples to individual deities amongst the Great Gods in this district, most notably to Vulkor, Manos, and Amedia. They are not well-attended; indeed, some stand completely empty. It is rumoured that a shrine to wicked Khata is located in the crypts of the district, and strange forms have been reported lurching through the shadows and sewers. The strangest temple in the city is that of Tyria and Hallucious, a glittering golden chamber by day, radiant with the sun's light, the temple twists to become a nightmarish cavern of shadows and eerie screams at night. It is a favoured haunt of lovers.

The Barracks District

The centre of the Barracks District is the Garrison- the training area and quarters of Draxa's armed forces. Of course, before Flames of Purity took control of the city, these forces used to be present in far greater numbers, and were a far more significant presence in the area. The Garrison now stands mostly empty, and only parts of it are still habitable. When Flames of Purity took charge, most of the army were disbanded, exiled, or, if rebellious, executed.

Aside from the Garrison, the Barracks district is home to the main residential area of Draxa. More people live here than in any other district. Here is also the heart of the city's industrial district, called the Workshops.

The Black Sails

The Black Sails is an inn in the rougher parts of town. It is frequented by both the army and members of Minister Teleus' private guard, and prone to fights between the two factions which sometimes sweep up innocent bystanders.

The Central Granary

The Central Granary is a distinctive building shaped like a bulging cylinder. Although every district of Draxa has its own granary, most food is stored here before being sent to the local granaries for distribution.

Obviously, the Central Granary is an important building for the well-being of the city. It is always guarded by the

army- though the numbers involved in such an important guard duty are smaller than they once were.

The Workshops

At the heart of the Workshops stands the great Artificer's Hall, a secretive place forbidden to non-guild members. It dominates the local crafters with an iron hand and even Ministers have to make an appointment. Draxa is famed for its practice of small and elaborate crafts, most notably its clockwork and jewellery, secrets refined by their dwarven allies and enhanced by the deft hands of the Pheraeans. It is still a status symbol in Draxa to carry a golden pocket watch- for which prices start at 2000SP. These and similar expensive and elaborate luxuries are made in the Workshops found in the Barracks district, as are other more practical goods that still require a fine eye for detail to make. There are smiths, leatherworkers and the potters that make the great clay amphorae found in every inn and house.

Not every labourer in the workshops is human- amongst the workers are two hundred dwarfs, originally from The Jaws. At the heart of the workshops stands a beautiful gilt clock tower, decorated with images of the Great Gods. The clock is the most accurate time-keeping device in the world, and is always guarded by several heavily armoured guild dwarves.

The Origins of Pheraeon Clockwork

The Pheraeans are great thinkers and highly inventive, but also expert in combing the old with the new. Prior to the arrival of Flames of Purity, the Pheraeans had begun to research ancient secrets of the island, and there was a great renaissance for antiquities.

Perilplunder and the ruins of the Ancients came under close investigation. Many secrets were found and studied by the Artificers and refined by its members. Primitive steam engines, mechanical locks, alchemy and most importantly clockworks were the result of these investigations. The Artificers began to make numerous clockwork inventions, earning vast amounts of wealth and gaining power in the city. They created talking brass heads, flying birds that could memorise messages, dancing statues and of course the famed pocket watches.

During the ascension of Flames of Purity, many of the upper echelons of the Artificers were killed for political reasons. Some of Draxa's greatest minds were executed and many secrets destroyed. Pheraeon science has not recovered from this, and only a few secret techniques and jealously guarded clockwork artefacts remain.

The Church of the Dragon

The Church of the Dragon is a new cult that meets in an ordinary building in the Barracks district- although members of the cult are often seen proselytising in the streets of Pherae in all districts.

The cult believes that Flames of Purity is a goddess, and the people of Draxa are blessed by her residence in their city. The cult's political and religious opponents accuse them of simply grovelling to the dragon's vanity, and quietly mention that what they preach is heresy. However, the cult is growing.

Basil Zacharius

High Priest of the Cult of the Dragon

The high priest of the new cult, Basil Zacharius, is completely sincere in what he preaches, and is gaining more followers each day. More than that, he does have divine magic- even if Basil's magic does not come from the dragon, some deity has chosen to grant him power. The Sorcerers of Mati believe that Basil has somehow tapped into the mystical energies of Drachos, the primal source of magic, but in a divine way, unique in Pherae's

history.

STR 12 CON 14 DEX 14 SIZ 14 INT 13 POW 17
CHA 14

Hit Points 14 Major Wound 7 Magic Points 17
Damage Mod. +D4 Movement 15m

Armour: Ringmail (AP3)

Combat: Close Combat 65 (Longsword, d8+d4), Ranged
Combat 60 (Light Crossbow, d8)

Resistances: Dodge 50, Persistence 45, Resilience 40

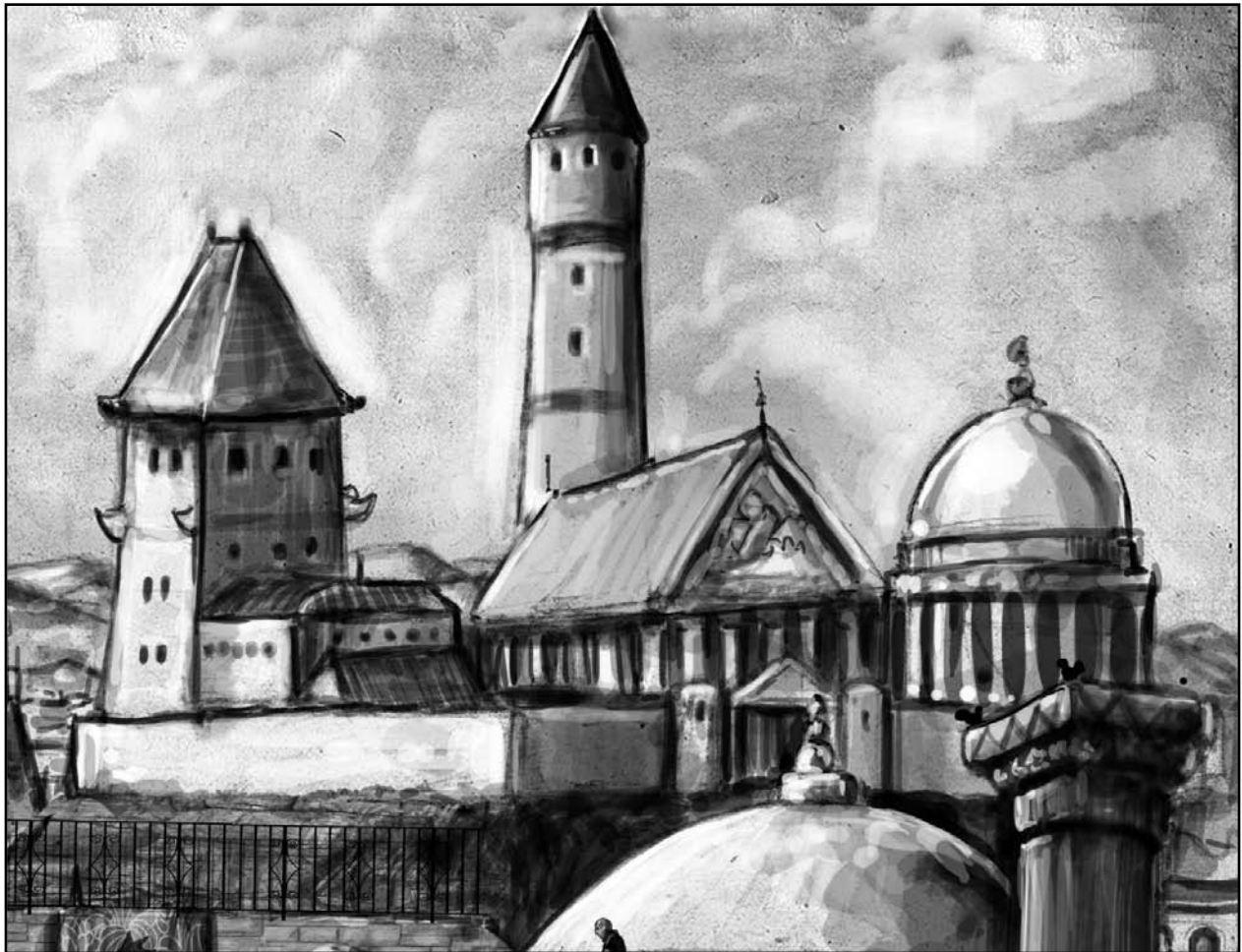
Knowledge Skills: Culture (Draxa) 40, Language
(Pherae) 65, Language (Dragon) 55

Practical Skills: Athletics 40, Healing 55, Influence 70,
Perception 55.

Magic: Battle Magic 60, Religion (Flames of Purity) 75

Battle Magic Spells: Detect Enemy, Detect Magic 1,
Light 1, Fireblade 4

Divine Magic **Spells:** Divine Heal 2, Shield 2, Sunspear 4



Events in Draxa

Many of the items in the lists in this section should be replaced once used. A GM can always roll randomly on a list when looking for inspiration for an encounter or other event.

Encounters in the city

1. One of Draxa's ministers is seen being carried through the streets on a litter, surrounded by armed bodyguards. The guards are shoving any passers-by who do not escape of their own volition out of the way of the litter.
2. Three members of the Golden Daggers target a PC in the crowd, cutting him off from any companions while one tries to pick his pocket.
3. A member of the Cult of the Dragon delivers a sermon in a public market, praising Flames of Purity in obsequious terms. A small crowd has gathered and are listening to the priest.
4. A group of soldiers and some of Minister Teleus' bodyguards meet. Threats and insults are exchanged. Further violence is unlikely, but not impossible.
5. Flames of Purity herself is seen in the skies in draconic form, entering or leaving the Golden Palace.
6. A small gang of beggars follow the PCs, asking for money to buy food.
7. An earnest young man approaches the PCs, offering his services as a servant, procurer, and if necessary a guide. He will try at some suitable point to discover the PCs' political views; he is one of Minister Theodora's spies.
8. A priest of Pherian, preaching and asking for donations for the upkeep of his temple. He is ignored by the people on the streets.
9. A parade of ghosts moves through the streets. They are soldiers dressed in ancient armour, wearing helms shaped to resemble dragons. All but the most sanguine people are terrified- this is an unusual event, even for Draxa- and flee the ghosts' path.
10. A visitor to the great city from elsewhere, looking for assistance and directions. He seems wealthy, and willing to pay. See the list below for ideas of details.

Visitors

1. An exiled dwarf from the Jaws.
2. A young and naïve adventurer from Perilplunder, who recently found a crypt and has struck it rich.
3. A farmer from Khera, selling his goods.
4. A group of Ferry Folk from Dakalis, singing a beautiful song.
5. An ugly man accompanied by a beautiful woman who clearly dotes on him. Of course, they are visitors from Wart.
6. A philosopher from the walled village of Yanos, giving a surprisingly well-attended public lecture on freedom and the property rights of individuals.



Treasures from a dragon's hoard

Most of the items listed below have simply been collected, stored, and admired. Flames of Purity will occasionally give or lend items to those she especially favours.

The list below might also be used for items found in other ancient caches.

1. A full helm, covering the face, in the form of a snarling dragon. It is inset with jet, and there are jewels around the eyes and on the teeth, it adds +2 to armour when worn and lets the wearer see at night as if it were day.
2. A golden Dragon tooth, this once belonged to Flames of Purity, with the correct rituals it could be used to gain an advantage over the Dragon Queen.
3. A silver statuette of the god Zorius, with tiny rubies as eyes, a Zorius cultist can pray to this as a shrine once per month and regain their magic.
4. A golden pocket watch, with numerals indicated by tiny diamonds. It once belonged to the archmage Belarius, and has his name carved on the back. Unlike most watches, this one is a Matrix for the Sorcery Spell Fly 75%
5. A shortsword made from an ancient dragon's tooth. It enables the wielder to cast the Battle Magic spell Fireblade twice per day at no magic point cost.
6. A drinking goblet carved from a single huge quartz crystal, it discolours if poison is placed in to it.
7. A golden bowl containing a collection of artificial fruit, all made of the finest crystal.
8. A silver armband, engraved with scenes of dragons fighting demons. It grants +25 to Dodge when in combat with demons.
9. A magical painting of Flames of Purity in her human form. It changes to show her in draconic form when a command word is spoken.
10. An emerald pendant on a silver chain. The pendant stores 10 magic points. These points, when used can be refilled from the user's own magic points.
11. A black leather belt with golden studs. When worn, the belt enables the wielder to cast the Battle Magic spell Strength, at magnitude 2.
12. A pair of magical conch shells. Words spoken into one of these shells can be heard from the other one. They can incidentally also be heard by Flames of Purity!



DRAXA

Pocket Watches

Some pocket watches created in the Workshops are magical; in these watches, the magic is triggered by winding them a specific number of times for each effect available. Typically, a magical watch will contain $d4+1$ magnitudes worth of battle magic spells. The magic points needed for these spells come from the one who activates the watch.

Appropriate spells for a pocket watch include Befuddle, Coordination, Heal, Mobility, Slow and Speedart. Most such spells involve time in the way they manifest, perhaps indirectly (such as with Heal—after all, wounds do heal given sufficient time).

Adventure Seeds

1. The player characters need a particular unique magical item. Researchers have tracked it down to Draxa. It is in fact part of the dragon's hoard. They need to steal it, or perhaps attempt to bargain with the dragon- who will be loathe to let it go, and if she does not outright refuse, will set an exceptionally high price.
2. Melicertes Valens, the Minister of Diplomacy, has gone missing on a visit to another nation. Flames of Purity wants to know what has happened to him- and if he is working against her, to bring him to justice. The player characters are approached with the offer of a job to track him down.
3. The player characters are approached by Memnon Alexis, a captain in the army. He has a plan to kill the dragon when she visits the opera in human form, liberating the island, and incidentally her treasure for all of the conspirators. He believes that Minister Hellia can be persuaded to cooperate. One problem is that he has already approached Chloris with his plan, meaning Minister Theodora, and possibly the dragon herself, are forewarned that something is likely to happen.
4. Minister Teleus Thoros' daughter is getting married, and her dowry is the Adamas diamond- the largest known diamond in the world. For a short time, the diamond is on public display in Teleus' home. Obviously, it is guarded, but nonetheless the fact it is on display means it will be far easier to get hold of than ever before. Many people could want the diamond- a rival Minister, the player characters for personal gain, or Flames of Purity herself.
5. Fire engulfs a building within the Workshops- perhaps the result of an alchemical explosion. The local watch are keen to simply knock the building down, and use the water pump to contain the flames. However, an old man outside is bewailing the fact that certain clockwork wonders in the building will be destroyed. Will the player characters brave the burning flames to retrieve them- especially bearing in mind the fact that they are guarded by a mechanical soldier- something the old man may or may not mention.
6. The player characters are given the task of finding Justina Balantes' nephew, Apion, who went missing on a wild night out in the city. He was seen loudly and drunkenly insulting the "usurping bitch queen who now rules Draxa" in the Archmage's Loss, before moving on to the Wheel of Fortune to lose huge sums of money in gambling games. He finally ended up in the White Swan. What could have happened to him?



4. OF GODS AND MAGIC

The Gods Of Pherae

When the first settlers came to Pherae during the great exodus they brought with them their pantheon of deities. Several local cults and draconic concepts were added to the faith, creating a rich mythology. Most villages and towns have at least a shrine dedicated to the Great Gods as they are called, and some areas favour one god above another, but most of the time all the gods are worshipped on their special holy days as part of the yearly calendar. However, since the arrival of Flames of Purity the worship of the gods has declined. The priests claim that the gods will not tolerate this, and prophets of doom claim that this will result in the destruction of hu+mankind.

Pantheon Worship

It is possible for a worshipper of any Pherae cult to worship the Great Gods as a pantheon, participating in worship ceremonies and offering dedications to all the gods, including appeasing worship of enemy gods to (with luck) prevent their curses. Sorcery cults are also organised in this way. This lack of dedication to one god means that the worshipper can only access those spells which are Common to all gods, and no specialist magics. Pantheon priests do not gain Allied Spirits. Divine Intervention works as normal.

Divine Intervention

The Gods of Pherae are often actively involved in the dealings of their worshippers, some believe that they guide humanity's every action. Often when Divine Intervention called for the gods will appear to their follower to give them aid; such manifestations have a profound effect on atheists, known as belief! Divine intervention functions otherwise as per normal for the use of this power.

New Spells

There are several new Battle Magic, Sorcery and Divine Spells in these write ups (identified in italics). Such spells are listed below in the Magic of Pherae section.

Pheraean Temples

There are a vast variety of temples across Pherae, from rude woodland shrines of Arton, decorated with animal horns and bloody sacrifices and attended only by an initiate to the great city temples and basilicas of Draxa and Khera. Most temples are painted in bright colours, decorated with mosaics and carved stone columns, with a centre chapel in which stands a statue of the appropriate deity. Most temples are open to the air, welcoming worshippers with open arms. The blood stained and tormented temples of Gorga and Hallucious are often charnel houses, guarded by fiendish traps and insane monsters. Many temples are derelict, their aisles choked with leaves and dust, their statues faded and forgotten and their marble decorations choked with ivy.

A Note on Holy Warriors

Not all cults have Holy Warriors. Despite the references to Holy Warriors throughout this text, there are actually very few champions of the gods any more. The Gods are becoming forgotten, their time may be passing. But Holy Warriors are a role to which players aspire, and those that arise to these ranks will be the champions of their gods, awakening the faith and act on their gods will. The Holy Items mentioned are often lost, or will only be granted when a character has performed a great religious duty, they should not be awarded too easily.



Zorius, King of the Gods

Zorius was the first god, master of the elements. He is the creator of the universe, which he forged from the bones and sinews of the Great World Dragon when it was destroyed by the Ancients, great cosmological entities that seek the end of life itself. The dragon magic that remained in the world was called Drachos and was hidden in the underworld guarded by the monstrous Gorga, a child born of Zorius' quest for vengeance. Zorius fought bitterly against his eldritch foes and would have destroyed himself and his creation if the Great World Dragon had not taught Zorius the value of life by creating Ora, the Mother Goddess. Their mutual lust resulted in many divine children.

Zorius represents the violence of nature, the raging storm and tidal wave, the earthquake and volcano. He is the power of the world to defend itself and fights his eternal war at the edge of the cosmos. In his absence the world is thus saved from his destructive nature.

Worshippers: Leaders, Heroes and Holy Warriors, typically tyrants, fanatics and zealots.

Duties: Be a leader of men. Fight against the forces of the Ancients. Be a force of nature.

Type of Cult: Minor Deity (although head of the Pantheon, Zorius is aloof and hard to worship)

Cult Skills: Close Combat, Influence, Persistence.

Battle Magic: Countermagic, Demoralise, Dispel Magic, Enhance Influence, Fanaticism, Mindspeech, Strength, Vigour, Weapon Enhance

Divine Magic: Berserk, Call (Sylph, Salamander, Undine and Gnome), Lightning Strike

Holy Warrior: The Heirs of Zorius. Few can claim this title; they are driven fanatics who seek to lead the people of Pherae against their oppressors and enemies. They are often short-lived tyrants. Their holy equipment consists of the Loincloth of Leadership, a goat skin loincloth which provides 6AP and increases Influence +25 against all Pheraeans, and the Club of the Elements, which is a huge two handed club that does 2D8+2 damage. Further, the club's wielder takes only ½ damage from any elemental, weather (natural lightning, dust storms, heat waves etc).

Priests: The Zealots of Zorius, typically prophetic madmen or wild-eyed teachers of heroes.

Allied Spirits: Bound into circlets of gold worn about the head or star-topped staff.

Special: Zorius cultist gain +25 to Close Combat if they are outnumbered 3 to 1.

Ora, Queen of the Gods.

Ora is the female part of the duality of creation representing fertility, cultivation and harmony with nature. First-born of the Dragon dissection, Ora is the first wife of Zorius, but not his first lover. Like her parent she is possessed of secret draconic powers. With her song Ora created the forests, mountains, heavens and all that is beautiful in nature. She is the source of life and nature's bounty.

In addition to Zorius, Ora has taken other lovers, most notably her beloved Spirit of the Wild, a intangible remnant of the Great World Dragon with whom she populated the forests, skies and seas. Ora's most loyal servants are her nymphs called Oreads and Dryads, who are her voices in the world.

Worshippers: Healers, farmers, leaders, nature beings and elves.

Duties: To tend and protect the land. Respect the wilderness and love what the goddess has made.

Type of Cult: Major Deity

Cult Skills: Craft, Natural Lore, Healing

Battle Magic: Clear Path, Coordination, Detect Life, Dispel Magic, Enhance Healing, Enhance Influence, Enhance Natural Lore, Heal, Vigour

Divine Magic: Absorption, Bless Harvest, Call (Gnome), Call Nymphling (1), Call Nymph (2), Divine Heal, Resurrect

Priests: Wise Women and Earth Fathers, tenders of the land and community.

Allied Spirits: Commonly bound into a staff of living wood, covered in leaves.

Special: Ora cultists can tell if a child, plant or animal is sick by touching it.

Notes: See the Cult of Vulkor for more on Fomora the Dwarven Earth Goddess.

Aiora, The Voice of Ora

This specialized cult worships the creativity and music of Ora. Art, music, harmony, poetry and song are all intrinsically associated with the goddess. Aiora used her ability to dance and her powers of illusion to entertain and calm the passions and hot emotions of the other gods.

Worshippers: Artists, dancers, musicians, storytellers and poets

Duties: To create new art, music, poetry and stories, and to fill the world with music and art.

Type of Cult: Minor Deity

Cult Skills: Athletics, Craft (Instrument), Culture (Own), Language, Lore (art, poetry), Performance

Battle Magic: Befuddle, Enhance Athletics, Enhance Performance, Light, Mindpseech.

Divine Magic: Illusion, Reflection.

Priests: Muse Seekers, who seek perfection of their artistic talents.

Allied Spirits: Typically bound into a lyre shaped amulet.

Special: Aiora worshippers may always find a bed in any Aiora temple, inn or noble house if they perform for free.

Drachos, The Source of Magic

Drachos is the Dragon Soul, created when the Great World Dragon was dissected. An inhuman concept to most, it is the source of sorcery that was so coveted by mortals. Drachos is said to have eaten its own tail in order to produce the Dracorians. Most do not know how to worship Drachos directly.

Worshippers: Azure Monks (Specialist sect), Dracorians

Duties: To protect the secrets of magic, the cult seeks understanding of magic through meditation.

Type of Cult: Minor, it is extremely hard for humans to follow this faith except through the teachings of the Azure Monks.

Cult Skills: Sorcery, Battle Magic, Lore (Magic)

Battle Magic: All Battle Magic is accessible through secret shrines, ancient scripts and learned mystics.

Sorcery: All standard spells can be accessed through Drachos. Energy Projection (Flame), Fly, Mystic Vision and

Shapechange Dracorian/human to wyvern are some of the spells taught.

Symbols: A carved blue stone dragon or dragon sash are worn by adherents.

Special: Sorcery cast by Drachos worshippers cost IMP less than normal (minimum of IMP). If an adherent of Drachos rolls 01 on a Sorcery Roll, they must roll again, if they roll 01 a second time they are instantly transformed into a draconic monster. Roll 1D6 – 1 Wyrm, 2 Wyvern, 3 Steam Wyrm, 4 – Cave Wyrm 5 - Swamp Dragon or 6 Sea Wyrm. This transformation is permanent, except through the use of Divine Intervention or the burning of 3 Hero Points at the time of transformation. Amongst the Azura Monks this is a great honour.

Taros, God of War

Taros is the warlike son of Zorius and Ora, commanded by his father to protect his mother from the Blood Gods. In the first battle Taros died and went to hell, but came back to life with the aid of his mother's magic and his love for Amedia. Upon returning to the world he fought the foul Blood Gods again with his sword Loyalty and his shield Devotion. He was victorious and the monsters never plagued Ora again.

Worshippers: Soldiers, Guards and Heroes

Duties: To fight the good fight, to serve with loyalty and devotion.

Type of Cult: Minor Deity

Cult Skills: Close Combat, Ranged Combat, Unarmed Combat

Battle Magic: Demoralize, Detect Enemy, Dull Weapon, Fanaticism, Protection, Speedart, Strength, Weapon Enhance

Divine Magic: Berserk, Fear, Shield, Sureshot, Call Bronze Guardian (2), True Weapon

Holy Warrior: The Valorous Blades are the warrior elite of Taros. At present only Commander Garmenides of Khera holds this title, but once there were many such dedicated soldiers. The holy armour of Taros is the Shield of Devotion which adds +25% to parrying attacks from inhuman monsters (demons, dragons etc) and always counts as Huge. The holy weapon, the Sword of Loyalty is a shortsword that does 1D12 damage and adds +25% to Close Combat when used in the defence of a noble or lord.

Priests: Taros' priests are called the Protectors. They are rare, numbering but a few who travel from shrine to shrine. (Continued on p.48)



OF GODS AND MAGIC

Allied Spirits: Always bound into a shortsword or spear, never a staff.

Special: Worshippers of Taros may replace one piece of broken standard armour or weapon at their temple per year.

Vulkor, Lord of Volcanoes

Vulkor is the violent and angry son of Taros, born in hell when Taros was seduced by Gorga. Vulkor was a fiery and explosive child, and badly treated by his mother. He erupted from the underworld to escape her clutches as her demons pursued him. Upon the surface world he saw that the earth had been torn to pieces by the devastation he had wrought. Far away the goddess Foroma wept, her body broken by Gorga's evil demons and shattered by Vulkor's fury. The sound of her tears incensed Vulkor, who tore at his flesh in remorse. Where the flesh fell to the earth, the Dwarves sprung forth. They scoured the world to find the wounded goddess and lead their god to her side. With his fire he melted her broken pieces and with her life energy she was reformed. Foroma showed Vulkor that their could be creation in destruction, life in death and together they drove Gorga back to her hell. Vulkor is both a destructive and fertilising power of fire; he is the god of dwarfs, volcanoes, smiths and mining.

Worshippers: Smiths and Dwarves.

Duties: Be creative and yet destructive. To protect the way of the dwarfs and defend the earth.

Type of Cult: Major Deity to Dwarfs, Minor amongst humans

Cult Skills: Craft, Engineering, Mechanisms

Battle Magic: Enhance Craft, Detect (Minerals or Metals), Detect Substance, Extinguish, Firearrow, Fireblade, Fire Resistance, Heal, Ignite, Protection, Repair, Strength, Vigour

Divine Magic: Berserk, Call Gnome, Call Salamander, Call Magma Giant (4), Divine Heal, Find (Gold, Gems etc), Shield.

Holy Warrior: The Flame Forged, master smiths and warriors who lead the defence of the temple complexes at the behest of the priesthood. The holy weapon is a warhammer, The Volcanic Hammer, which glows with burning heat; it inflicts +1d10 damage as if enchanted by a fireblade. Further, if used as a tool, the wielder gains +25% to Craft (Smithing). The sacred armour is The Apron of Virtue, a simple leather apron which provides AP4 against both ordinary attacks and any form of fire damage, and gives the wearer +25 Resilience while defending dwarfs.

Priests: The Deep Ministers, the leaders of dwarf theocratic society, they keep the sacred laws.

Allied Spirits: Bound into a Ring, a Hammer, a forge or flame-topped staff.

Special: Worshippers of Vulkor gain +25 Resistance to heat and fire.

Notes: Foroma is an chthonic earth goddess, her worship is very similar to that of Ora, but she is virtually unknown to humans. She does not provide the Battle Magic Clear Path or the Divine Spells, Bless Harvest, Call Nymphling or Call Nymph. Instead she teaches the Battle Magics Detect Substance and Repair and the Divine Spells Shield and Tremor.

Amedia, Queen of the Seas

Amedia was born deep within the raging blood of the Great World Dragon as it poured across the cosmos. The most beautiful of the gods, she was envied by the ugly Gorga who seized her as she slept and held her prisoner in hell. Taros descended into hell and released Amedia, but not before Gorga had used her magic to seduce the warrior and have his child. Taros and Amedia escaped Gorga's evil by returning to the world of the living upon a great water spout which became the oceans and seas. Amedia is prone to destructive rages and bitter jealousy- she is a fickle creature.

Worshippers: Sea Creatures, Sailors, Fishermen

Duties: To respect the sea and that which dwells in it. Never kill a merman or Sea Wyrn.

Type of Cult: Minor Deity

Cult Skills: Athletics, Natural Lore, Sailing

Battle Magic: Coordination, Enhance Athletics, Enhance Healing, Enhance Sailing, Extinguish, Water Breath

Divine Magic: Breathe Water, Call Undine, Call Denizen of the Deep, Divine Heal

Priests: The Speaker of the Seas, blue robed priests who bless ships and catches of fish.

Allied Spirits: Bound into a silver and shell amulet or fish/ship topped staff.

Special: Worshippers of Amedia gain +25 Athletics while swimming.

Gorga, Hell Mother

Gorga is the Goddess of Hell, the first and secret lover of Zorius. She was once an Old One, but gave up her power for love. Zorius gave her the Drachos Soul to guard, and created darkness that she might hide it. When Zorius took another lover in the form of Ora. Gorga became bitter and evil. She stole the secrets of the Drachos and became a manipulating sorceress who sought to rule the upper world. Ordorian later stole the secrets of sorcery from her, leaving her only with the foulest magic.

The wicked actions of Gorga are many; she was the kidnapper of Amedia, the slayer of Golden Crestus most beloved of Ora, the seducer of Taros and the Mother of Demons. She is the mother of Vulkor, and he shares her violent nature. Gorga was forced to mother the children of Hallucious, notably the rapacious Beastmen, but also many other monsters. In a wager with Ora she won the souls of the wicked to feed her children.

Worshippers: Necromancers, evil cultist, monsters and Beastmen.

Duties: To corrupt. To keep secrets, to destroy the other gods, to steal magic and to make demons.

Type of Cult: Minor Deity, Major Deity of the Beastmen.

Cult Skills: Unarmed Combat, Deception, Lore (Demons)

Battle Magic: Befuddle, Call Spirit, Darkwall, Death Speech, Disruption, Enhance Deception, Shroud of Silence, Weapon Enhance

Divine Magic: Call Shade, Call Undead, Call Demon, Fear, Illusion, Madness, Mindblast

Priests: Shadow Callers- evil necromancers, demonologists and madmen who seek to corrupt.

Allied Spirits: Bound into a skull topped staff, an evil amulet, lesser demons or monsters.

Special: Gorga cultists can smell the presence of other Gorga cultists and monsters within 100m

Tyria, The Sun Goddess

Tyria was the firstborn of Ora and Zorius. She and her twin Hallucious the Moon were made from the eyes of the Great World Dragon. Tyria and Hallucious fell in love with each other- forbidden love, which Zorius forbade. To prevent their love corrupting the world, Tyria was given the day and her brother the night. Tyria soon came to despise her maddened brother; she remained aloof and gentle unless reminded of her brother's actions. Tyria strikes down his monsters with her burning light. Tyria loves no man, but Amedia the Queen of the Seas takes Tyria into her arms each night that her husband Taros is away at war.

Worshippers: Farmers, city priests and monster hunters.

Duties: To celebrate the sunrise and mourn the sunset. To defeat the evils of the darkness.

Type of Cult: Minor Deity

Cult Skills: Healing, Influence, Natural Lore.

Battle Magic: Enhance Natural Lore, Firearrow, Fireblade, Fire Resistance, Light, Heal, Ignite, Vigor

Divine Magic: Bless Harvest, Call Salamander, Divine Heal, Sun-Bright Blessing, Sunspears

Priests: Sun Seekers, wanderers that bless fields, fight darkness or bring light into people's lives.

Allied Spirits: Bound into sun amulets, amber tipped staff or yellow birds.

Special: In darkness, a Tyria cultist may opt to give off a faint 1m golden glow for one hour per MP.



Hallucious, The Moon God

When torn away from his beloved twin, the Sun Goddess, Hallucious became enraged. Maddened by insatiable lust, Hallucious descended into the underworld. He took out his rapacious passions on upon Gorga fathering many monsters, especially the foul demonic Beastmen. Hallucious seeks to kidnap the Sun, and chases her eternally across the heavens. His followers are inhuman Beastmen, foul rogues and thieves.

Worshippers: Thieves, Adulterers, Rogues and Beastmen.

Duties: To lie, cheat and steal. To be passionate and violent. To mate insatiably.

Type of Cult: Minor Deity amongst humans, Major amongst Beastmen.

Cult Skills: Athletics, Deception, Unarmed Combat

Battle Magic: Befuddle, Darkwall, Enhance Deception, Enhance Influence, Fanaticism, Shroud of Silence.

Divine Magic: Berserk, Call Demon*, Call Shade, Fear, Illusion, Madness

Holy Warrior: The Moon Blessed, who are typically half deranged by the rapacious lunacy of their god. These individuals are dangerous to be around. Their holy items are the Nightmare Cowl, which gives 4AP and +25 to Deception, and the Horn of Madness. The Horn of Madness is either a vicious blade made of bone or literally grows from the owners head. In both cases, it does 1D12 damage, and anyone struck by the item is subjected (once only) to a Madness Spell as per page the Divine Magic chapter of Openquest.



Priests: The Ravagers- wild madmen, lustful rogues or insane Beastmen who incite their tribe to increased levels of violence.

Allied Spirits: Bound into a sacred moon amulet or moon-topped staff.

Special: Hallucious worshippers give sire or bear twins 25% of the time, which have a 50% of being mutated somehow. Worshippers of Hallucious can use Call Demon to summon Imps and Thralls.

Arton, The Hunter

Arton the Hunter is the child of Ora and the Spirit of the Wild, and is part of the Great World Dragon. He is a feral creature, who lives upon the edge of civilisation. Arton is a provider, bringing food to the table, but has no nobility. He is also the secret lover of Meria, the Household Goddess; Arton came to her as a wolf and she bore a child, the Dog Boy, from the union. Manos tried to raise the Dog Boy, but the child ran away from home to chase wild goats with his true father.

Worshippers: Hunters, trackers and woodsmen.

Duties: Never harm a dog. Hunt with respect and care for the wilderness.

Type of Cult: Minor Deity

Cult Skills: Deception, Natural Lore, Ranged Combat

Battle Magic: Clear Path, Detect Prey Animals, Enhance Athletics, Enhance Natural Lore, Shroud of Silence, Speedart

Divine Magic: Find (Prey), Sureshot

Priests: Wild Huntsman- a solitary figure who arrives before major hunts to offer blessings.

Allied Spirits: Usually bound into a bow, dog or dog headed staff.

Special: Arton hunters add +25 to Perception when tracking animals.

Manos and Meria, The First Humans.

Manos and Meria were the first humans, created by Taros and Amedia to fill the world. They are the husband and wife gods. They have acted as the guides to many heroes. Manos is also the God of Traders and Meria is the Household Goddess. Manos made a place for the ancestors amongst the heavens and each has his own star in the sky. Ora gave him the good souls to care for and showed him what was wicked. With Meria they had many children, although both gods had notable affairs, many of which resulted in other offspring.

Worshippers: Peasants, townsfolk and traders.

Duties: To be a useful member of society, to protect the community, to love your family.

Type of Cult: Major Deities

Cult Skills: Craft, Healing, Natural Lore, Trade

Battle Magic: Call Spirit, Detect Child, Detect Goat, Detect Thief, Drive Out Spirit, Enhance Influence, Enhance Healing, Enhance Natural Lore, Enhance Trade, Invoke Ancestor Spirit, Second Sight, Spirit Bane, Spirit Binding Ritual, Spirit Shield.

Divine Magic: Blessed Market, Divine Heal.

Priests: Most Respected Father or Mother, a pillar of the community who looks after its people.

Allied Spirits: Bound into a specially carved staff that represents the owner's trade or community.

Special: Manos and Meria can tell if an ancestor or ghost is harmful or beneficial on sight.

Pherian, The City Founder, Father of Civilisation

Pherian was the first son of Manos and Meria; he was a great builder. He created the first temple so that the gods would have a home to come to. He spoke to the dragons so that they would not eat his children. He built the first house for his mother and father. He built the first Wizard's tower so that his brother Ordorian could practice his magic in safety. He built the first port and lighthouse to guide Theron to the islands and save them from Bata. He then made the first city for his children to dwell in. Finally he built the first kingdom for his ancestors. Pherian's worship has declined dramatically since the rule of Flames of Purity.

Worshippers: City Dwellers and Builders.

Duties: To maintain and protect the city of Draxa from enemies and dangers. To build something.

Type of Cult: Minor Deities

Cult Skills: Craft (Building), Engineering, Mechanisms, Streetwise.

Battle Magic: Enhance Trade, Enhance Streetwise, Extinguish, Heal, Repair

Divine Magic: Go Home, Pherian's Harmony

Priests: Master Wardens, keepers of the city laws. City officials and town planners.

Allied Spirits: Bound into a ceremonial eye-topped staff, silver trowel or brick hod.

Special: Gain +25 Streetwise to find a place in Draxa, but are at -25 outside the city.



Ordorian, The Wise Man

Ordorian was the second son of Meria. However, his father was Hallucious disguised as Manos. Ordorian was inquisitive and obsessed with secrets. He followed the Glaucus Path beneath the ocean and found Gorga's secret place. While the hell goddess slumbered, he stole her magic book called Knowledge. Ordorian used the magic for good; he gave away the magic to mankind to make their lives better, but they were foolish and abused it. Mankind's misuse of magic awoke Gorga, who came looking for her spells and wreaked a terrible wrath on the humans called Ignorance. Ordorian hid in a tower of his brother Pherian's making, vowing never to share the secrets of Knowledge again.

Worshippers: Wise men, scholars and good magicians

Duties: To seek wisdom and document it. To seek magic and protect it. To keep secrets.

Type of Cult: Minor Deity

Cult Skills: Any Lore, Any Language, Any Culture, Sorcery.

Battle Magic: All Battle Magic is accessible through secret shrines, ancient scripts and cult mages.

Sorcery: All standard spells can be accessed through the cult, however each order of Ordorians keeps its spell books secret, so no one order has access to all spells at once.

Notes: See Weather Witches of Mati in the Factions section for more information on that cult.

Symbols: The Ordorian Mages always carry a silver tipped staff and an amulet containing a tiny scroll of sacred text.

Notes: The Weather Witches of Mati (see Factions), the flying Stellar Seers and the Rune Seekers are examples of Ordorian Orders. Bata the Summoner was a devoted follower of Ordorian, who abused his power to try and rule the land.

Special: No special benefits are awarded to Ordorians from the cult, but they may gain them from their Order.

Theron, The Demon Slayer

When Bata became corrupted through his wicked magic, Pherian lit a light to call aid from across the sea. Theron came, a child of foreign gods. He was the guardian of the Western Hellgate, and was skilled in destroying the children of Gorga. He was brave, honorable and loyal; he only slowed his demon slaying in order to heal the wounded. His followers, the Twelve Peers, each established a monastery in his name to protect the land from further incursions.

Worshippers: Anti-Demon Crusaders, Monastic Knights

Duties: To fight demons and protect the innocent.

Type of Cult: Hero Cult

Cult Skills: Close Combat, Culture (Order of Theron), Lore (Demons).

Battle Magic: Detect Demon, Heal, Protection, Weapon Enhance.

Divine Magic: Divine Heal, Find Demon, Reflection, Shield, True (Sword)

Holy Warrior: The Knights of Theron, these powerful warriors are equipped with the Platemail of Pure Action, which protects for 7AP and adds +25 to Persistence checks made to resist Demon cast spells, and the Demon Slayer-a magical greatsword that does 2D10 damage, plus an additional +1D6 vs all demons.

Priests: The Brothers of Theron, who are the healers and defenders of those blighted by demons.

Allied Spirits: Bound into a silver amulet in the shape of a crushing gauntlet.

Special: Knights receive a +25 to Close Combat when fighting demons of any kind, while Brothers gain +25 to Healing when tending to wounds caused by Demons or Sorcery. Initiate learn the Detect Demons Battle Magic spell for free.

The Cult of the Dragon

Although a new religion, the Cult of the Dragon is rapidly expanding in the city of Draxa, and has already overtaken the worship of the old gods in popularity in the city. Members of the cult worship the dragon, Flames of Purity, as a living goddess. The cult demands little from its followers, except loyalty to Flames of Purity, yet it offers much in the way of power, protection and powerful magic. The mythology of the cult is a living thing and grows with every day.

Worshippers: Citizens of Draxa and those seeking political power.

Leader: Basil Zacharius, High Priest

Type of Cult: Hero Worship on a grand scale.

Cult Skills: Language [Draconic], Performance, Theology [Cult of the Dragon]

Battle Magic: Extinguish, Fireblade, Firearrow, Ignite, Light

Divine Magic* : Consecrate, Dragon Aspect, Dismiss Magic, Excommunicate, Fear, Find Treasure, Sunspear

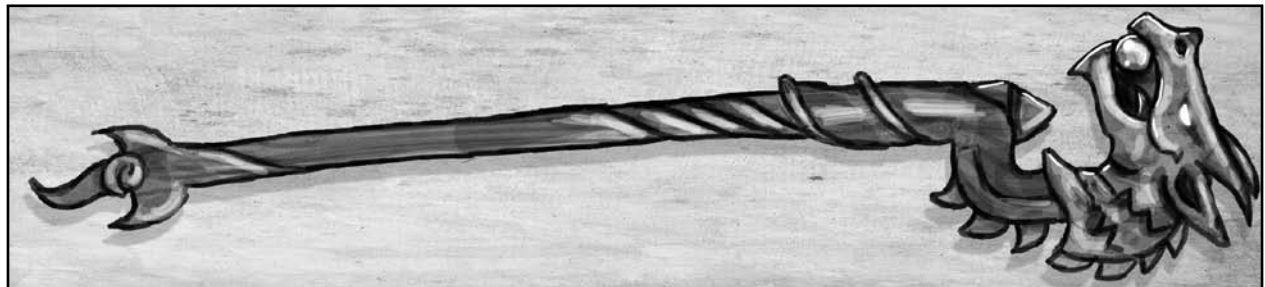
Priests: Priests of the cult call themselves the Beloved of the Dragon, or Dragon Blessed.

Special Benefit: Dragons and draconic creatures look upon members of the cult favourably; cult members gain a +25% bonus to Influence against such.

Notes: The cult has strong associations with the cult of Drachos, and has sent missionaries to the dragon worshipping monks in Azura.

The cult's detractors say the religion is no more than blatant fawning to the dragon's considerably vanity, and has no truth to it. However, it should be noted that initiates in the religion do have access to divine magic. Flames of Purity herself has yet to comment in the cult, though it is hard to believe she disapproves as she is clearly growing with the sacrifices she receives from her followers.

*The cult only provides these spells it has no access to the other Common Divine Spells. The cult does not provide Divine Intervention or give allied spirits to its priests. No Holy Warriors have come forward yet.



The Pheraeon Otherworld

To the faithful of Pherae the gods exist both in their own world and in the mundane world at once. When gods manifest in the world of men they appear as thunderous voices, burning figures in the night, strange omens, maddening visions and creeping shadows. It is not unknown for gods to seek the companionship or even love of certain special mortals, the nymphs and demons of Pherae attest to these unions. The gods once relished in meddling in the affairs of mortals, but their powers are chained and weakened by humanity's loss of faith.

Each god controls their own realms, Tyria rules her sky realm from a blinding golden palace, Gorga broods on her writhing throne in the underworld and Arton hunts the Wild Things in a forest beyond the edge of the world. Mortals can visit these places, either through invitation by the gods or through their own magic. These realms are dangerous and present challenges beyond the scope of all but the greatest heroes. There are sacred places, ancient temples, hidden caves and blessed grottos where the divide between the divine and mortal are thin. Sometimes people go in and are never seen again, but worse, sometimes things come out.

Many do not know that beyond the realm of myth and legend, beyond the gods and dragons themselves is a cold dark, lonely place, where hateful things watch the world with envy. Some know that these are the forgotten gods of the Ancients, waiting to return. Some call these things demons, they summon them for power, and these things are beyond the pale, monsters more fearful than the spawn of Hallucious and Gorga. These are the beings that Khata tried to train to dance to his merry tune, thye monstrous things which overthrew his Empire and devoured his very soul.

Magic of Pherae

Throughout this book there are references to new spells and magic. Some are unique to Pherae and its gods, but others could be used in any campaign or OpenQuest game.

New Battle Magic Spells

Fire Resistance

Touch, Variable

The subject of this spell gains +2AP and +10% Resilience per magnitude against fire-based attacks. This is a more powerful local variant of Resist (Fire).

Death Speech

Touch, Variable

This spell summons the spirit of a dead person. It can be cast either on a corpse, or at the place where a person died. If a corpse is used, the skull at least must be essentially intact.

When this spell is cast, the spirit of the departed is compelled to answer a single question per level of magnitude. Such a question can only involve what the departed spirit knew when alive, and the spirit may be evasive, answering literally, if it has no reason to cooperate.

Once Death Speech is cast, the spirit cannot be summoned again for a year.

Detect Substance

Magnitude 2, Concentration, Non-Variable

This spell is in some ways slightly more flexible than the Detect X spells listed in the main OpenQuest rulebook. It lets the caster know the nearest substance within range of a type the caster is holding in his hand when he casts the spell (obviously excluding the sample held). It can be blocked by one metre or more of stone or metal.

Repair

Touch, Instant

This spell repairs one point of damage to an inanimate item per level of magnitude. Signs of damage remain visible, but do not impede the item's functionality, unless an appropriate Craft check is made at the same time that the spell is cast then the damage cannot be seen at all. It need not be the caster who makes the Craft check.

Shroud of Silence

Area 10, Magnitude 2, Non-Variable

This spell covers an area 10m in radius. While the spell is in effect, no sound can be made within the area, or be heard from outside.

New Divine Magic Spells

Bless Harvest

Area: 1 Field or orchard (approx 2 acres), Duration: 1 Year, Magnitude 2.

A field of crops or orchard has its harvest for the year boosted by one quarter of its typical yield. The land also receives a +25% bonus to resist pests and diseases, even magical ones.

Blessed Market

Area, Duration: 1 day, Magnitude 2.

This spell creates an area of blessed ground 10m by 10m. For the duration of the spell, all Trade rolls made by the caster receive a +25% bonus. The caster is also alerted to any attempts to steal goods or cause harm as if Detect Enemy and Detect Thief spells were in effect.

Call Demon

Magnitude 1, Permanent, Progressive

This spell summons and binds to the service of the caster a demonic creature from another plane of existence, of a size dependent on the magnitude of the spell.

A magnitude 1 spell summons Imps, Magnitude 2 summons Demon Thralls, Magnitude 4 Summons Pit Demons and Magnitude 8 can summon a Demon Prince.

The demon stays under the control of the priest until it is killed or the Call spell dispelled, with the exception of a Demon Prince who leaves when it has performed a single task given by its summoner, or after 12 hours have passed, whichever comes first.

At the Game Master's discretion, Demon Princes can establish Pacts with the magician to remain on the mortal plane for longer, and grant greater services, as long as certain demands and sacrifices are met (e.g. Sacrifices of virgins or your first born child, pledging your soul to the demon on death etc.)

Call Denizen of the Deep

Magnitude 1, One Day, Progressive

The spell summons and binds to the service of the caster a creature from the depths of the sea, of a size dependent on the magnitude of the spell. Magnitude 1 summons a Dracofish, Magnitude 2 summons a Giant Crab, Magnitude 3 Summons a Giant Octopus and Magnitude 4 can summon a Sea Serpent. The creature is rolled randomly.

The creature stays under the control of the priest until it is killed or the spell expires.

Dragon Aspect

Duration 15, Magnitude 1, Progressive, Self Only,

Each Magnitude of the spell increases the casters Unarmed Combat damage by one step (1D3 default for human becomes 1D4, then 1D6 etc) as their hands transform into draconic claws. The caster's body also becomes covered by scintillating scales that increase their armour protection by 1 point per magnitude of the spell. The casters Influence with Draconic creatures also increases +10% per magnitude. Despite the draconic transformations the caster of this spell can still handle weapons normally.

Go Home

Duration: 15 Minutes, Magnitude 1, Touch

This spell only works within the confines of the city of Draxa. The person affected by it immediately knows exactly where they are in relationship to their home. If they travel immediately to their home, without deviation, then they move as if they have a Mobility 2 cast upon them and are protected by a Detect Enemies and Protection 1 spell.

Pherian's Harmony

Area (See below), Duration: 15 Minutes, Magnitude 3.

This spell only works within the confines of the city of Draxa. Everyone within 100m of the caster are affected by a harmonious sensation that makes them want to stop what they are doing and listen to the caster in a reasonable manner. A citizen can attempt to resist on a Very Hard (-50) Persistence test. Rulers and higher ranking priests cannot be affected by the spell. This spell is used to hush crowds and prevent riots; it has even prevented invasions in the past.

Sun-Bright Blessing

Area 10m Diameter, Duration: 15 Minutes, Magnitude 2.

For the duration of this spell, a 10m diameter dome of natural sunlight is created around the caster. All Demons, Shades and Undead entering the area take 1D4 Hit Point of damage per round that they remain in the area, and are affected as if under the effect of a Demoralise spell. The dome of sunlight is immobile once cast.

Tremor

Area 10m Diameter, Instant, Magnitude 2.

This causes the ground to shake all around the caster. Opponents (not allies) must make an Athletics test at -50 or fall prone. On a fumble the opponent takes 1D6 damage ignoring armor. Unsound foundations, weak tunnels and poorly made buildings have a 25% chance of collapsing causing appropriate damage.

New Sorcery Spells

Bind (Otherworld Entity) Ritual

Resist Persistence, Permanent (Conditionally), Requires Ritual.

This sorcery spell binds one Otherworld Entity, such as an undead creature or demon to the mortal plane. The caster must have summoned the entity themselves. Instead of the entity disappearing after the summoning spell expires, it remains bound by this spell until it is killed or banished.

A bound entity cannot directly harm the one that bound it, nor can it deliberately kill itself in order to escape. The binder can give the entity one binding command of no more than thirteen words; this command must specify particular services and actions, not conditions or attitudes for future behaviour. Most bindings require specific rituals as devised by the Games Master. There are usually restrictions on the use of the Bind Spell, which require higher magnitudes of the Bind spell to bind more powerful entities*

Magnitude	1-3	4-6	7-9	10+
Demons	Imp	Demon Thrall	Pit Demon	Demon Prince*
Elemental	Small	Medium	Large	Huge
Undead	Skeleton	Zombie	Ghoul	Vampire

*It is exceptionally rare for anyone to successfully bind a Demon Prince, they will do everything in their power to destroy anyone who attempts to bind them and are often freed by their own demonic servants.

5. HEROES AND FACTIONS

Factions Of Pherae

There are a number of organisations and factions active in the isles of Pherae. Each of these organisations has a particular purpose, and perhaps a particular philosophy or ideal. Members of an organisation are expected to contribute to its purpose, and generally share its ideals, if any.

Members of a faction gain a number of benefits. Most factions have access to certain forms of magic, and training in particular skills. Magic and favoured skills are listed for each faction. Further, members of a faction gain a special benefit- typically a +25% bonus to some aspect of a particular skill.

Not everyone who works for a faction is a full member; many factions employ freelancers and mercenaries. Such employees do not gain the special benefit.

As a general rule, it is suggested that the player characters do not begin as faction members, having to earn this privilege, and the faction benefits. We give notes on how to join each of the factions we describe; some are more difficult to join than others. However, certain styles of campaign benefit from having the player characters all belonging to a faction. Such adventurers are more experienced than usual, and should be generated as Veterans in the main OpenQuest rules. Further, the adventurers should not belong to mutually hostile factions if the game is not to turn into player characters working against each-other. Characters that join a faction 'In Game' must pay 2 improvement points as well as the initiation rites. The faction special ability is awarded as part of this point cost.

Note that several new spells are mentioned in these faction write-ups; such spells are written in italics, and described in the Magic of Pherae section at the end of chapter 3.

The Army of Draxa

The Draxan army is far smaller than it once was, especially in proportion to the size of the city. Although the armed forces are termed an army, they fight both on land and at sea. The size of the army means that Draxa has no hope of ruling directly over the islands of Pherae. Nevertheless, the army is still important, especially when it comes to policing the city.

Leader: Helena Epiris, Minister of War

How to Join: Joining the army is as simply as swearing an oath to serve the Draxan state (though some are calling for this to be replaced by an oath to Flames of Purity), and being tattooed with the mark of the Draxan army- a heron- and an army number and date. The new recruit is then given his arms and armour, along with one month's wages in advance.

Service is for a period of five years. Treachery or desertion is punishable by immediate execution.

As well as regular soldiers, the army employs some 'specialists'- adventurers such as the player characters.

Skills: Close Combat, Ranged Combat, Lore (Tactics), Lore (Strategy) Sailing

Battle Magic Spells: Protection, Vigour, Weapon Enhance

Special Benefit: Trained members of the army have a +25% bonus to close combat when fighting in Draxa; this is due to their unsurpassed knowledge of the city's defences.



The Guild of Artificers

The Guild of Artificers is an organization of craftsmen based in the Workshops of Draxa. It is the largest, none political faction described here, and its numbers make it surprisingly powerful. Some Artificers are more than mundane craftsman, incorporating magic in their work, or the magic-like workings involved in some clockwork creations. It is proud of its heritage and dignity; even Ministers of Draxa must make an appointment to be seen at the Guild's headquarters, the Artificers' Hall. Before the coming of the Dragon Queen the Guild nominally ruled Draxa. They possessed powerful secrets of science and artifice, but their leaders were slain and their power stripped during the coup. Once the Artificers and Sodality of Adventurous Antiquarians were part of the same organization, the Antiquarians would discover ancient items and the Artificers would disassemble them and learn their secrets. Their present division is their inherent weakness.



Leader: The Guild of Artificers is ruled by an inner council of guild members. The precise size of the council varies between three and seven people. Informally, the senior member of the council is Fabia Calastis. Fabia is a middle-aged woman with long grey hair. Although she has little interest in politics, she is a member of the inner council due to her skill with clockworks, especially magical watches which incorporate spells. It is rumoured that she knows how to reprogram mechanical servants; certainly she has a small staff consisting of six such servitors who do her bidding.

How to Join: In order to gain full membership of the Guild of Artificers, one must be recognised as a Master Craftsman. This involves producing a masterwork- a piece of surpassingly good craftsmanship far beyond that

which is commonly produced. Masterworks may be useful or mere novelties. Some incorporate magic.

Skills: Craft [any], Mechanisms, Engineering

Battle Magic Spells: Create Charms, Detect Forgery, Detect Magic, Enhance Craft, Enhance Mechanisms, Enhance Engineering, Repair.

Special Benefit: An Artificer is not narrowly devoted to a single craft. He gains a new craft skill at a level equal to an existing craft skill, mechanisms, or engineering. Any improvements to one skill improve the other skill by the same amount.

The Sodality of Adventurous Antiquarians (aka The Cache Collectors)

The Antiquarians are a group of tomb raiders and relic hunters, based originally in Perilplunder, but now found throughout Pherae. They were formed initially by a group of Draxan academics, connected to the Artificers, but are now notorious plunderers of ancient artefacts. Rather than mere treasure, members of the are interested in more unusual items, such as ancient works of art, and (especially) magical items. Dwarves are eagerly recruited to the League's ranks for their skills in mining and knowledge of artefacts.

Leader: Kholincles, a notorious and heroic character, he is a very hands on leader and often leads expeditions himself, his bravado and daring deeds strike the fear of the gods into his colleagues. (See Heroes and Villains of Pherae Chapter).

How to Join: The fee to join the Sodality is the donation of an item of interest. Magic items donated need not be powerful, and works of art need not be exceptionally valuable, but such items must be both old, and of interest to someone keen on the earlier history of the islands. Occasionally an initiation rite to test the new members mettle is undertaken in a cleverly (but non-lethally) trapped tomb. The organisation is always looking for scholars and magicians as well as mercenaries and locksmiths.

Skills: Culture [Pherae], Dodge, Lore [Magic], Mechanisms, Perception

Battle Magic Spells: Countermagic, Detect Magic, Detect Substance, Detect Traps, Dispel Magic

Special Benefit: Sodality members can use the Mechanisms skill to operate and understand magical items. A skill check can be made to disarm a magical trap or to discover a single function of a magical item. Finding further functions of the same magic item is difficult; tests have a -25% penalty per function sought after the first.

The Golden Daggers

The Golden Daggers is a guild of thieves and extortionists based in the Dragon City as old as the city of Draxa itself. It is hierarchical and conservative, with its own code of honour and many traditions. It is also quite comfortably the most powerful organisation of its nature in Draxa.

Members of the Golden Daggers must donate one quarter of their earnings to the guild. However, the Golden Daggers is protective of its territory and business; freelance individual thieves may be confronted and offered the choice “join or die”. Of course, sometimes such freelancers are only offered the second of these options. That said, membership in the Golden Daggers does have some benefits beyond being allowed to work and survive.

Leader: Thana Ducas, Guildmaster

How to Join: A would-be member of the Golden Daggers must find a current member, who will contact one of the senior people in the organisation. He will then be set a job to do for the guild- either theft or extortion- possibly working with existing guild members. Membership follows when the job is completed.

Another, riskier, strategy for joining is implied above- working as a freelancer and getting noticed by the Golden Daggers. Amongst the Golden Daggers are many secret worshippers of Hallucious the Moon God.

Skills: Athletics, Deception, Dodge, Mechanisms, Streetwise

Battle Magic Spells: Befuddle, Diminish Perception, Enhance Deception, Shroud of Silence

Special Benefit: Members of the Golden Daggers have a +25% bonus to the Streetwise skill in the city of Draxa.

The Ministry of Diplomacy

Full members of the Ministry of Diplomacy are official agents of Draxa who are sent to work abroad- both on the island of Pherae and further afield. Such agents are trusted to represent their city’s interests,

As well as official agents and diplomats, the Ministry of Diplomacy employs a far larger number of mercenaries and independent adventurers. Such ministry employees are not full members, but nevertheless are sometimes in a position to do important work for Draxa; for the reasons indicated below, official agents are few and far between.

Leader: Melicertes Valens, Minister of Diplomacy

How to Join: In order to become an Agent of the Ministry, a character must be proposed for the position by the Minister of Diplomacy. This could, for example, happen when an adventurer has done good mercenary work for the Ministry.

The potential agent must then be approved by the Dragon herself; Flames of Purity is determined to ensure official diplomatic agents are personally loyal to her.

Skills: Culture [Pherae], Influence, Language [any]

Battle Magic Spells: Befuddle, Diminish Persistence, Enhance Influence, Mindspeech

Special Benefit: Members of the Ministry of Diplomacy gain a +25% bonus to Influence skill checks when making promises. Members of the Ministry are under no more obligations to keep a promise than anyone else, but they feel trustworthy. Of course, a broken promise could lead to a long-term enemy for a short-term gain.



The Ministry of Finance

The Ministry of Finance is the richest and most powerful of Draxa's ministries. It employs a large number of mercenary bodyguards and tax collectors, as well as full members, such as financial officers and licensed traders in the name of the Draxan state. The Ministry of Finance seeks to destroy the Golden Daggers, roaming pirates and smugglers that plague the land and to take over the rights to prospect the Cache. This has made it an enemy of all these factions.

Leader: Teelus Thoros, Minister of Finance

How to Join: The easiest way to join the Ministry of Finance is to do exceptional work for it as a mercenary. Sometimes, such people are spotted and rewarded with full membership.

Skills: Culture [Draxa], Influence, Persistence, Trade

Battle Magic Spells: Detect Substance, Enhance Trade, Protection

Special Benefit: Members of the Ministry of Finance are good at throwing money at a problem; a member of the Ministry gains a +25% bonus to the Influence skill when money is involved or an appropriate bribe is offered. Further, the ministry member will always have some idea of what sort of level is appropriate for a bribe.

The Ministry of Information

The Ministry of Information is the official and somewhat euphemistic name for Minister Theodora's network of spies and informers in the city of Draxa. The network is organised into cells, each of which contains a single member who reports to Minister Theodora directly.

Only the Minister herself knows of all the cells. The details of each cell, and how to contact each cell's leader, are rumoured to be written down in code in a book kept securely somewhere in Minister Theodora's home. The Ministry of Information seeks to destroy the Sons of Khata and the Wyrmslayers as enemies of the state.

Leader: Theodora Teletz, Minister of Information

How to Join: In order to join the spy network, all a person has to do is pass on a useful piece of information that reaches Minister Theodora Teletz. Indeed, someone who passes on such information may find themselves recruited whether they wish to join or not.

Skills: Culture [Draxa], Deception, Influence, Perception

Battle Magic Spells: Befuddle, Detect Enemy, Enhance Perception

Special Benefit: Spies for the Ministry of Information

have a +25% bonus to the Deception skill when it comes to trying to gain someone's confidence.

The Sons of Khata

The Sons of Khata are a secret organisation of occultists who seek to master demonic magic. Sorcerers within the Sons of Khata are power hungry, and in extreme cases consider themselves above petty matters such as conventional morality, or good and evil. The group dates from the time of Khata the Summoner, when certain of his followers formed a secret community to escape the wrath of the Order of Theron.

Members of the Sons of Khata know that most people would not approve of their magic or interest in demons, and so keep themselves secret. The organisation exists mainly so that people within it can trade magical information, spells, and perhaps rare ingredients, and know what power other demonologists might wield. In a pinch, the Sons of Khata would fight together if they were all threatened. Further, the function of the Sons of Khata is to some extent social- even demonologists need peers to whom they can honestly speak of their magical craft.

Leader: Carpatius Grandis, the lusty sire of seven sons and seven daughters, all potent sorcerers. He claims both to be a descendant of Khata the Summoner himself and the ancient kings of Draxa.

How to Join: The only way to join the Sons of Khata is to be invited to join by an existing member- and the organisation is secret. Thus, joining means finding and gaining the trust of a demonologist within the organisation.

Some sorcerers are trained unknowingly by masters within the Sons of Khata. Some of these apprentices show sufficient promise that they are invited to join the group on the completion of their magical studies. Others might remain ignorant of their master's magical affiliation, or in a worst case scenario find out about it and disapprove- and hence need to be disposed of.

Skills: Culture [Pherae], Persistence, Sorcery Casting

Battle Magic Spells: Create Magic Point Store, Detect Magic, Death Speech, Dispel Magic, Hinder Persistence

Sorcery Spells: Bind Demon, Bind Undead, Dominate Demon, Dominate Spirit, Dominate Undead, Sense Life, Spirit Projection, Spirit Resistance, Summon Demon, Summon Spirit, Summon Undead, Tap Power

Special Benefit: Sorcerers in the Sons of Khata have a +25% to Sorcery Casting for any spell involving demons.

The Wyrmslayers

The Wyrmslayers are an optimistically named group dedicated to the overthrow of the rule of Flames of Purity and by extension other dragons and related beings who threaten mankind. They are scattered around the islands, most make a living protecting villages from draconic marauder. Understandably, Wyrmslayers who visit Draxa do so carefully and secretly. The faction has been deemed outlaws by the present government, they have fortified their hideouts and are rarely encountered, allowing the Draconic beasts of the island to prosper.

The deep secret of the organisation is that they were founded by a group of treasure seekers who it is believed may have accidentally freed Flames of Purity from a demonic entrapment. This allowed her to rise to power.

Leader: Vermithana (See Heroes and Villains of Pherae Chapter).

How to Join: Joining the wyrmslayers simply involves swearing an oath to oppose dragons in general and Flames of Purity in particular. The oath must be made to an existing member of the group in good standing; the hard part might very well be finding a member of the wyrmslayers, as they find you not you find them. Once sworn the novitiate will be commanded to either fight a draconic beast or to perform an act of terrorism against the government. If they are successful then they are recognised as a full member. Traitors and spies are always brutally murdered and their bodies delivered to the Ministry of Information with a polite note.

Skills: Close Combat (2 H Spears, Great Axes, Great Hammers and Greatsword), Dodge, Lore [Dragons], Ranged Combat (Siege Engines and Crossbows)

Battle Magic Spells: Enhance Dodge, Fire Resistance, Pierce, Protection.

Special Benefit: A member of the wyrmslayers has a +25% bonus to close combat and ranged combat skills when fighting dragons or similar creatures.

The Weather Witches of Mati

The Weather Witches of Mati are a group of thirteen sorceresses and sorcerers (not all of the weather witches are female, despite the name) who rule the town of Mati- the only other settlement on the same island as the city of Draxa. It is largely thanks to the Weather Witches that Mati has remained internally independent from Draxa- though it does pay its taxes to the dragon city. The home of the Witches is a bejewelled cavern beneath a spiral tower to the north of the town; it is guarded

by powerful elemental creatures. The cavern is capable of holding the entire community and is kept well stocked with emergency supplies. Not even a dragon could break its magical protections.

A fair number of sorcerers, whether or not they specialise in weather magic, have been trained by the Weather Witches or those associated to them, and are considered associate members of the group, though without the benefits outlined below. Many people travel to Mati to bestow gifts to the Witches in order to calm storms, ensure safe passage at sea and to bring boons to their harvests. Since the decline of the Gods, this practice has become more common and the witches grow steadily more wealthy.

Individual Weather Witches often have very different agendas. However, they are devoted to their craft, and are jealous of other sorcerous groups who pose a potential challenge. The Weather Witches generally leave individual sorcerers alone, whether or not they are affiliated with them, but will oppose groups of sorcerers who represent a different magical tradition. Mati is protected by the witches, who summon ravaging storms and blistering heat to drive away their foes.

Leader: Atropos Hesta, Head Witch, one of the oldest serving witches, famed for her longevity and vigour.

How to Join: There are always thirteen weather witches; the one way to join is when there is an opening, because a member of the group dies or steps down. It is also possible to join the Weather Witches by beating one of their number in a contest witnessed by another member of the group. This contest and its terms must be agreed upon in advance- it isn't necessarily a magical duel.

Skills: Healing, Natural Lore, Sorcery Casting

Battle Magic Spells: Countermagic, Create Magic Point Store, Detect Magic, Detect Precipitation, Dispel Magic

Sorcery Spells: Animate Air, Animate Water, Barrier [Force], Dominate Aquatic Creature, Dominate Avian Creature, Energy Projection [Lightning], Energy Projection [Windblast]. Environmental Protection, Fly, Form/Set Clouds and Mist, Form/Set Water, Skin of Life, Smother, Summon Air Elemental, Summon Water Elemental

Special Benefit: Weather Witches gain a +25% bonus to the Sorcery Casting skill when casting sorcery spells involving the weather.

Heroes And Villains

The personalities described in section can be encountered during your campaigns across Pherae. They can be enemies or allies as you see fit, but their stories should evolve alongside those of your players.

The Merchant's Caravan

Mikbal the Lark is a famed wandering merchant, who roams across Pherae bringing a little luxury to the everyday lives of the rural populace. He is a handsome, swarthy man in his late thirties, with an incorrigible smile and infectious good will. Mikbal specialises in the trade of luxuries, potions and gossip.

He has several companions- Davoris the Sure, Panache, and Markus Krowe.

Davoris the Sure is a small blonde mercenary, with long braided hair and beard. He is a cunning tactician and surprising orator, many underestimate the foreign barbarian.

Panache is a very strange dwarf, both in name and nature. He was once an associate of the hero Kholinckles (described below in this section), but the two parted ways. Despite his prowess as a warrior, Panache is a creature of honour and civility, to the point of chivalry. He has travelled far across the seas, beyond the lands of Pherae, he speaks with an exotic accent and wears strange clothes. He claims to have loved many women, of every race. He bears a strange dragon-shaped mark on his right shoulderblade; the origins of the mark are cryptic.

Finally, Markus Krowe is a skilled sorcerer; he distils the potions that make Mikbal his wealth. A foreigner, Markus has a thick accent, but speaks rarely; his bulk and strength make him a surprising magician- a man who seems far more suited to arms than to charms.

Plot Hooks

This motley gathering is always seeking mercenaries to guard their mules, especially on the road to Periplunder or Sorg Falls.

Markus will look out for other magicians, seeking

ingredients and wisdom. He has been searching all across the islands for the lost Grimoire of Darrasimos, a powerful tome for summoning demons. He keeps this secret from his allies, as his intents are darkly wicked.

Panache's dragon mark was gained when he and several other prospectors lead by Kholinckles explored the lost city of Drachemia. It marks him as a Dragon Slayer, a destiny he does not wish to follow, as it will surely result in all of Flames of Purity's assassins seeking his head. Both the Wurm Slayers and Dracorians have shown an interest in these rumours.

Davoris was formerly a pirate; he cheated his ship mates and hid the treasure, called the Gilded Admiral's Chest somewhere on Pherae, now they want it back, but the chest is cursed and guarded by Sea Ghouls!

Mikbal purchased a locket in the Dragon City from an unscrupulous dealer, the item was treasure stolen from the Dragon's Palace and she has sent out her assassins to hunt him down. He is seeking the player characters' aid to protect him then return the locket.



Mikbal the Lark

Initiate of Manos

STR 11 CON 14 DEX 17 SIZ 12 INT 16 POW 17 CHA 16

Hit Points 13 Major Wound 7 Magic Points 14 Damage Mod. 0 Movement 15m

Armour: Leather (1AP)

Combat: Close Combat 60 (Superior Quality Rapier, d6+1)

Resistances: Dodge 57, Persistence 76, Resilience 53

Combat: Close Combat 58 (Staff d8, Shortsword 1D6) Unarmed 68 (Punch D3) Ranged 48 (Bow D8)

Skills: Culture (Pherae) 76, Language (Pherae) 86, Lore (Logistics) 86, Lore (Pherae Geography) 71, Natural Lore 66, Athletics 68, Deception 63, Drive 68, Influence 92, Perception 50, Streetwise 60, Trade 96

Magic: Battle Magic 72, Religion (Manos) 65

Battle Magic Spells: Befuddle, Clear Path, Detect Thief, Enhance Trade 4, Heal 2

Divine Magic Spells: Create Blessed Market 2, Divine Heal 1

Equipment: There is an 80% chance that Mikbal will have any General Item from the rulebook. On a roll of 01, this item will be of superior quality, and give a +10% to the relevant skill used with the item.

Mikbal will have 1D6 potions containing spells from Markus' Battle Magic lists. He will also have 1D4 Poisons of the GM's choosing and 1D10 doses of antidote for Wyvern Venom and Snake Venom to sell. He carries up to 1D10 x 50 silvers (in change). Mikbal owns 4D6 Donkeys at any time (they get occasionally eaten) and a well-armoured, covered wagon that is pulled by at least four of them.

Finally Mikbal owns a rare Dragon's Tear; this magical gem means he takes ½ damage from attacks by Dragons, Wyverns and other draconic creatures, including their breath. It also stores 10 MP. It is a priceless artifact!

Davisor the Sure

STR 18 CON 17 DEX 14 SIZ 09 INT 17 POW 11
CHA 12

Hit Points 13 Major Wound 7 Magic Points 11
Damage Mod. +D4 Movement 15m

Armour: Chainmail (5AP)

Combat: Close Combat 102 (Greatsword, 2D8, Battle Axe 1D8, Med Shield 1D6) Ranged Combat 76 (Hatchet 1D8), Unarmed 92 (Fist 1D3)

Resistances: Dodge 74, Persistence 51, Resilience 78

Skills: Culture (Pherae) 47, Language (Pherae) 47, Language (Drakar) 87, Lore (Tactics) 82, Athletics 92, Deception Influence 62, Perception 58, Sailing 81

Magic: Battle Magic 53

Battle Magic Spells: Coordination 2, Protection 3, Strength 2, Vigour 1, Water Breath

Equipment: 1D100 Silvers, The Belt of Mighty Angst (Matrix for Fanaticism), The Lightning Lodestone (casts Lightning Strike 2 Once per Month), Map of the location of the Gilded Admiral's Chest, The Key to the Gilded Admiral's Chest

Panache

Initiate of Vulkor

STR 23 CON 23 DEX 10 SIZ 7 INT 15 POW 13
CHA 17

Hit Points 15 Major Wound 8 Magic Points 13 (2 on divine magic) Damage Mod. +D4 Movement 15m

Armour: Plate (6AP)

Combat: Close Combat 101 (Axe 1D8, Med Shield 1D6,

Great Axe 2D8) Ranged Combat 50 (Crossbow 2D6), Unarmed 71 (Fist 1D3)

Resistances: Dodge 47, Persistence 63, Resilience 99

Skills: Culture (Dwarf) 75, Culture (Pherae) 33, Culture (Overseas) 43, Language (Dwarf) 75, Language (Pherae) 53, Language (Appropriate Other) 23, Lore (Courtesy) 67, Natural Lore 43, Athletics 76, Craft (Traps) 40, Deception 50, Engineering 50, Influence 70, Mechanisms 70, Perception 45.

Magic: Battle Magic 50, Religion (Vulkor) 50

Battle Magic Spells: Darkwall (2), Ignite, Multimissile 2, Vigour.

Divine **Magic:** Shield 2

Notes: Panache, as a Dwarf, has both Dark Sight and Earthsense. He tends to travel on the back of Mikbal's mule cart. He cannot help but be chivalrous, and gallant towards women of all races.

Equipment: Panache wears richly embroidered clothes, an ostrich feather in his cap and beautifully damascened blue armour.

Markus Krowe

STR 13 CON 13 DEX 10 SIZ 18 INT 17 POW 18
CHA 8

Hit Points 13 Major Wound 7 Magic Points 18
Damage Mod. +D4 Movement 15m

Armour: Chainmail (AP5)

Combat: Close Combat 33 (Morning Star 1D8), Ranged Combat 47 (Bow 1D8)

Resistances: Dodge 45, Persistence 88, Resilience 61

Skills: Culture (Nozmel) 77, Culture (Pherae) 52, Language (Pherae) 47, Language (Nozmeli) 87, Lore (Alchemy) 82, Natural Lore 47, Craft 47, Deception 57, Influence 38, Perception 45, Trade 37

Magic: Battle Magic 53 Sorcery 77

Battle Magic Spells: Create Potion, Create Magic Point Store, Dispel Magic 2, Enhance Perception 2 Enhance Influence 2, Enhance Resilience 2, Healing 4, Protection 2.

Sorcery Spells: Dominate Human, Energy Projection (Darkness), Regenerate, Summon (Shade).

Equipment: Markus always carries a Healing 4 Potion with him, 1D100 silvers, lots of weird books and alchemical equipment. He also has an 8MP and 10MP Magic point store in two obsidian earrings. Markus' chainmail armour is hidden amongst heavy layers of rune inscribed blue robes.

The Tax Man Cometh

Ianos Mashain is the Dragon Queen's foremost collectors of taxes. He is a charming and viperous man, and has never failed to collect the Queen tribute from the villages he visits.

He is in his early sixties, with a handsome but deeply lined face and cold grey eyes. Ianos Mashain is surprisingly popular with the opposite sex. A great manipulator, he is morally bankrupt, will do anything to achieve his goals and seeks political power in court. He has joined the Cult of the Dragon and wears its priestly robes, but this is a mask for his true faith as a Hallucious worshipper.

Ianos travels in the company of a dozen stoic warriors, all clad in scale armour, and with great round shields portraying Flames of Purity. They are followed by the iron clad tax wagons, each pulled by muzzled and devenomed Swamp Dragons. Finally a great reliquary carries within it the Mirror of the Dragon Queen. At each village he stops at, Ianos sets up a golden pavilion tent. His guards then fetches the headman who is given wine, food and treated with hospitality before being lead into the tent to see the Mirror. This artefact shows a beautiful living image of the Queen smiling at the viewer, which slowly transforms into a vision of the dragon sacking and burning the headman's village. Consequently all taxes are paid on time.



Plot Hooks

The tax collector and all of his retinue disappear and do not turn up at the village they are supposed arrive at. He has been kidnapped by the Wyrmslayers. Flames of Purity cannot let this information get out, so she hires the dispensable Player Characters to go to the rescue.

The player characters are contacted by the Wyrmslayers and are asked to assist in the kidnapping of the Tax Man; they are promised 10% of the collected taxes in return.

Ianos covets the daughter of the village headman, and declares that he will exempt the village for their yearly taxes if she will become his bride. He is coming to collect her in one weeks time. The players must help in an elaborate plot to fake her death, drive away the tax man or make him magically forget his desires.

Ianos Mashain

Initiate of the Cult of the Dragon

STR 10 CON 16 DEX 12 SIZ 12 INT 18 POW 16
CHA 18

Hit Points 13 Major Wound 7 Magic Points 14
Damage Mod. +D4 Movement 15m

Armour: Heavy Robes (API)

Combat: Close Combat 52 (Staff 1D8+D4, Dagger 2D4+2) Ranged Combat 35 (Dart 1D4), Unarmed 22 (Fist 1D3+1D4)

Resistances: Dodge 82, Persistence 96, Resilience 76

Skills: Culture (Pherae) 68, Language (Pherae) 48, Language, Lore (Politics) 88, Lore (Economics) 98. Lore (Dragons) 35, Athletics 42, Deception 72, Drive 52, Influence 96, Mechanisms 56, Perception 66

Magic: Battle Magic 79, Religion (Cult of the Dragon) 40, Religion (Hallucious) 60

Battle Magic: Befuddle, Enhance Influence 2, Mobility 2, Protection 3

Divine Magic: Shield 2, Madness

Equipment: Ianos' Magic Mirror. This item, as described above, adds +50% to Influence rolls when collecting taxes. Ianos normally wears priestly robes on the road and makes sure he carries lots of draconic emblems on his person at any time. Ianos wears a ring that is a Charm for Healing 6. Ianos' bodyguard are all Soldiers as per (the Men and Monsters Chapter) at +25 on all skills, they wear 5AP Scale armour and each carries a Healing 3 Potion.

Caballus the Beast King

Amongst the foul Beastmen of black Harrow Wood, a monstrous king has arisen. He claims not to be the spawn of Gorga and Hallucious, but blasphemously swears descent from the sea goddess Amedia and the stag horned-demon Mehal. He is a foul being, twice the height of a man, but stooped under the great weight of his huge antlers. His body is both furred and fish-scaled.

Through foul watery magic and brutal combat Caballus has dominated the wild tribe. His palace is a bat-infested ruin, choked by a thousand years of forest growth, his throne the skull of an ancient giant and his sceptre the spine of the former king. Unlike any beastman before him Caballus has begun to organise his bestial subjects and their raids are becoming more common. Caballus is often sighted at a distance atop a cliff top bellowing at the seas below.

Plot Hooks

Caballus has been kidnapping young women in the night. Their bodies are found washed ashore weeks later, the victims of bloody sacrifice. The villagers want their daughters protecting following the discovery of beastman tracks in the forest.

Caballus despises his mother for her rejection of him, and has threatened to destroy a local shrine unless the locals accept him as a demi-god and place his statue in the shrine.

A group of Elves arrive from far away, beings unseen in the lands for centuries. They claim that Caballus is performing hideous rites which are offending Ora, the Earth Queen and seek mercenaries to aid them in destroying the inner sanctum of the Beastmen.

Flames of Purity fears that Caballus may become organised enough to threaten her power, and seeks assassins to have him killed.

Caballus is seeking a mysterious island, dedicated to his mother in her monstrous aspect. It is unclear for the present how he would reach such a place; Beastmen do not use ships. The Island is the Isle of the Sea Queen (see Dragons' Dens in chapter 6)

Caballus

STR 30 CON 20 DEX 15 SIZ 30 INT 13 POW 17
CHA 6

Hit Points 25 Major Wound 13 Magic Points 17
Damage Mod. +2D6 Movement 20m

Combat: Unarmed Combat 125 (Huge Claws 1D8+2D6, Antlers 1D12+2D6) Ranged Combat 78 (Throw Huge Rock 1D8+2D6)

Resistances: Dodge 75, Persistence 97, Resilience 97

Skills: Culture (Beastman) 93, Language (Beastman) 63, Language (Pherae) 73, Lore (Tactics) 73, Natural Lore 113, Athletics 95, Deception 68, Influence 76, Perception 80

Magic: Battle Magic 91

Spells: Clear Path, Demoralise, Heal 2, Invoke Ancestor (3), Second Sight (3), Spirit Binding Ritual, Strength 2.

Bound Spirits: Crusher (in Giant Python) INT 10 POW 15 CHA 6 – Persistence 77, Battle Magic 55 – Water Breath, Extinguish 3, Mobility 3.

Gorger (in Bear) INT 12 POW 17 CHA 12 – Persistence 56, Battle Magic 65 – Enhance Unarmed Weapons 4, Fanaticism 2.

Notes: So far rejected by the gods, Caballus is rapidly on his way to becoming a potent shaman. Like all Pherae Beastmen, he has +25% bonus to Influence with any demons. Caballus is always escorted by at least 10 Beastmen elite warriors (Close Combat 75-90%)



The Poet of Destiny

White-bearded Florezian is a philosopher and famed poet, whose strange sagas and sonnets carry within them prophetic warnings. It is said they can affect the destiny of the listener.

Florezian once travelled the lands of Pherae bringing his strange wisdom to any who would listen, but now he resides within the Dragon's City. He was blinded for impudence when a rich merchant's realisation that Florezian's words spelled doom for his mercantile empire. Florezian knows that his own destiny lies far to the south, where a band of heroes will take him to destroy the enemies of the Great Gods. Until that day comes, Florezian sits in his tattered white robes telling his stories and prophetic poems to any who will pay; his only friends are the gutter children who love him like a grandfather and his flea ridden terrier dog called Ode.

Plot Hooks

Florezian has recently given two prophecies; the first benefits a local nobleman, who has given Florezian his patronage, and the second condemns another man to death. The latter believes that he will survive if he kills Florezian and seeks aid to do so. However Florezian has got the two men muddled up!

Florezian predicts that the players are chosen by the gods to go to the ancient city of Drachemia, where they will save the islands from a great destruction.

Florezian is discovered far from the city, wandering a lonely road, battered and beaten. He was kidnapped by treasure hunters who believed he was a key to an ancient dragon cache. Ironically, as soon as the players appear Florezian has a vision; the players are going to be the ones to find the cache, hidden beneath the treasure hunters own hideout- how convenient!

Florezian

Pantheon Worshipper

STR 9 CON 14 DEX 17 SIZ 10 INT 18 POW 18
CHA 14

Hit Points 12 Major Wound 6 Magic Points 18
Damage Mod.0 Movement 15m

Armour: Rags (AP 0)

Combat: Close Combat 36 (Staff 1D8), Unarmed 36 (Fist 1D3)

Resistances: Dodge 37, Persistence 108, Resilience 64

Skills: Culture (Pherae) 98, Language (Pherae) 100, Lore (Poetry) 106, Lore (Philosophy) 99, Lore (History) 98, Athletics 28, Influence 92, Perception (Not Sight) 48, Perform 110.

Magic: Battle Magic 53 Religion (Great Gods) 90

Battle Magic Spells: Detect Enemy, Detect Silver, Enhance Performance 3, Protection 2.

Divine Magic: Divination 2

Equipment: Dirty white robes, bandages over his eyes, a begging bowl and a walking staff, small mangy terrier called 'Ode'.

Special Powers: Each day the players are in Florezian's company, roll a D100 against Florezian's POW; if it is rolled under Florezian will collapse into a seizure and then begin singing a prophetic warning of astounding accuracy about one person in his presence. Florezian is blessed (or cursed) by the gods in that he can cast Divination twice per day at any temple. The god will answer in visions and strange poetry, and can only answer a question about their sphere of influence. Florezian regains the power the next day, and does not seem to be able to forget the magic or regain the POW and MP's.

The Cursed Saint

Vasticus is a living saint, the walking avatar of Theron, greatest warrior of that order and yet doomed to eternal damnation for his love. Noble Vasticus arrived on Pherae a thousand years ago to destroy the demonic servants of Khata, a task he gloried in. His nemesis was Sagara, Demon Princess of the Ravenous Planes of Passion. She had seduced and destroyed many Knights of Theron. Vasticus assailed her palace, cutting through succubae like a scythe. However when he finally met the demoness, he too was entranced, yet so was she, a fate neither anticipated. The two became lovers, and Vasticus ceased his fight.

This betrayal allowed Khata the Summoner to regroup his forces. In a fit of anger the God Theron destroyed the demoness' palace to free his servant, a divine intervention unacceptable amongst the gods. The goddess Gorga dragged Sagara back to her hell, and Vasticus was cursed to roam the world by Zorius eternally heartbroken. The mournful Vasticus slays any demons he meets, but truthfully seeks release from life so that he might reunite his beloved Sagara. He is revered by the Knights of Theron for his prowess as a warrior, but despised for his treachery and love of Sagara.

Vasticus appears as a bronze skinned warrior of epic proportions, dressed in archaic hauberk and helm, wielding a huge sword and glittering spear. He wears a beastman- skin cloak and carries demon heads from his belt. His dark brooding nature makes all around him uncomfortable. He rarely eats, sleeps or drinks.



Plot Hooks

The players come across a strangely erotic idol of Sagara in a ruined temple. As they try to sell it, Vasticus appears like an apparition and demands to be taken to where they found it. When they return to the temple they are beset by forces of Beastmen seeking revenge on the traitor. This leads to them all seeking refuge in a dark, demon-haunted dungeon.

A monstrous demon is rampaging across the land. The Knights of Theron seek to have Vasticus atone for his actions and save the land, and the player characters are enlisted to track the reluctant hero down.

Saint Vasticus

STR 21 CON 21 DEX 21 SIZ 20 INT 16 POW 30
CHA 10

Hit Points 12 Major Wound 6 Magic Points 30
Damage Mod. +D6 Movement 15m

Armour Magical Plate (AP7)

Combat: Close Combat 142 (Magic Greatsword, 2D8, Spear 1D8, Med Shield 1D6) Unarmed 122 (Fist 1D3)

Resistances: Dodge 90, Persistence 100, Resilience 100

Skills: Culture (Knight of Theron) 96, Language (Ancient Pherae) 86, Language (Modern Pherae) 36, Lore (Tactics) 106, Lore (Demons) 111, Athletics 122, Influence 102, Perception 98

Magic: Battle Magic 120 Religion 150

Battle Magic Spells: Protection 6, Detect Demon, Fireblade (4), Strength 4.

Divine Magic Spells: Shield 4, True (Sword) 4, Heal Wound 4

Notes: Vasticus regenerates 1D6 hit points per hour, even after death and cannot die by normal means. Even if his body is burned, diced or eaten he would reform. This effect is exceptionally gory. Vasticus can still cast his Divine Magic, which he regains once per week without needing to pray. Vasticus' weapons and armour all count as magical and do an additional 1D6 damage to demonic creatures and has a +25% bonus to combat skills when fighting otherworld creatures of any kind.

The Dragon Slayer

Vermithana is a proud and muscular blonde woman. Her body is deeply scarred by monstrous claw marks and her left eye is missing, replaced by a ball of glittering jade. She is the current Dragon Slayer, leader of the Wyrmslayers.

It was Vermithana's grandfather that was tricked by Flames of Purity into releasing her from a demon crafted trap. The Dragon Queen immediately broke her promises of loyalty, and turned upon the ruling council of Draxa. For his part in this deed, Vermithana's grandfather was condemned as a traitor and hung.

Vermithana has sworn to destroy Flames of Purity and lift the yoke of draconic oppression from the island. She has around her a loyal band of followers, the Wyrmslayers, who devote their lives to undermining Flames of Purity, slaying draconian monsters and seeking freedom for Pherae. Vermithana's hideout constantly moves to prevent discovery. She has a daughter, Olvidia, fathered it is said by Zorius. The child is precocious, headstrong and will make a great Dragon Slayer in her time.

Plot Hooks

Flames of Purity has sent out assassins to destroy a camp of Vermithana's followers. The anti-dragon player characters are dispatched to prevent the assassins getting to the camp.

The player characters are recruited by one of the ministers to infiltrate the Wyrmslayers and send back a report on Vermithana. This requires them to undertake a number of initiation tests, fighting Wyrms, stealing from Flames of Purity and writing slogans in the city squares.

The Wyrmslayers need to access the City and seek the player characters' aid to get to the Dragon's temple, requiring adventures through the city's maze of sewers. Depending on the player characters' actions they will be paid highly or framed when the temple burns to the ground!

Olvidia has fallen into the hands of the Dragon Queen's allies. By accident they hand her over to the player characters and command she be taken to the safety of Draxa. The player characters are now caught between the Wyrmslayers and the Dragon Queen's agents.

Vermithana

Initiate of Zorius

STR 17 CON 16 DEX 17 SIZ 17 INT 14 POW 14
CHA 16

Hit Points 17 Major Wound 9 Magic Points 14
Damage Mod. +D6 Movement 15m

Armour: Magical Chainmail (AP6)

Combat: Close Combat 99 (Great Axe 2D8+D6, Spear 1D8+D6, Shield 2D6) Ranged Combat 96 (Dragon Bow 3D6), Unarmed 44 (Fist 1D3+D6)

Resistances: Dodge 74, Persistence 51, Resilience 78

Skills: Culture (Pherae) 44, Language (Pherae) 54, Lore (Tactics) 64, Lore (Dragons) 44, Lore (Politics) 79, Natural Lore 79, Athletics 99, Influence 64, Perception 82, Sailing 47

Magic: Battle Magic 52 Religion (Zorius) 78

Battle Magic Spells: Protection 4, Healing 4, Strength 2, Fanaticism, Multi-missile, Pierce 3, Vigour 2

Divine Spells: Berserk, Call Sylph, Lightning Strike 2

Equipment: Vermithana wears enchanted chain armour that makes the wearer take only 1/2 damage from all dragon attacks; it is beautiful and unique. The Dragon Bow is actually an arbalest or spear thrower; it has a range of 500m and is mounted on a moveable wooden frame. Vermithana's jade eye acts as a permanent Detect Dragon spell.

Notes: Due to combat experience, Vermithana is +25% at all skills used to fight draconic creatures.



The Witch of the Hills

Twenty years ago, Kalliroe was a young, beautiful, and ambitious sorceress active in Draxa, and a rising star within the Ministry of Information, destined, according to her contemporaries, for the position of Minister herself. Sadly, she was too ambitious- or perhaps just too curious. Kalliroe investigated a rumoured magical artifact in the ruins beneath the Old City, but encountered something which sent her permanently insane.

Kalliroe is now a recluse. She dwells in a tower in the hills east of Khata Point, where her only friends are her two Swamp Dragons, which she calls Bastor and Vollux. She is an archetypical cackling witch, but will sometimes treat visitors civilly, especially if presented with lavish gifts and flattery. Actually, she can be a useful resource when it comes to knowledge of magic, some magical potions, and parts of the arcane history of Pherae.

However, it is necessary for a visitor to impress Kalliroe. Doing so needs an Influence check at a -25% penalty. If the visitor or visitors have a suitable gift (Kalliroe is fond of perfume, exotic food, and fine wine), no penalty applies. Visitors who fail to impress Kalliroe are likely to be magically attacked, and when paralysed by magic or otherwise incapacitated, fed to the two swamp dragons.

Plot Hooks

Kalliroe is not just a danger to those who deliberately visit her. She sometimes grows bored- especially when visitors are not too frequent- and uses magical mirages to cause travellers on the road east of Khata Point to get lost- to wander to her tower. She is insulted by people who avoid her tower when in its vicinity- and the perpetrator of insults to Kalliroe tend to get fed to her swamp dragons.

On the other hand, those who are lured to the tower by mirages and decide to visit are judged according to how they impress Kalliroe and the quality of any gifts in the same way as any other guest.

One of the player characters- or perhaps an

acquaintance- has fallen victim to a slow-acting magical poison. Only Kalliroe knows how to brew the antitoxin.

The player characters need magical instructions translated from Dracorian. Kalliroe is one of the few humans known to be able to read the language- indeed, it is whispered that reading similar instructions are what sent her mad.

Kalliroe

STR 12 CON 13 DEX 12 SIZ 12 INT 17 POW 20
CHA 13

Hit Points 12 Major Wound 6 Magic Points 20
Damage Mod. 0 Movement 15m

Armour: 0

Combat: Close Combat 50
(Sword, d8)

Resistances: Dodge 45,
Persistence 80, Resilience 45

Skills: Culture (Pherae) 105,
Culture (Draxa) 80, Language
(Pherae) 75, Language
(Dracorian) 80, Language
(Dracorian) 80, Lore
(Magic) 80, Natural Lore 80,
Perception 50, Deception 40

Magic: Battle Magic 80,
Sorcery 90

Battle Magic Spells:
Befuddle 2, Create Magic
Point Store 10, Death Speech
2, Darkwall 2, Demoralise 2,
Mindspeech 1

Sorcery Spells: Create Spell
Matrix, Damage Resistance,
Dominate Swamp Dragon,
Dominate Human, Mirage,

Palsy, Shapechange Human to Goat, Sight Projection, Spell Resistance, Venom

Kalliroe has an emerald brooch that can store 10 magic points. When she encounters visitors, she will have typically drained it to cast long-lasting versions of Spell Resistance 3 and Damage Resistance 4. She will refill the brooch with Magic Points when she has time using the Create Magic Point Store spell; she does not have a permanent store.



Yesterday's Hero

Kholincles is one of Pherae's last living true heroes. He is a swarthy man, with raven black hair, which remains perfectly groomed despite his age. His glistening muscles can still be seen, although age and good living has softened his stomach.

Born of the loins of Zorius, Kholincles has been a pirate, a slave trader, an explorer, a merchant prince, a general and much more. Before the coming of Flames of Purity he usurped the throne of Pherae for a week and then became bored. He assassinated Arachma the Spider-Sorcerer and seduced Ora's Nine Daughters. At one time the gods themselves bayed for his blood for his blasphemy and insolence, until he made amends with his famous Five Feats.

However, Kholincles is well past his prime. He has settled down as best a man of his ilk can and rules Perilplunder, insolently calling himself 'Prince' of that frontier town. He still leads prospecting trips, and loves to embroil himself in danger, but his aging bones ache for days after and he is never without his liniment. Despite everything, he is a well-loved and liked leader.

Story Hooks

Kholincles is a living legend; everyone has heard of him. Most do not believe his tales of daring, but all are true, for he has no cause to lie.

Kholincles loves to turn up and save the day, and does so in the most dramatic style possible, but always demands his share of the loot. These days he is often escorted by Johanos, a tall, balding, strange-voiced foreigner, who has a great skill with animals, mainly dissecting them with his blades and Darian, his diarist and beloved son. If anything were to happen to either man Kholincles would travel to the ends of the world to save them.

Kholincles has a strange love affair with Lessartia the Queen of the Dead (in Draxa); he often seeks adventurers to take messages to her in secret.

As Prince of Perilplunder, Kholincles demands that all those seeking the loot of the Cache petition him first; he is extremely harsh on claim jumpers.

Kholincles' history is forever catching up with him; players could be hired to assassinate him, arrest him, uncover his secret horde or make him apologise to a deity.

Kholincles has a huge personal fortune, guarded by deadly traps, monsters and of course the hero himself.

Kholincles often recruits new prospectors to seek loot from the Cache, especially foreign mercenaries. He is head of the Cache Collectors.

Kholincles

Heir of Zorius

STR 21 CON 18 DEX 17 SIZ 12 INT 16 POW 18
CHA 18

Hit Points 15 Major Wound 8 Magic Points 18
Damage Mod. +D4 Movement 15m

Armour: Loincloth of Leadership 6 AP

Combat: Close Combat 120 (Club of Elements 2D8+D4+2 Twin Swords 1D10+D4) Ranged Combat 90 (Killer Discus D10+D4), Unarmed 95 (Cestus 2D4)

Resistances: Dodge 95, Persistence 90, Resilience 110

Skills: Culture (Pherae) 75, Language (Pherae) 65, Lore (Tactics) 70, Lore (Politics) 44, Lore (Leadership) 95, Natural Lore 70, Athletics 105, Influence 90, Perception 95, Sailing 60, Trade 75, Streetwise 70,

Magic: Battle Magic 90 Religion (Zorius) 80

Battle Magic Spells: Strength 3, Vigour 3, Heal 4, Enhance Influence 3, Enhance Dodge 2, Diminish Persistence 4, Detect Artefacts, Detect Thief.

Divine Spells: Berserk, Call Gnome 1, Call Undine 1, Shield 4

Equipment: As probably the last living Holy Warrior of Zorius, Kholincles wears the magical Loincloth and bears the sacred club of his god. He only takes ½ Damage from Elementals or Weather and has +25 Influence against all Pheraeans. He often also carries some useful magic item, artefact or scroll to aid his quests; Kholincles has access to a vast treasure trove beneath his fortress in Perilplunder. He wears a girdle of hydra skin that allows him to regenerate 2 HP per hour and carries a flask of liniment that adds +25 to all Resilience rolls and reduces his agues.

Notes: Kholincles has contacts in nearly every group, faction and organisation on Pherae and even some in other countries!



6. MEN AND MONSTERS

Pheraeon Folk

The purpose of this section is to provide statistics for certain standard non-player characters. They can be used as they are for standard encounters, or else tweaked; for example, skills and attributes can be increased for a leader or champion.

Soldiers and Mercenaries

Pherae does not have a vast standing army, but instead a small force of warrior-marines. Many noble houses hire foreign mercenaries. In some villages and towns small forces of permanent soldiery exist.

STR 13 CON 13 DEX 12 SIZ 13 INT 12 POW 10 CHA 10

Damage Mod. +1D4 Hit Points 13 Major Wound 7 Magic Points 10 Movement 15m

Armour: Ring (3AP) or Scale (4AP)

Plunder Rating: 2

Combat: Close Combat 50 (Axe or Sword D8+D4, Long Spear D8+D4, Shield D6+D4) Ranged Combat 50 (Bow D8, Javelin D6+D4, Crossbow 2D6), Unarmed 50 (Fist D3+D4)

Resistances: Dodge 40, Persistence 45, Resilience 50.

Skills: Athletics 40, Perception 40, Sailing 50 [Marines only], Natural Lore 45 (Wilderness), Streetwise 35 (City), Lore (Tactics) 40.

Magic: Battle Magic 30

Battle Magic Spells: (Choose 4 Points) Demoralise, Fanaticism, Fireblade, Firearrow, Pierce, Protection, Strength, Vigour, Weapon Enhance

Thieves and Bandits

Thieves and bandits are encountered in the back alleys of the great city or roaming the roads of Pherae. They are typically wicked curs and villainous knaves, ever ready to steal your purse, slit your throat or rob your home. The notorious Golden Daggers are the most infamous gang on the islands.

STR 10 CON 10 DEX 14 SIZ 11 INT 13 POW 9 CHA 10

Damage Mod. 0 Hit Points 10 Major Wound 5 Magic Points 9 Movement 15m

Armour: None (0AP) or Leather (2AP)

Plunder Rating: 2

Combat: Close Combat 40 (Shortsword d6, Dagger D4+1) Ranged Combat 50 (Light Crossbow d8, Thrown Dagger d4), Unarmed 40 (Fist d3)

Resistances: Dodge 50, Persistence 35, Resilience 35.

Skills: Athletics 40, Deception 60, Mechanisms 40, Perception 40, Streetwise 50 (City) or Natural Lore 45 (Wilderness)

Magic: Battle Magic 30

Battle Magic Spells: (Choose 3 Points) Detect Gold, Detect Silver, Enhance Deception, Shroud of Silence, Slow, Speedart, Mobility, Befuddle.

Sailors and Pirates

The island has a strong relationship with the sea; many make a living as sailors. There are also many pirates and smugglers that roam the local waters.

STR 10 CON 11 DEX 14 SIZ 12 INT 11 POW 11 CHA 11

Damage Mod. 0 Hit Points 12 Major Wound 6 Magic Points 11 Movement 15m

Armour: None (0AP) or Leather (2AP)

Plunder Rating: 2

Combat: Close Combat 40 (Dagger D4+1, Axe or Sword D8 (Pirates only), ShortSpear D6) Ranged Combat 40 (Harpoon D6), Unarmed 40 (Fist d3)

Resistances: Dodge 45, Persistence 40, Resilience 50.

Skills: Athletics 60, Perception 50, Sailing 70, Natural Lore 50, Streetwise 35, Lore (Navigation) 50.

Magic: Battle Magic 35

Battle Magic Spells: (Choose 4 Points) Coordination, Enhance Athletics, Enhance Sailing, Waterbreath. Pirates may choose in addition: Demoralise, Detect Loot, Fanaticism.

Scholars and Philosopher

There are many intellectual Pheraeans, from street sages in Draxa who will scribe a letter to philosophers from Yanos. A larger percentage of the Artificers are actually researchers, antiquarians and historians. All are literate and can write.

STR 10 CON 10 DEX 13 SIZ 10 INT 17 POW 15 CHA 13

Damage Mod. 0 Hit Points 10 Major Wound 5 Magic Points 15 Movement 15m

Armour: None

Plunder Rating: 2

Combat: Close Combat 30 (Dagger D4+1), Unarmed 25 (Fist d3)

Resistances: Dodge 35, Persistence 70, Resilience 40.

Skills: Culture (Pherae) 80, Culture (Other) 40, Influence 50, Language (Other) 60, Language (Pherae) 80, Natural Lore 40, Perception 60, , Lore (Philosophy/History/Antiquities)70, Streetwise 40.

Magic: Battle Magic 35

Battle Magic Spells: (Choose 6 Points) Enhance Lore, Enhance Language, Enhance Persistence, Enhance Influence, Detect Magic, Light.

Merchants and Pedlars

Many traders wander the dusty roads of Pherae to sell their goods in the village markets or city squares. These people are not the great trader princes, but the common seller of simple wares.

STR 10 CON 11 DEX 11 SIZ 11 INT 13 POW 12 CHA 14

Damage Mod. 0 Hit Points 11 Major Wound 6 Magic Points 12 Movement 15m

Armour: None

Plunder Rating: 3

Combat: Close Combat 30 (Dagger D4+1), Unarmed 30 (Fist d3)

Resistances: Dodge 35, Persistence 50, Resilience 40.

Skills: Athletics 30, Craft (Merchandise) 45, Deception 25, Drive 45, Influence 60, Perception 50, Natural Lore 40, Sailing 35, Streetwise 35, Trade 65.

Magic: Battle Magic 40

Battle Magic Spells: (Choose 4 Points) Detect Thief, Detect Silver, Enhance Trade, Enhance Craft, Light, Ignite, Heal.

Knight of Theron

These once glorious warriors have seen their heyday, but they still wander the island looking for signs of demons, and protecting the innocent. Most are monastic, dwelling in dusty halls in earnest vigil.

STR 15 CON 13 DEX 14 SIZ 13 INT 12 POW 12 CHA 13

Damage Mod. +1D4 Hit Points 13 Major Wound 7 Magic Points 12 Movement 15m

Armour: Chain (5AP)

Plunder Rating: 2

Combat: Close Combat 75 (Sword D8+D4, Greatsword 2D8+D4. Shield D6+D4), Unarmed 50 (Fist D3+D4)

Resistances: Dodge 50, Persistence 70, Resilience 70.

Skills: Athletics 60, Craft 30, Drive 30, Perception 30, Influence 50, Lore (Demons) 50, Lore (Religion) 40, Natural Lore 50, Sailing 30, Streetwise 35.

Magic: Battle Magic 50

Battle Magic Spells: (Choose 2 Points) Detect Demon, Detect Enemy, Drive Out Spirit, Enhance Perception, Fireblade, Fanaticism, Pierce, Protection, Spirit Shield, Strength, Vigour Weapon Enhance.



Peasants, Villagers and Militia

Peasants are the backbone of Pherae, and tend to be hard-working and conservative. Each village has its own little quirks that make its inhabitants unique.

STR 10 CON 12 DEX 10 SIZ 11 INT 10 POW 10 CHA 10

Damage Mod. 0 Hit Points 12 Major Wound 6 Magic Points 10 Movement 15m

Armour: None

Plunder Rating: 1

Combat: Close Combat 30 (Club D6, Dagger D4+1, Shortspear D6), Ranged Combat (Thrown Rock D4) Unarmed 30 (Fist d3)

Resistances: Dodge 30, Persistence 30, Resilience 30.

Skills: Athletics 30, Craft 30, Drive 30, Healing 25, Influence 25, Perception 30, Natural Lore 50 (Villages), Perform 25, Sail (Coastal Villages) 30, Streetwise 35 (City/Towns), Trade 25.

Magic: Battle Magic 30

Battle Magic Spells: (Choose 3 Points) Detect (Goat) Detect (Fish), Detect (Enemy), Endurance, Enhance Craft, Enhance Natural Lore, Enhance Trade, Heal, Ignite, Invoke Ancestor Spirit, Light, Water Breath.

Special Skills (changes basic stats above)

Agoron – +25 to Craft, Lore (Dwarf) 25

Khata's Point – +1D6 POW, Sorcery 25 (know two sorcery

spells)

Charnon +25 Persistence vs Demons and Dragons

Chori – Trade +25

Claw Beach – Sailing +25, Ranged Combat 30 (Harpoon D6)

Dakalis – +1D4 STR and 2D4 CHA, Perform +25

Draxa – Lore (Law) 25, Streetwise +10

Khera – Trade +10

Kozaki – Athletics +25

Mati – +1D6 POW, Sorcery 25 (know two sorcery spells)

Perilplunder – Mechanisms 30, Engineering 30.

Sorg Falls – Natural Lore +25, Ranged Combat 40 (Bow D8)

Temna – Ranged Combat 40 (Sling D6), Language (Temna Whistling) 30

Wart – Men CHA -D8, Women Cha +D8

Yanos – Natural Lore +25, Lore (Philosophy) 25

Village Headmen have all these skills at +25%

Village Militia use the above skills, but add 10 to their Close Combat and use Shields. They often wear leather armour (2AP).

Healers have Battle Magic +20, Natural Lore +10 and Healing +50, and know 6 Points of Battle Magic.

Smiths, Crafters etc: Add 2D6 x 5% to a favoured Craft skill e.g. Craft (Blacksmith)



Priest

There are fewer priests around these days than there once were; although priests are not persecuted their faith is often undermined by the presence of Flames of Purity. But such pious individuals as these try to keep the old pantheon alive.

STR 11 CON 12 DEX 11 SIZ 12 INT 15 POW 18 CHA 14

Damage Mod. 0 Hit Points 12 Major Wound 6 Magic Points 18 (5 on divine magic)

Armour: None Movement 15m

Plunder Rating: 2

Combat: Close Combat 45 (Staff D8), Unarmed 30 (Fist 1D3)

Resistances: Dodge 40, Persistence 55, Resilience 40.

Skills: Athletics 40, Craft 30, Culture (Pherae) 70, Drive 40, Influence 70, Language (Pherae) 75, Lore (Religion) 75, Natural Lore 50, Perception 50.

Magic: Battle Magic 70, Divine Magic 70, Religion 75

Battle Magic Spells: (Choose 8 Points) Enhance (Cult Skill), Create Magic Point Store Creation, Create Potion, Create Charms, Heal, Detect Enemy, Dispel Magic, Drive Out Spirit, Invoke Ancestor Spirit, Second Sight, Spirit Shield.

Divine Magic Spells: (Choose 5 Points) Consecrate, Create Blessed Item, Dismiss Magic, Divination, Excommunication, Exorcism, Extension, Find X, Mindlink, Soul Sight, Spirit Block, Spiritual Journey.

Notes: Staves are common amongst all Pheraeon priests; each is topped with a carved image of their deity. They are often used in defence.

Members of martial cults have their cult weapons at 60 and wear either Leather armour (2AP) or Scale armour (4AP).

Allied Spirit: INT 10 POW 12 Choose 4 points of Battle Magic and 2 Points of Divine Magic from the above.

Hunters and Rangers

These brave folk go deep into the wilderness of Pherae in search of food and game. The men of Sorg Falls are noted for their skills as stalkers.

STR 13 CON 13 DEX 15 SIZ 10 INT 13 POW 12 CHA 11

Damage Mod. 0 Hit Points 12 Major Wound 6 Magic Points 12 Movement 15m

Armour: Leather (2AP)

Plunder Rating: 1

Combat: Close Combat 30 (Long Spear D8, Dagger D4+1), Ranged Combat 55 (Javelin D6, Bow d8), Unarmed 30 (Fist d3)

Resistances: Dodge 40, Persistence 40, Resilience 40.

Skills: Athletics 30, Craft (Tanning) 40, Deception 55, Mechanisms 35, Perception 40, Natural Lore 50

Magic: Battle Magic 30

Battle Magic Spells: (Choose 3 Points) Enhance Deception, Mobility, Multimissile, Slow, Speedart.

Musicians, Performers and Players

These talented folk include wandering musicians and players, courtly poets and famed opera singers.

STR 12 CON 16 DEX 17 SIZ 11 INT 12 POW 16 CHA 16

Damage Mod. 0 Hit Points 14 Major Wound 7 Magic Points 16 Movement 15m

Armour: None

Plunder Rating: 1

Combat: Close Combat 30 (Dagger D4+1), Unarmed 30 (Fist d3)

Resistances: Dodge 50, Persistence 50, Resilience 40.

Skills: Athletics 40, Culture (Pherae) 75, Deception 40, Influence 45, Perception 40, Performance 70

Magic: Battle Magic 40

Battle Magic Spells: (Choose 3 Points) Coordination, Enhance Influence, Enhance Performance, Light, Mindspeech.

Noble and Gentle Folk

There are only a few who are rich and privileged in Pherae. Some claim hereditary titles, which are ignored by Flames of Purity, whereas others strive to keep their place in the dragons court. Some are simply rich are powerful from trade or tyranny.



STR 10 CON 10 DEX 13 SIZ 12 INT 14 POW 14 CHA 15

Damage Mod. 0 Hit Points 11 Major Wound 6 Magic Points 14
Movement 15m

Armour: None (may access any)

Plunder Rating: 4

Combat: Close Combat 30 (Shortsword D6, Dagger D4+1),
Ranged Combat 30 (Bow D8), Unarmed 25 (Fist D3+D4)

Resistances: Dodge 50, Persistence 60, Resilience 30.

Skills: Athletics 30, Culture (Pherae) 70, Deception 40, Influence
50, Language (Pherae) 75, Language (Other) 60, Lore (Politics)
50, Perception 40, Natural Lore 50 [Villages only], Perform 45,
Ride 40, Sailing [Coastal Villages only] 30, Streetwise 35 [City
only], Trade 35.

Magic: Battle Magic 45, Sorcery 35 [optional]

Battle Magic Spells: (Choose 6 Points) Befuddle, Detect
Peasant, Enhance Influence, Heal, Invoke Ancestor, Protection.

Sorcery Spells: Castback, Enhance CHA, Treat Wounds

Sorcerer, Demonologist, Witch

Some sorcerers serve the forces of good, performing magic to aid their community. Others are wicked summoners of foul demons despised by all and hunted by the Knights of Theron.

STR 09 CON 13 DEX 15 SIZ 12 INT 14 POW 17 CHA 10

Damage Mod. 0 Hit Points 13 Major Wound 7 Magic Points 10
Movement 15m

Armour: None

Plunder Rating: 3

Combat: Close Combat 30 (Staff D8, Dagger D4+1)

Resistances: Dodge 40, Persistence 75, Resilience 40.

Skills: Athletics 30, Culture (Pherae) 60, Drive 30, Influence 60, Language (Pherae) 80, Language (Other) 50, Lore (Alchemy) 50, Lore (Demons) 75, Lore (Magic) 50, Perception 30, Natural Lore 50, Streetwise 50.

Magic: Battle Magic 55, Sorcery 60

Battle Magic Spells: (Choose 6 Points)
Any

Sorcery Spells: (Choose 6 Spells)
Favourites include: Animate (Substance), Create Familiar, Dominate (Species), Energy Projection, Fly, Mirage, (Sense) Projection, Summon (Otherworld Creature)



Wyrmslayer

Wyrmslayers are enemies of the state, lethal dragon hunters who seek to bring down Flames of Purity and destroy her kin in the process. They are skilled in setting mighty monster traps, as well as politicking.

STR 13 CON 12 DEX 13 SIZ 13 INT 11 POW 13 CHA 12

Damage Mod. +D4 Hit Points 13 Major Wound 7
Magic Points 13 Movement 15m

Armour: Scalemail (4AP)

Plunder Rating: 2

Combat: Close Combat 70 (Greatsword 2D8, Poleaxe D8), Ranged Combat 60 (Crossbow 2D6), Unarmed 30 (Fist d3)

Resistances: Dodge 60, Persistence 50, Resilience 60.

Skills: Athletics 50, Craft (Dragon Trap) 30, Deception 50, Engineering 45, Influence 45, Lore (Dragon) 40, Lore (Politics) 45, Mechanisms 45, Perception 40, Natural Lore 50.

Battle Magic: (Choose 6 Points) Detect Dragon, Dull Weapon, Heal, Multimissile, Pierce, Protection, Strength, Weapon Enhance.



Dwarves

The dwarves of the Jaw Mountains are a canny people, gifted in both the skill of mining and metallurgy. Both sexes are fearsome combatants when it comes to defending their mines and tunnels.

STR 19 CON 19 DEX 10 SIZ 8 INT 12 POW 12 CHA 11

Damage Mod. +D4 Hit Points 14 Major Wound 7
Magic Points 12 Movement 15m

Armour: Chain (5AP)

Plunder Rating: 3

Combat: Close Combat 50 (Axe D8+D4, Shield D6+D4, Great Axe 2D8+D4), Ranged Combat 40 (Crossbow 2D6), Unarmed 40 (Fist D3+D4)

Resistances: Dodge 30, Persistence 50, Resilience 50.

Skills: Athletics 40, Craft 50, Engineering 50, Mechanisms 50, Natural Lore 50, Lore (Dwarf) 70, Lore (Human) 25, Perception 40, Trade 25.

Magic: Battle Magic 40

Battle Magic Spells: (Choose 6 Points) Enhance Craft, Enhance Mechanism, Enhance Engineering, Detect Gold, Fireblade, Firearrow, Ignite, Invoke Ancestor Spirit, Protection, Vigour, Strength.

Beasts Of Pherae

Pherae is a land of strange draconic powers that have warped some of the local beings to possess dragon-like characteristics. There are also monstrous demons, summoned to do the bidding of evil magicians (see the Demons of Pherae section) and other monstrous beings. These monsters could be restricted to Pherae or used anywhere in your campaigns.

Beastmen

These hideous half-demons can take all manner of forms, all monstrous combinations of man and animal. They can interbreed, and produce true horrors. They are creatures of nature, at home with the wilderness, and skilled at using the nature against any invaders

STR 2D6+6 (13) CON D6+12 (16) DEX 3D6 (10)
SIZ D6+12 (16) INT 2D6+6 (13) POW 3D6 (11)
CHA 2D6 (7)

Damage Mod. +1D4 Hit Points 16 Major Wound 8
Magic Points 10 Movement 15m

Armour: Leather (2AP)

Plunder Rating: 2

Combat: Close Combat 50 (Club D6, Spear D6, Shield D6),
Unarmed 60 (Natural Weapons d6)

Resistances: Dodge 40, Persistence 30, Resilience 30.

Skills: Athletics 40, Deception 40, Perception 50, Natural Lore 70

Magic: Battle Magic 30

Battle Magic Spells: (Choose 3 Points) Clear Path, Darkwall, Disruption, Demoralise, Fanaticism, Healing, Invoke Ancestor, Slow, Strength, Vigour.

Beastman Random Features Table

Roll D20 and apply results.

1. Fishlike +25 Athletics when swimming and can breathe underwater.
2. Birdlike – Has wings growing on its back, 80% Chance it can fly at 30m Movement.
3. Bearlike- +1D6 STR and SIZ
4. Catlike +1D6 DEX can see in dark.
5. Goatlike – Unarmed (Headbutt 1D8)
6. Weaselish - +1D6 DEX -1D6 SIZ
7. Batty – Uses Echolocation +25 Perception
8. Bullish – Unarmed (Horns 1D10)
9. Armoured – Natural Armour +1D6AP
10. Hopper – Can leap ½ STR in Metres each round.
11. Owlsh - +1D6 INT, Can rotate head 360 Degrees.
12. Camouflaged – Deception +25
13. Boarish – Unarmed (Tusks 1D8) Perception +25
14. Sluggish – Movement reduced by 5 Metres per round.
15. Venomous – Unarmed (Bite 1D6) injects Venom.(Use Gorgon Serpent Venom)
16. Sprinter – Movement increased by 5 Metres per round.
17. Spidery – Can climb on vertical surfaces.
18. Spitter – Ranged Weapon (Caustic Spit 1D6)
19. Glutton - +2D6 SIZ must eat constantly.
20. Roll again on this table



Turtle Dragons

These creatures are aquatic monsters have characteristics of giant snapping turtles and dragons. Their heads are draconic, with long necks that can shoot out from their shells to grab prey. Their four limbs are turtle-like and unsuited to travelling on land, which the creatures seldom do except to lay their eggs.

Turtle Dragons have deep green shells which match the murky water in which they dwell. However, a Turtle Dragon can magically produce a scintillating display of mesmerising lights around the edges of its shell to befuddle prey. Perhaps because of this trick, some people believe it is good luck to see a Turtle Dragon. Usually such folk discover such is not the case, and a Turtle Dragon seen is merely hungry. Fortunately, they are solitary and territorial hunters.

STR 4D6+20 (32) CON 3D6+12 (22) DEX 2D6 (7)
SIZ 4D6+20 (32) INT 7 (7) POW 2D6+6 (13) CHA 2 (2)

Damage Mod. +3D6 Hit Points 27 Major Wound 14
Magic Points 13 Movement 20m (swim)/7m (land)

Armour: Hard Shell (AP8)

Plunder Rating: 0

Combat: Unarmed 60 (Bite 1D12+3D6)

Resistances: Dodge 20, Persistence 55, Resilience 90

Skills: Athletics 40, Deception 85, Perception 50

Special: As an innate magical ability a Turtle Dragon can cast Befuddle at the normal magic point cost with a skill of 80%. They love to ambush prey from the bottom of murky pools; add +25% Deception and first attack if hidden in water.



Swamp Dragons

The Swamp Dragon is a poor, diminutive relative of the great drakes and true dragons. These beasts share many characteristics with the crocodilians, having hard armoured skin, a penchant for water and deadly patience. The swamp dragon's head shows its heritage, but only vestigial wings cling to its back. The body is long and sinuous, and more elegant than that of a crocodile. The Swamp Dragon cannot breathe fire, but rather spits a caustic poison at its prey. Swamp dragons are merely of bestial intelligence, thankfully.

STR 4D6+12 (26) CON 2D6+12 (19) DEX 2D6 (10-11)
SIZ 4D6+12 (26) INT 7 (7) POW 2D6+6 (13)
CHA 2 (2)

Damage. Mod +2D6 Hit Points 23 Major Wound 12
Movement 23m (Swim)/15m (land)

Armour: Armoured Skin (AP8)

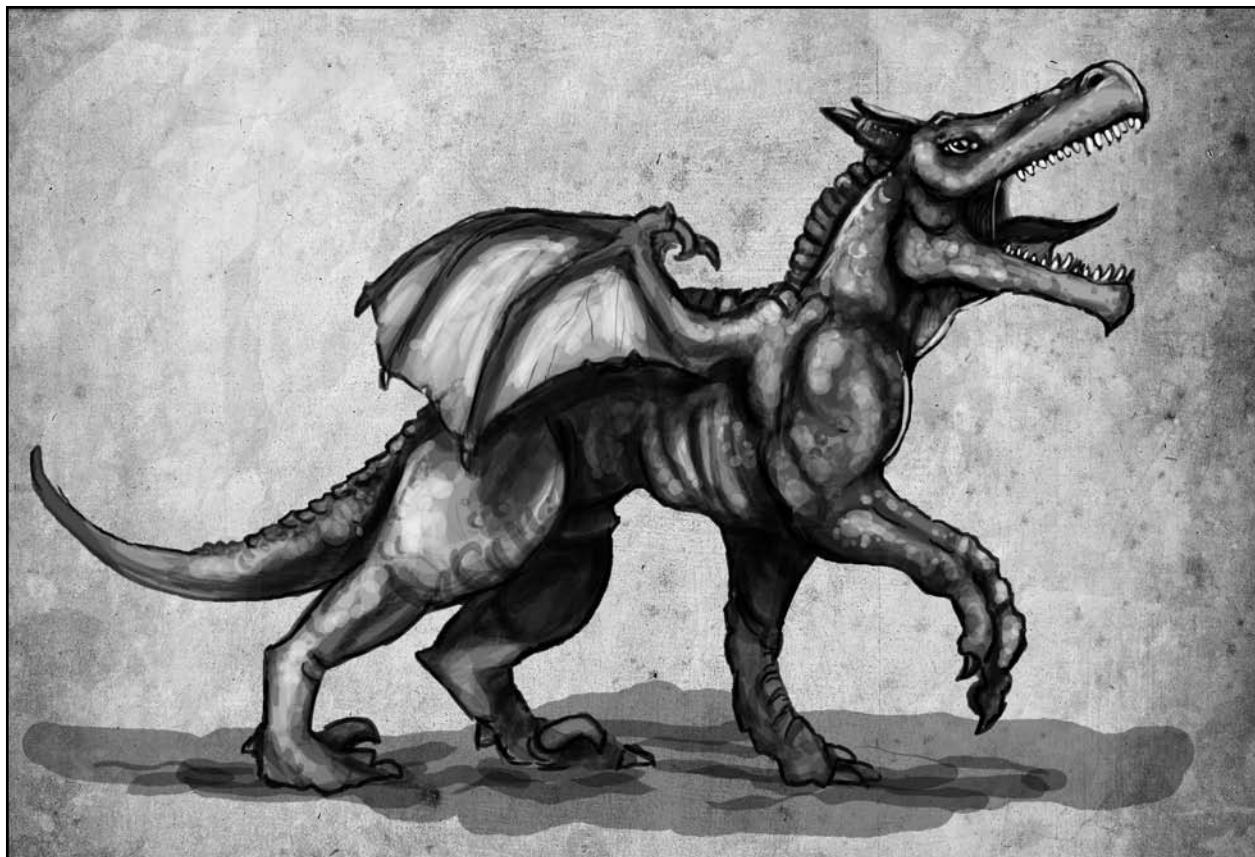
Plunder Rating: 0

Combat: Unarmed Combat 65 (Bite D10+2D6), Ranged
Combat 50 (Spit Acid 1D8)

Resistances: Dodge 50, Persistence 65, Resilience 60

Skills: Athletics 70, Deception 45, Dodge 50, Perception
70, Persistence 65

Special: The Swamp Dragon's acidic spit reduces
the protection of non-magical metal armour by 1 per
successful strike.



Wyrms

Wyrms are legless relatives of the great dragons. They are intelligent carnivores, and often learn magic; the more intelligent wyrms often become sorcerers and even priests of cults. They are wily, often seeking to trick the foolish into their lairs where they are snapped up. Wyrms have a rivalry with Wyverns.

Several types of Wym exist. The most frequently seen is the True Wym, described here, with its great membranous wings and dark cunning. Other types of Wym are detailed below.

STR 4D6+30 (42) CON 3D6+12 (22) DEX 3D6+6 (16)
SIZ 4D6+30 (42) INT 3D6 (11) POW 2D6+6 (13)
CHA 3D6 (11)

Damage Mod. +4D6 Hit Points 32 Major Wound 16
Magic Points 13 Movement 30m (Fly)/7m (land)

Plunder Rating: 4

Armour: Scales (AP6)

Combat: Unarmed Combat 70 (Bite 1D12+4D6)

Resistances: Dodge 70, Persistence 75, Resilience 75

Skills: Athletics 80, Deception 45, Perception 60

Magic: Battle Magic 50. Wyrms may also become priests or sorcerers.

Battle Magic Spells: 9 Points of Battle Magic. Favourites include: Befuddle, Countermagic, Demoralise, Detect Human, Dispel Magic, Hinder Persistence, Mindspeech

Cave Wyrms

The dread Cave Wym has similar statistics to the True Wym, detailed above, but has only vestigial wings. It cannot fly, but can bore through stone to feast on dwarves and other underground creatures. The Cave Wym can move at 7m through earth and 4m through stone.

Cave Wyrms are blind, but hunt by echolocation and smell. They therefore suffer no penalties due to low light.

Favourite Battle Magic spells include: Countermagic, Darkwall, Detect Dwarf, Dispel Magic, Enhance Deception, Heal, Mobility, Shroud of Silence

Sea Wyrms

Like cave wyrms, Sea Wyrms are wingless. They are totally aquatic. Sea Wyrms are voracious and fond of hiding in sea caves to snap up the unwary sailor or merman.

Sea Wyrms have similar statistics to the True Wym, above, but cannot fly or travel on land. Rather they can swim at a rate of 30m.

Favourite Battle Magic Spells include: Countermagic, Detect Magic, Disruption, Extinguish, Heal, Slow, Strength, Weapon Enhance [unarmed]

Steam Wyrms

Steam Wyrms are draconic creatures born of steam and scalding water, as opposed to fire and brimstone. They are beautiful to behold, with scintillating blue scales, and steam rising from their glistening bodies as they rise into the air on their membranous wings.

Like all of the wyrms, Steam Wyrms have no legs. They love volcanic pools, geysers and caldera and make their nest amongst them. The Steam Wyrms are of low intelligence, but have some inherent magic. They do not breathe fire, but instead can emit a scalding spray of steam against their foes- indeed Steam Wyrms are the only species of wym with a breath attack. They rarely wander far from home, and eat infrequently.

STR 4D6+10 (24) CON 2D6+12 (22) DEX 4D6+6 (7)
SIZ 4D6+20 (32)

INT 7 (7) POW 2D6+6 (13) CHA 2 (2)

Damage Mod. +3D6 Hit Points 27 Major Wound 14
Magic Points 13

Armour: Scales (AP8) Movement 30m (Fly)/30m (Swim)
7m (land)

Plunder Rating: 0

Combat: Unarmed Combat 60 (Bite 1D12+3D6)

Resistances: Dodge 20, Persistence 55, Resilience 90

Skills: Athletics 40, Deception 85, Perception 50

Magic: Battle Magic 50.

Battle Magic Spells: 6 Points of Battle Magic. Steam Wyrms are not inclined to learn more magic than this. The most common spells are: Detect Human, Enhance Perception, Extinguish, Ignite, Mobility

Special: Steam Wyrms are immune to Fire/Heat Damage. They can breathe scalding steam once per hour (3D6) damage, in the same way a dragon breathes flame (see page 115 of OpenQuest).

Dracofish

These primeval beasts are heavily armoured and scaled monstrosities, with great draconic heads equipped with jaws capable of shredding steel. Their bodies have powerful tails, capable of launching them out of the water, where they glide on membranous fins across the waters surface. They will even throw themselves on land to snap and bite at prey before writhing back into the water.

Further, the Dracofish can launch great jets of water to knock down foes, even aerial creatures. A shoaling predator, the Dracofish will even attack wyverns, wyrms and Turtle Dragons in their feasting frenzies if they can catch them.

STR 4D6+10 (24) CON 2D6+6 (13) DEX 4D6 (14)
SIZ 4D6+10 (24) INT 3 (3) POW 2D6+6 (13) CHA 2 (2)

Damage Mod. +2D6 Hit Points 19 Major Wound 10
Movement 30m (Swim)

Armour: Scales (AP3)

Plunder Rating: 0

Combat: Unarmed Combat 50 (Bite 1D8+2D6), Ranged Combat 50 (Water Jet, D6, 15m range)

Resistances: Dodge 24, Persistence 45, Resilience 45

Skills: Athletics 69, Perception 75

Special: Dracofish can make a Perception test to spot prey in the water at up to 500 metres. They can fly for their STR in metres once per hour. An attacker hit by a water jet must make an Athletics test or be knocked prone; flying creatures are even knocked from the skies.



Clockwork Servant

The apex of the craft of the Artificers was perhaps the creation of Clockwork Servants. Clockwork Servants are metallic humanoids powered by a magical clockwork mechanism that theoretically runs forever. However, only a few of these creations still survive and function, many without clear and current commands, still attempting to complete tasks that now have no meaning.

Clockwork Servants have a rudimentary intelligence-enough to perform a single task well, and to obey simple instructions from a designated master, who must wear a special pendant. The art of reprogramming Clockwork Servants to obey a more than one master has unfortunately been lost.

STR 4D6 (14) CON 2D6+6 (13) DEX 3D6 (11)
SIZ 2D6+6 (13) INT 7 (7) POW D6+6 (9) CHA 5 (5)

Damage Mod. +D4 Hit Points 13 Major Wound 7
Movement 15m

Armour: Metal Skin (AP6)

Plunder Rating: 0

Combat: Unarmed Combat 25 (Fist D3+D4), See Below

Resistances: Dodge 20, Persistence 100 (see below), Resilience 100 (see below)

Skills: Athletics 30, Perception 30, See Below

Special: A mechanical servant has a particular function- perhaps butler, labourer, craftsman, sentry, or even warrior. One particular skill relevant to that function is raised to 100%. Warriors are also armed with an appropriate weapon, doing damage as normal, plus the d4 damage bonus.

They are immune to fatigue, disease, poison, and mind control.



Dracorians

These inhuman, twisted draconic creatures were born in ancient times from the infected blood of the great world dragon. In eons gone by they ruled the world, but are now only a remnant of that ancient glory. Dracorians are feared by most other beings, their lands are shunned and their torturous cities reviled.

The Dracorians appear to have four distinct castes, or sub-races, but in fact they are all stages in the growth and evolution of these mysterious beings. The lowest caste, the Newts are in fact a servitor race, bred to host the Dracorian larval stage, they are so utterly servile and loyal to the Dracorians and vital to their existence that the confusion is not without cause.

Dracorians often use wyverns, wyrms and other draconic monsters as their beasts of burden. Occasionally, a Dracorian war party looking for prey or a Dracorian magician seeking arcane secrets will be encountered in far off lands. The loathsome Newts often raid human villages for beer or take residence in a lake or marsh and begin to spawn, to the regret of any locals.



The Larval Dracorian (Draco-maggots, Dragon Worms)

The larval Dracorian is a hideous being, a foul combination of maggot and draconic monster. It is a one foot long wormlike thing, rancid with slick green slime. The body of the larva is covered in pallid scales. The larva has a grasping hook-filled mouth to latch onto its prey.

Larval Dracorians are born from the ritually mutilated bodies of Dracomages and Dracorian Lords, and through a foul rite which converts dragon flesh into great writhing heaps of these monsters. The larvae are parasitic. For the first year of their existence, the larvae simply feed upon any suitable host; in ancient times, subdued humans and wyrms were favoured for this purpose. When the larvae have matured for one year, they can be introduced to their life host to transform the creature into a Garaz Dracorian.

Newts are nearly always the creatures transformed by the introduction of a larval dracorian, but examples of humans, lizard men and other sentient beings as life hosts are not unheard of. In this case, the bonding often fails, and the result, if the bonding works, is often even more loathsome than usual. Once a Larval Dracorian has bonded with a host, it cannot normally be transferred to a new body, except through the most evil of rituals known to but a few Dracorians.

STR 1 CON 3 DEX 3D6 (10-11) SIZ 1 INT 2D6 (7)
POW 2D6 (7) CHA 0

Damage Mod. -1D4 Hit Points 2 Major Wound 1 Magic Points 7
Movement 5m (land)

Armour: Slime and Scales (API)

Combat: Unarmed 40 (Bite 1D3 + 1 STR & CON Point per Day they are attached),

Resistances: Dodge 20, Persistence 20, Resilience 10

Skills:- None of note.

Magic:- None of note.

The Newts (Frogman, Bugalug, Croaker)

The feeble Dracorian slaves are known as Newts. Newts are soft-skinned, bulbous eyed and bloated beings, with many characteristics in common with frogs and other amphibians. They are uncouth and brutish beasts, notorious for their love of ale. They delight in base acts and breed in great numbers.

Thankfully, instinctive cannibalism keeps the Newt populations down. Newts love marshes, and often dwell in the soggy bogs around the Dracorian cities, plying the muddy waters in their little boats. Newts are particularly suitable hosts for Larval Dracorians, and are forced to ingest and bond with the foul parasites during arcane rituals, forcing them to evolve over a period of several hours into a Garaz Dracoman.

STR 2D6+3 (10) CON 3D6 (10-11) DEX 3D6+3 (14) SIZ 2D6+6 (13)

INT 2D6 (7) POW 2D6 (7) CHA 1D6 (4)

Damage Mod. 0 Hit Points 11 Major Wound 6 Magic Points 7 Movement 15m (land)/ 20m (swim)

Armour: Blubber (AP1)

Plunder Rating: 1

Combat: Close Combat 35 (Trident 1D6), Unarmed 40 (Grapple), Ranged Combat 40

(Sling 1D6)

Resistances: Dodge 30, Persistence 35, Resilience 35

Skills: Athletics 60, Deception 40, Natural Lore 45, Sailing 40

Magic: Battle Magic 25

Battle Magic Spells: (Choose 3 points): Detect Ale, Mobility, Speedart, Water Breath

Special: Newts can hold their breaths and swim underwater for their CON in minutes. Newts can only use Battle Magic.



The Garaz (Dracoman, Dragonkin)

These violent, aggressive and utterly evil reptilian creatures are the warrior caste of the Dracorians. They are covered in thick scaly hides, develop great horns on their heads and fight with their hooked talons and fangs. The Garaz are utterly warlike and love to drive the Newts before them into battle. Garaz can train wyverns, wyrms and swamp dragons as mounts.

The Garaz are fearsome carnivores and delight in consuming the brains of their foes. This act seems to enhance the intellect of the Garaz, making these normally stupid beings smart. After an orgy of brain eating the Garaz metamorphose into the next stage of Dracorian evolution, through the influence of their parasitic symbiot

STR 3D6+6 (17) CON 3D6+6 (17)
DEX 3D6+3 (14) SIZ 3D6+6 (17)
INT 2D6+3 (10) POW 3D6 (10-11)
CHA 1D6 (4)

Damage Mod. +D6 Hit Points 17
Major Wound 9 Magic Points 10
Movement Rate 15m

Armour: Scales (AP5)

Plunder Rating: 2

Combat: Unarmed 75 (Claw and Bite 2D6)
Close Combat 75 (Great Axe 2D8+D6), Ranged
Combat 70 (Bow D8)

Resistances: Dodge 60, Persistence 65,
Resilience 75

Skills: Athletics 70, Deception 30, Natural Lore
50, Perception 50, Lore (Dracorians) 30, Lore
(Tactics) 45

Magic: Battle Magic 40

Battle Magic Spells: (Choose 4 points):
Demoralize, Heal, Protection, Strength, Weapon
Enhance

Special: Each time a Garaz eats a fully intelligent
being (3D6 INT) it gets smarter for the duration
of one day by 1 INT per victim. A Garaz can
eat up to ½ its CON in victims per day. If a
Garaz can eat its fill of victims each day for one
week, it gains a permanent +1 to INT. A Garaz
who reaches an INT of 18 metamorphoses into
the next caste. Sadly for the Garaz, their Newt
slaves are too stupid to aid their metamorphosis
and their human slaves rebelled long ago so they
must hunt new victims.



The Drazak (Dracowitch, Dragon Mage)

This caste are the philosophers and magicians of the Dracorians. They retain the scales, teeth and claws of the Garaz, but they also gain hides of scintillating colour, glowing eyes and a far superior intellect. The Drazak have great, but twisted artistic skill, and adorn the cities of the Dracorians with their fantastical carvings, which are said to be maddening to behold. The Drazak are prolific magic users, favouring sorcery above all other forms, often using powerful spells to drain their enemies' souls to power their rituals. Eventually, through their arcane studies the Drazak evolve again. The Drazak are less inclined to fight than the Garaz and lose their martial skills with time. The Drazak is the first truly fertile stage of Dracorian growth, a group of three of these monsters is needed to perform the breeding rites. At the end of the blasphemous and gory ritual one of the trio will be dead and his flesh converted into one Larval Dracorian per 2 Hit Points the creature possessed in life. To die in birth is a reluctant honour amongst Dracorians.

STR 3D6+6 (17) CON 3D6+6 (17) DEX 3D6+3 (14)
SIZ 3D6+6 (17) INT 3D6+6 (17) POW 3D6 +6(17)
CHA 3D6 (10-11)

Damage Mod. +D6 Hit Points 17 Major Wound 9
Magic Points 17 Movement Rate 15m

Armour – Scales and Robes (AP5)

Plunder Rating: 3

Combat: Unarmed Combat 50 (Claw and Bite 2D6),
Close Combat 50 (Scimitar D8+D6, Great Axe 2D8+D6),
Ranged Combat 60 (Bow 1D8)

Resistances: Dodge 70, Persistence 85, Resilience 80

Skills: Athletics 75, Craft (Sculpture or Painting) 65, Deception 30, Healing 50, Performance (Dance) 65, Influence 50, Perception 75, Lore (Dracorian) 60

Magic: Battle Magic 75, Sorcery 75

Battle Magic Spells: (Choose 6 points) Favourites include: Befuddle, Create Magic Point Store, Demoralise, Enhance Craft, Fanaticism, Mindspeech

Sorcery Spells: (Choose 6 spells) Favourites include: Cast Back, Create Spell Matrix, Create Scroll, Damage Resistance, Energy Projection [Fire], Fly, Mirage, Neutralise Magic, Palsy, Smother, Tap POW, Venom

Special: Drazak are skilled artists, and their art can cause emotion in the viewer. At a cost of one permanently sacrificed point of POW, a Drazak artifact can cause either a Befuddle, Demoralise or Fanaticism effect upon the viewer, cast at a skill equal to the creator's POW x 5. The viewer can only be affected once and only one viewer is affected at any time. The spell lasts the normal duration, but the enchantment remains on the artifact until it is destroyed. Each artefact takes a year to make, and involves rare and exotic ingredients, such as Steam Wyrms ivory and Reaper Wood Sap.

When a Drazak reaches a score 90 in Sorcery, and has created 15 empowered artefacts they transform into the Dracor. Dracor.



Dracoras (Dragon Lord, Demi Dragon, Dracoman King)

The ruling caste of the Dracorians are truly monstrous and awe-inspiring beasts of legend. They are gigantic Dracorians, bipedal dragon beasts with great wings and the power to breathe fire. They are master sorcerers and deadly politicians, who use words and wisdom to rend their foes.

A Dracoras rules over a Dracorian city, ensuring order amongst their kin. After hundreds of years of rule the Dracoras undergoes the final transformation into a potent demigod, they then ascend into the Dracorian Otherworld where they can be worshipped by their minions. It is said that in the weeks prior to this transformation, the creature generates vast amounts of nervous, erratic energy that excites and agitates the whole Dracorian brood, often resulting in increased acts of violence and pillaging against enemies of the Dracorians. The Dracoras is not known to breed as such. Instead they can perform rituals to corrupt the flesh of living dragons into their larva, and are thus reviled by all dragons. The festering corpse of a transcending Dracoras erupts with Dracorian Larva, a 100 for each hit point it had in life. During these ascensions the population explosion of Dracorians spells doom for their enemies.

STR 10D6 (35) CON 4D6+12 (26) DEX 4D6 (14)
SIZ 6D6+12 (33) INT 4D6+6 (20) POW 4D6 +12(26)
CHA 4D6 (14)

Damage Mod. +3D6 Hit Points 30 Major Wound 15
Magic Points 26

Armour: Scales (AP6) Movement 20m (land) /30m (flying)
Plunder Rating: 5

Combat: Unarmed Combat 90 (Claw and Bite 1D10+3D6, Tail Bash 5D6)

Resistances: Dodge 85, Persistence 95, Resilience 90

Skills: Athletics 75, Deception 60, Healing 80, Influence 90, Perception 85, Lore (Dracorians) 90

Magic: Battle Magic 90, Sorcery 90

Battle Magic Spells: (Choose 9 points) Favourites include: Befuddle, Create Magic Point Store, Demoralise, Enhance Influence, Fanaticism, Hinder Persistence, Mindspeech

Sorcery Spells: (Choose 9 spells) Favourites include: Cast Back, Create Spell Matrix, Create Scroll, Damage Resistance, Dominate Human, Mirage, Neutralise Magic, Palsy, Sight Projection, Smother, Tap POW, Venom

Special: Dracoras are worshipped and adored by other Dracorian castes. They can cast Dominate Dracorian five times a day at no magic point cost. However this ability does not work over other Dracoras, who mutually despise each other and will conspire to murder each other at every opportunity.

Breathe Flame: The Dracoras may breathe flame over an area as a combat action. The flame will cover a cone in front of the creature, which stretches for its POW in meters and is equal to 1/2 its POW in width. Any creature caught in this flame takes 3D6 fire damage, unless they make a successful dodge in which case they halve the damage. The Dracoras can only breathe fire once per hour.



Demons of Pherae

There are a vast multitude of entities that dwell in the bowels of the Underworld or act as servants and messengers of the Great Gods. Those entities are born of Gorga or Hallucious are called demons, so are the infernal monsters that live beyond this world. All demons have unique features, and some form recognisable species, such as the columnar Karyatis Demons, and fetid Marahex Assassins, but in many cases the creature that is summoned by a demonologist will be unlike anything that he has seen before.

Demons fall into four categories for the purpose of summoning spells. The weakest are the diminutive Imps, wicked sprites that seek to cause a nuisance. The Demonic Thralls are the foot soldiers of Gorga, and are typically man-sized beings. Pit Fiends are huge monstrosities, blood-thirsty behemoths. Finally the Demon Princes are almost gods themselves; they possess great powers and are not to be trifled with.

Not all demons are the spawn of Gorga and Hallucious. Some of the Great Gods give access to spells that their own forms of demons. Two examples of these are given below; these are typically referred to as Servants of the Gods and not as demons when encountered. However, they are subject to any magic or special abilities that specifically harm demons.

Below is a core template for each type of demon, followed by a series of random tables to use to generate demonic abilities. Each demon has a basic form, a colour and a number of powers and flaws. Games Masters should feel free to use this to generate their own demonic species.

All demons have a gift of languages; they can speak and understand any tongue they hear. All demons that can see have Dark Sight. All demons of Gorga are extremely good at fighting draconic creatures; this power is from them having guarded the secret powers of Drachos, and grants +25 to unarmed combat along with an additional +1D4 points of damage to Dracorians, Wyrms, dragons and so forth. Servants of the other gods do not have this power.

Imp

Small, sneaky and devious, even the Nymphlings of the Goddess Ora can trick their summoners. Most are wretched little beasts seeking to grovel before a suitable master. They are typically used as spies, messengers and thieves. They often have more weaknesses than abilities. The skeletal Spindlewings and foul smelling, decay loving Vrats are examples of Imps, as are the beautiful, delicate and flirtatious Nymphlings of Ora.

STR 2D6 (7) CON 2D6 (7) DEX 3D6 (10-11) SIZ 2D6 (7)

INT 3D6 (10) POW 3D6 (10-11) CHA 2D6 (7)

Damage Mod: 0 Hit Points 7 Major Wound 4 Magic Points 10 Movement: 15m

Armour: 0AP

Combat: Unarmed Combat 40 (Natural Weapons 1D4)

Resistance: Dodge 70, Persistence 50, Resilience 50

Skills: Athletics 30, Deception 80, Influence 35, Lore (Demons) 50, Perception 70

Magic: Battle Magic 75, Sorcery 25

Spells: 1D6 points of battle magic and 1 or 2 Sorcery spells.

Special Abilities: 1D3 Abilities and 1D3 Flaws.

Sample Imps:-

Nymphlings - Green (+25 Healing), Humanoid, Beautiful, Flight, Healer, Fear (Blood), Weakness (Flirting)

Spindlewings - Yellow (+25 Persistence), Birdlike, Skeletal, Flight, Memory, Musical, Fear Cats

Vrats - Grey, Humanoid with Animal Features (Rodentlike), Strong, Gross Habits, Foul Odour, Enhanced Perception, Fear Clean Water and Restricted Access (Houses)

Demon Thrall

Mostly, these demons are bullying, foul tempered and warlike entities set upon a path of devastation. Some are cunning, deadly assassins and others fonts of devious wisdom. These are the most commonly encountered demon. The disgusting fly-like Muscanos demon with its horrid parasitic young, the strange living statues the Karyatis, the deadly, cowled doglike Marahex Assassins and the divinely sculpted Bronze Guardians of Taros are all examples of Demon Thralls.

STR 3D6+6 (17) CON 3D6+6 (17) DEX 2D6+6 (13) SIZ 3D6+6 (17)

INT 2D6+6 (13) POW 3D6+6 (17) CHA 2D6 (7)

Damage Mod: +1D6 Hit Points 17 Major Wound 8 Magic Points 17 Movement: 15M

Armour: 3AP

Combat: Unarmed Combat 70 (Natural Weapons 2D6), Close Combat 50 (Varies) Ranged Combat (Varies) 50

Resistances: Dodge 50, Persistence 60, Resilience 60

Skills: Athletics 60, Deception 40, Influence 50, Lore (Demons) 60, Lore (Humans) 40, Perception 50

Magic: Battle Magic 75, Sorcery 50

Spells: 1D6+3 points of battle magic and 1D6 Sorcery spells.

Special Abilities: 1D6 Abilities and 1D2 Flaws.

Sample Demon Thralls:

Muscanos - Black Hide (1/2 Damage from Magic), Insectoid, Venomous, Parasitic offspring, Elemental Attack (Earth), Weakness (Honey), Fear (Spiders)

Karyatis - Grey (+25 Resilience), Statuesque (Columnar), Appear Harmless (Looks like statue), Strong, Large, Enhanced Damage (Dracorian), Detect Enemy (Dracorian), Immunity (Electrical, Cold and Fire), Limited Movement.

Marahex Assassin - Black Fur (+25 Deception), Humanoid (Dog-Like Features), Deadly Assassin, Phasing, Weakness (Loves to chase cats), Addiction (Raw Meat)

Bronze Guardian of Taros - Metal (bronze) Skin, Statuesque (Humanoid), Strong, Large, Resilient, Immunity (Disease, Poison, Fire), Slow Witted, Weakness (Acid)

Pit Demon

These colossal brutes are difficult to control; they are great monsters, worthy of heroes. The watery leviathans called Tetharians that love to plunder ships, the three headed goat demon Aegrebrus and the fiery and titanic Magma Giants of Vulkoris are classed as Pit Demons.

STR 6D6+18 (39) CON 4D6+6 (23) DEX 3D6+6 (17) SIZ 6D6+18 (39)

INT 3D6+6 (17) POW 4D6+6 (23) CHA 2D6 (7)

Damage Mod: +4D6 Hit Points 31 Major Wound 16 Magic Points 23 Movement: 20m

Armour: 6AP

Combat: Unarmed Combat 90 (Natural Weapons 1D8+4D6), Close Combat 90 (Varies), Ranged Combat (Varies) 80

Resistance: Dodge 70, Persistence 90, Resilience 90

Skills: Athletics 90, Deception 60, Influence 75, Lore (Demons) 80, Lore (Humans) 50, Perception 75

Magic: Battle Magic 95, Sorcery 75

Spells: 1D10+3 points of battle magic and 1D8 Sorcery spells.

Special Abilities: 2D4 Abilities and 1D3 Flaws.

Sample Pit Demons

Tetharians – Blue Skin (+25 Athletics when Swimming), Strong (2), Large (2), Serpentine Form, Extra Limb (1), Aquatic, Immunity (Normal Weapons), Elemental Attack (Water 2D8)

Aegrebrus - Red Skin (1/2 Damage from fire), Quadruped (Goat), Multiple Heads (2), Regenerating, Great Natural Weapons (Horns), Elemental Attack (Fire 1D8), Strong, Large, Flight, Weakness Cold, Addiction (Copulate with Goats).

Magma Giants of Vulkoris – Red Skin (Influence +25), Humanoid, Large, Immunity (Fire), Strong, Elemental Attack (Fire 2D8), Weakness (Water), Restricted Access (May not venture more than 20km from a volcano), Addiction (Burn Forests and Fields).

Demon Prince

The nobility of the demons, Demon Princes are nearly impossible to summon, cannot be bound by normal means and have great powers beyond those of their kin. Each Demon Prince requires great sacrifices, expensive enchantments and complex rituals to summon; although the relevant summoning spells remain the same, the Gamesmaster should impose heavy modifiers if correct rituals are not completed.

Demon Princes have extra special powers beyond the standard rules- they can destroy enemies with the blink of an eye, make a dozen generations of ugly men attractive to women, poison a village or change the flow of a river. However there is always a penalty for accessing these powers.

Demon Princes always seek to trick their summoner, ideally stealing their souls in the process. The Demon Princes who directly serve the Great Gods are often called Demi-Gods; such beings have their own agendas, and are not always as pure as one would like to believe.

Glugsholoth the One-Eyed Toad God, a tricky devil with an ancient enmity for the Dracorians, Lady Segara, Mistress of Lust are monstrous succubae queen and Feras, The Wild Thing, bestial child of the god Arton are examples of Demon Princes.



STR 10D6+18 (53) CON 6D6+12 (33) DEX 6D6+6 (27) SIZ 6D6+18 (39)

INT 6D6+6 (27) POW 10D6+6 (41) CHA 5D6 (18)

Damage Mod: +5D6 Hit Points 36 Major Wound 18
Magic Points 41 Movement: 20m

Armour: 6AP

Combat: Unarmed Combat 110 (Natural Weapons 1D8), Close Combat 100 (Varies), Ranged Combat (Varies) 100

Resistances: Dodge 90, Persistence 110, Resilience 100

Skills: Athletics 90, Deception 100, Influence 95, Lore (Humans) 90, Lore (Demons) 100, Perception 100

Magic: Battle Magic 105, Sorcery 100

Spells: 1D10+10 points of battle magic and 2D6 Sorcery spells.

Special Abilities: 2D6+2 Abilities and 1D3 Flaws.

Sample Demon Princes

Glugsholoth the One-Eyed Toad God – Black (+25 Deception) and Green (Poison Immunity), Quadruped, Slippery Beast, Elemental Attack (Water 2D8), Devious (2), Immunity (Cold), Great Natural Weapon (Tongue 1D10), Large (2), Memory, Feeble, Sickly, Weakness (Fire).

Extra Special Powers:- Purify Wells, Poison Wells, Cause Sickness, Summon Toads, Bestow Sexual Attractiveness. For a fully developed Glugsholoth see The Night of the Toad scenario.

Lady Segara, Mistress of Lust – Chameleon, Humanoid with Snake Features, Seductive (3), Musical, Deadly Assassin (2), Magically Potent, Flight, Armoured Hide (+6AP), Limited Access (Cannot enter a room with a woman present), Addiction (Sex), Addiction (Eating Children).

Extra Special Powers:- Vampirism, Hypnotise Men, Steal Soul, Kill with a Kiss.

Feras, The Wild Thing – Brown (+25 Natural Lore), Quadruped, Elemental Attack (Earth) 2, Large, Strong, Powerful, Aquatic, Flight, Memory, Earth Sense, Great Natural Weapons (Horns 1D12), Slow Witted, Restricted Access (May not enter town or areas of civilisation).

Extra Special Powers:- Heal Animals, Heal Forest, Call Forest Animals, Evade Capture.

Demon Abilities

Game Masters are encouraged to use the tables below to generate ideas for their demons, and to apply the effects in a way that makes them interesting and colourful. For example, a demon with Enhanced Senses might have hundred of human ears covering its body, and a demon with Great Intellect might have a bulging brain case. A flying demon need not have wings; it might simply stride through the air. An Elemental attack could be fiery breath or telekinetically hurled stones.

Gamemasters should roll the flaws last. If they contradict an ability, then the weakness takes precedence. For example a Demon can have a Strong ability and a Feeble flaw, the GM rolls +2D6 for the first and then deducts 2D6 for the second. A demon could have Flight as an ability, but Crippled as a flaw meaning its wings are badly damaged or unable to give it lift.

Have fun with this.



Demon Abilities

D100	Abilities	Description
01-03	Appear Harmless	Looks like something completely innocuous until it attacks.
04-06	Skeletal	Looks undead. Immune Disease/Poison. ½ Damage from impaling weapons.
07-08	Large	+2D6 SIZ to the base for the Demon
09-10	Strong	+2D6 STR to the base for the Demon
11-13	Resilient	+25 Resilience
14-15	Deadly Assassin	+25 Deception skill, +1D6 Damage from rear attacks.
16-17	Enhance Damage (Species)	+1D6 Damage to a specific named species from all attacks.
18-20	Earth Sense	The Demon has Earthsense.
21-23	Venomous	Bite, claws or breath poisons target.
24	Parasitic Offspring	Attack injects offspring, if not healed in 1d6 days, larva does 1D10
25-27	Elemental Attack	Choose Element. Causes 1D8 Damage at POW in Metres range.
28-29	Dextrous	+2D6 DEX
30	Phasing	At cost of 1 Magic Point may walk through 1 metre of any substance.
31-33	Detect Enemy	Can always sense chosen enemy race with POW metres.
34-35	Quick	The Demon has double the normal movement speed for it type.
36-39	Persistent	+25 Persistence
40	Seductive/Beautiful	+3D6 CHA +25 Influence.
41-45	Devious	+25 Influence
46-48	Great Intellect	+2D6 INT to the base for the Demon
49-50	Powerful	+2D6 POW to the base for the Demon
51-52	Magically Potent	+25 to one Magical skill +1D6 POW
53-55	Aquatic	+25 Athletics in the water can breathe water.
56-58	Flight	Can fly at Movement rate multiplied by 3
59-60	Extra Limbs	1D4 Extra limbs.
61-63	Healer	+25 Healing, can heal 1D6 HP on touch for 1 magic point cost.
64-70	Immunity	Immune to one substance or effect (e.g. Magic, Acid)
71-73	Increased Resistance	Take ½ damage from a specific substance or effect (e.g. Fire)
74	Musical	Performance +50 and can make beautiful music without instruments.
75-79	Enhanced Senses	+25 Perception
80-84	Armoured Hide	Armour AP increased by 1D8.
85-87	Great Natural Weapons	+25 Unarmed Roll 1D4 1 – Horns (1D12) 2 – 3 Claws (1D8), 4 Bite (1D10)
88	Multiple Heads	Perception +25, may look in two directions, may argue with self.
89	Sorcerer	Begins with 1D6 extra spells/magnitudes of preferred magic type

D100	Abilities	Description
90	Memory	The demon can remember everything it is told or sees.
91-92	Gross Habits	Victim must make Resilience roll of vomit -25 to all actions 2 rounds.
93	Foul Odour	As above, but range of SIZ in metres around Demon, last 1D6 Rounds.
94	Slippery Beast	+25 to Dodge and -25 to all unarmed attacks against the demon.
95	Terrifying to behold	Acts as Fear Spell to all that can see at a cost of 3 Magic Points
96	Insanity Inducing	Acts as Madness Spell to all that can see at a cost of 3 Magic Points
97	Regenerating	Regenerates 1D3 Hit Points. (Regeneration stopped by fire or acid)
98	Self Resurrecting	As Regenerating, but even after death, resurrects when on 1 hit point
99	Treasured Organ	Some part of the demon is precious and worth D100 Silver Pieces.
00	Mega Demon!	Roll Twice

Demonic Form (Roll Once)

D100	Form	Abilities conferred by form
01-05	Gaseous	Move like a gas and normal weapons cannot harm. No Hands*
06-10	Formless Blob	Move like a liquid and normal weapons cause ½ damage. No Hands*
11-15	Statuesque	Looks like a statue until moves. Hard Skin AP 6.
16-30	Humanoid with Animal Features	Choose Animal, typically Athletics and Perception +25
31-40	Winged Thing	Able to fly at 3 times base movement
41-45	Quadruped/Animal like (choose)	Athletics +25 Move Base 25m per round. No Hands*
46-60	Humanoid	No Additional Ability
61-75	Many Limbed Thing	May make one additional combat action per round.
76-88	Tentacled Thing	May make two additional combat actions per round.
89-93	Insectoid	Chitin Armour AP 3. May climb walls, run on ceilings.
94-98	Serpentine	Move through narrow space. Unarmed (Constrict 1D10). No Hands*
99-00	Monstrous Combination	Roll again twice and combine results.

*(Demons with No Hands cannot use handheld items, like swords, torches)

Demonic Colour (Roll Once)

D100	Colour	Abilities conferred by Colour
01-05	Metallic	Choose Metal type, Increases AP +2. Hide could be valuable.
06-30	Black	+25 Deception or ½ Damage from Magic
31-45	Red	+25 Influence or take ½ Damage from fire.
46-60	Green	+25 Healing or Poison Immunity
61-65	Yellow	+25 Persistence or Disease Immunity
66-70	Blue	+25 Athletics (Swimming) or ½ Damage from Cold
71-73	Purple	+25 Perception or Immunity (Acid)
74-77	Grey	+25 Resilience or Stoney Skin +2AP
78-85	Brown	+25 Natural Lore or ½ damage from Earth based magic.
86-89	Human Flesh Tone	+25 Battle Magic or Regenerate 1 Hitpoint per round.
90-91	Translucent	+50 Deception
92-95	Hypnotic Colours	Can cast Befuddle at no Magic Point Cost at 95% skill
96-98	Chameleon	+50 Deception
99-00	Multi-Coloured	Roll Twice on the table

Demonic Weakness (Roll Once)

D20	Flaw	Description
1	Slow Witted	The demon is stupid -2D6 INT (Min 1)
2	Feeble	The demon is weak -2D6 STR (Min 1)
3	Runt	The demon is smaller than usual – 2D6 SIZ (Min 1)
4	Sickly	Poor constitution -2D6 CON (Min 1)
5	Weak Soul	-2D6 POW (min 1)
6	Ugly as Sin	-2D6 CHA (min 1)
7	Clumsy	-2D6 DEX
8	Blind	-50 to Perception based on sight.
9	Deaf	-50 to Perception based on sound.
10	Crippled	Moves at ½ the normal rate, it cannot fly.
11	Limited Movement	Can only move 1D6 M per round.
12	Weakness (Element)	Takes double damage from an element (e.g. Fire/Cold)
13	Weakness (Situation)	Acts irrationally in certain situations (e.g. chases cats)
14	Weakness (Substance)	Cannot resist a substance and will do anything to get it (e.g. Loves Honey)
15	Fear (Element)	If a Persistence roll at -25 is failed the demon flees (Fear of Fire)
16	Fear (Element)	If a Persistence roll at -25 is failed the demon flees (Fear of Spiders)
17	Fear (Substance)	If a Persistence roll at -25 is failed the demon flees (Fear of Holy Water)
18	Fear (Substance)	Must consume 1D6 KG of substance at -50 to all skills (Must drink blood)
19	Restricted Access	May not enter or cross certain areas (e.g. Cannot cross flowing water)
20	Cursed	Roll twice on the table

Encounters

Encounter	Draxa	Town/ Village	Road	Forest	Mountain	Marsh	Coast	Ruins
Flames of Purity	01-02	01			01			01
Human Encounters								
Minister and Retinue	03-04	02						
Noble and Retinue	06-07	03	01				01	
Wealthy Merchant and Retinue	08-10	04	02				02	
Tax Collector and Guards	11	05	03				03	
Head Man and Guards	12	06-10	04			01	04-10	
Priest	13-16	11-14	05-07	01	02		11-15	02-03
Sorcerer	17-20	15-16	10	02-04	03-05	02-06	16-17	04-05
Healer / Wise Woman	21	17-20	11	05-07	06-10	07-10	18-20	06
Scribe, Philosopher or Sage	22-25	21-22	12	08			21	07-09
Bounty Hunters / Adventurers	26	23	14-15	09-10	11-12	11-12	22	10-15
Bandits / Thieves / Assassin	27-30	24	16-20	11-20	13-25	13-25	23	16-25
Militia / Soldiers / Mercenary	31-36	25-26	21	21-23	26		24-25	
City Watch	37-38							
Villagers / Townsfolk.	39-67	27-66	22-38	24-30	27-37	26-30	26-40	
Foreigners	68-69	67	39-40					26
Sailors / Fishermen	70-72	68-70				31-35	41-60	
Pirates / Smugglers	73	71	41-42	31-33	38	36	61-70	27-30
Escaped Convict / Prisoner	74	72	43	34	39	37		31-32
Trader / Crafter/Artificer	75-78	73-77	44-65	35	40		71-75	
Hunters	79	78-79	66-67	36-40	41-44	38-40	76	33
Monks	80	80	68	41	41			34
Wyrmslayers	81	81	69	42	42		77	35
Knight of Theron	82	82	70		43-44			36
Animals and Monsters								
Goats / Wild Goats	83-88	83-92	71-82	43-70	46-75	41-45	78-80	37-40
Donkey / Mules	88-90	92-94	83-87	71	76			
Dragon Bird	91				77			41
Dog / Wild Dog	92	95-96	88	72-74	78	45-48		42
Horse	93	97						
Giant Octopus						49	81-85	
Giant Crab						50	86-90	
Sea Serpent							91	
Shark							92-95	
Crocodile						51-55	96	
Snake			89	75-77	79-80	56-60		43-46
Giant Spider				78-79	81	61-65		47-50
Giant Beetle				80-81		66-67		51
Giant Ant				82-83				52
Giant Frog						68-75		53
Beastmen			90	84-89	82	76-80		54-60
Dwarfs	94-95	98	91		83-90			61-62
Dracofish						81	97-98	
Swamp Dragon				90	91	82-86		63-65
Nymph/Satyr		99	92	91-92	92	87-88		66
Troll			93	93	93	89		67-68
Wyrms			94	94	94	90		69-70
Steam Wyrms				95				71-75
Wyvern			95	96	95	91	99	76-77
Ogre in Disguise	96		96					78
Demon	97		97	97	96	92-93		79-85
Ghost / Undead	98		98	98	97	94		86-90
Dracorians	99		99	99	98-99	95-99		91-98
Other Monster	100	100	100	100	100	100	100	99-100

Encounters explained

Flames of Purity – If in her city, the Dragon Queen will either be in audience in human form, displayed at the top of her palace or at the opera. Outside the city she flies a mile overhead.

Retinues – The rich and wealthy are never without their servants, retainers and guards. A typical wealthy retinue will include ID8 Servants (Villagers), ID6+2 Guards (Soldiers) and a personal scribe (Scholar). Nobility, priests and ministers often travel in lavish sedan chairs around the city.

Village Headmen and Guards – When in their home environment these villagers have dominion over their followers, but in Draxa they will be visiting on important business and are often overwhelmed by the city.

Priest – This may be the lowly village priest, a wandering devout or even the Heirophont of Khera at the GM's whim, but most likely he is a simple servant of the gods.

Sorcerer – These could range from petty street mages, conjurers and Ordorian Order sorcerers, to Weather Witches, Demonologist and Necromancers. Those found in dark places are usually of darker souls.

Bounty Hunters / Adventurers – Enemies of the state or wanted criminals are often sought by bounty hunters. Bounty Hunters tend to be mixed groups of tough guys seeking to make a buck. Adventurers are of a similar ilk. A typical group of these ne'er do wells will have ID3 Mercenaries and either a Sorcerer or Priest, and a Healer or Sage in tow. This pattern also fits Perilplunder groups.

Foreigners – These are visitors to Pherae, often lost or up to trouble. Some are legitimate, but most aren't. Such exotic people range from the piratical blonde-haired northern barbarians to mahogany-skinned sailors from the far south.

Monks – Typically, Monks encountered are the cerulean robed warrior-monks of Azura, but other hermits, the religiously devout and contemplative followers of magic exist.

Wyrms – These dissidents do not readily reveal themselves to others, and will always be in disguise. Their furtive behavior could result in them being mistaken for something worse, like an ogre in disguise!

Knights of Theron – These holy crusaders will often intervene to aid the innocent and protect the weak. They may, however, be concealed watching potentially unholy communities.

Animals – Most of the animals listed are self-explanatory. Goats travel in herds of 2D20 creatures. Dogs run in

packs of ID10+2. Donkeys live in small herds of ID10+2 animals. Sharks hunt in groups of ID10, and a typical group of crocodiles is ID8 animals, although the big salt water crocodiles swim alone at sea. Giant ant swarms are 2D100 strong usually, and build large nests in forest; they can be herbivores or deadly carnivores. Most other animals are solitary, including trolls, wyrms and wyverns.

Dwarves – Typically, a group of dwarves has amongst its number at least an initiate if not a priest of Vulkor. The encounter could be with a group of miners, a small community, a trade delegation or even a feuding war party. The group will consist of ID20 dwarves.

Demons – These can range from minor imps to great Pit Demons bound to a location. They should be generated randomly. Usually only one demon is encountered at a time.

Ghost / Undead – Roll ID20.

1-8	A Ghost or restless spirit
9-12	ID8 Zombies
13-16	ID8 Skeletons
17-18	ID4 Ghouls
19	A Mummy
20	A Vampire!

These creatures are typically ancient and angry undead seeking revenge on the living, or may have been created by a necromancers to fulfill their aims.

Dracorians – Roll ID20.

1-15	ID10 Newts
16-19	ID6 Ga-az + ID6 Newts
20	A Drazak with ID6 Garaz and ID10 Newts

The ruling caste would never be randomly encountered. Dracorians are always hostile to humans.

Other Monsters – All of these creatures are believed to be demons. Roll ID20.

1-5	ID4 Centaurs
6-10	ID6 Gargoyles
11-17	ID6 Harpys
17-18	A Manticore
19	A Lamia
20	A Gorgon

7. SCENARIOS

What follows are a series of campaign ideas, scenarios, and cameos that seek to bring Pherae and its inhabitants to life. GM's should feel free to mix and match these stories in the way that suits them best.

- *Death and Taxes* provides a structured mini campaign that creates an excellent introduction to the island and its people.
- *The Night of the Toad* is a more traditional scenario, introducing some of the bigger protagonist in the campaign.
- *The Wizard's Staff* is a dangerous treasure hunt.
- *Dragon's Dens and Dark Domains* covers three locales an ancient demon haunted cenotaph, a monastery filled with dragon mystics and a strange island.
- *The Dragon Bridle* is a campaign idea, which provides a skeleton of a major saga which the Gamesmaster can flesh out and weave into the other stories. Finally there are five suggested epic stories to inspire and excite.



Death and Taxes

In this scenario, the player characters are mercenaries in the service of Draxa's Minister of Diplomacy, Melicertes. Their job is to collect taxes and tribute from certain settlements on the main island under Draxan control- Agoron, Yanos and Claw Beach. Naturally, they are paid to do this- a sum of 250SP each.

A brief look at the map will reveal that the distribution of these settlements is not the most sensible for a single party to reach. However, not all settlements on the island are Melicertes' responsibility- others 'belong' to other Ministers, most notably, Teleus, the Minister of Finance. Different ministers have their own favoured tax collectors- for instance, Ianos Mashain is the star amongst Teleus' collectors. Further, different settlements are due for taxes and tribute to be collected at different times of year.

Initially, the player characters are not in charge of the tax collectors. This dubious honour belongs to Captain Velchanus Bulan, an established mercenary who has led the tax collecting squads in these territories for the past three years. As well as the player characters, Velchanus has five more men under his command. These men are loyal to the captain, see eye to eye with him morally, and have worked under him for years. None of the men are particularly religious, but offer sacrifices to Talos and the Dragon Queen before they commence their journeys.

The group have a cart drawn by two mules with which to carry the taxes collected; the cart resembles one of the type commonly used by travelling peddlars, but it has beneath its fabric canopy a well armoured body and strong box with 10 Armour Points and 30 Hitpoints, the lock is -50 Mechanisms to lockpick and the only keys are held by Minister Teleus and Captain Bulan.

Velchanus Bulan has documents detailing the amounts to be collected from each place visited. However, he has subtly altered these documents; the amounts are three times what they should be. They pass casual inspection. A normal careful inspection by someone used to such documents will reveal there could be something wrong if a Perception check is made at a -25% penalty. If an inspector is specifically looking for a problem of this nature, the Perception check instead has a +25% bonus.

Settlement	Official Tax Due	Tax in Altered Document
Agoron	1500SP	2500SP
Claw Beach	300SP	1300SP
Yanos	1800SP	2500SP

Captain Velchanus Bulan

Velchanus Bulan is a short but very muscular man in his late thirties. He sports an angular moustache. Velchanus is a cold calm man with a streak of cunning- though he is not as cunning as he thinks he is. He enjoys the collecting work, viewing it as an opportunity to enrich himself.

STR 16 CON 13 DEX 12 SIZ 12 INT 14 POW 12
CHA 14

Damage Mod. +D4 Hit Points 12 Major Wound 6
Magic Points 12 Movement 15m

Armour: Scalemail (AP4)

Combat: Close Combat 80 (Sword, D8+D4),
Ranged Combat 60 (Heavy Crossbow, 2d8)

Resistances: Dodge 55, Persistence 50, Resilience 55

Skills: Culture (Pherae) 50, Language (Pherae) 75, Lore (Tactics) 60, Athletics 40, Perception 50, Deception 60, Influence 50, Trade 35

Magic: Battle Magic 60

Battle Magic Spells: Extinguish 1, Firearrow 2, Fireblade 2, Ignite 1

The Night of the Toad

At some point, the collectors will probably travel through the town of Wart. This provides an opportunity to experience the events described in the adventure Night of the Toad. It might be better to have the events occur when Captain Velchanus' mercenaries are not with the group. If this is not possible, and Velchanus remains with the player characters, he is reluctant to get involved in local events where there is no direct and obvious profit for him and his men, leaving the player characters on their own to deal with things.

Lieutenant Jackman Sal

Jackman Sal is originally from the town of Perilplunder. He prefers tax collecting for Pherae to raiding dangerous ruins. He is Captain Velchanus' right-hand man. Besides being as greedy as the rest of the band, Jackman is also a bully and a sadist.

STR 14 CON 11 DEX 16 SIZ 13 INT 14 POW 10
CHA 12

Damage Mod. +D4 Hit Points 13 Major Wound 7
Magic Points 10 Movement 15m

Combat: Close Combat 60 (Shortspear, d8+d4),
Ranged Combat 50 (Longbow, d10), Unarmed Combat
50 (d3+d4)

Resistances: Dodge 50, Persistence 40,
Resilience 40

Skills: Culture (Pherae) 55, Language (Pherae) 65, Lore
(Tactics) 50, Athletics 50, Deception 40, Perception 60

Magic: Battle Magic 50

Battle Magic Spells: Befuddle 2, Demoralise 2,
Strength I

The remaining four mercenaries have the following
statistics.

STR 12 CON 11 DEX 12 SIZ 13 INT 12 POW 10
CHA 10

Damage Mod. 0 Hit Points 12 Major Wound 6
Magic Points 10 Movement 15m

Armour: Ring (3AP)

Combat: Close Combat 50 (Shortsword, D6, Shield D6)
Ranged Combat 50 (Bow D8), Unarmed 50 (Fist D3)

Resistances: Dodge 40, Persistence 45, Resilience 50.

Skills: Athletics 40, Perception 40

Collection Points

Agaron

The first stop on the tour is likely to be the fishing village of Agaron. As noted in the gazetteer, Agaron is famed for its crafts and dwarf visitors. Unsurprisingly, Agaron has a dock full of fishing boats, but the centre of the town is a square, where the town hall is located. Between the square and the dock lies the daily fish and food market.

When the tax collectors visit, it is the time of the monthly market, where the village trades with dwarfs and visitors from elsewhere- including the Dragon City. Velchanus has deliberately chosen this time, both so that Agaron is more interesting, and so that the village has plenty of

money available.

The market hall in Agaron is a vast artificial cavern, once made by dwarves, located directly beneath the two square. Mechanical lifts can carry visitors from the surface to the market hall, though there are also stairs. The cavern is magically lit, and bustling with small shops and market stalls. There is even an inn that is partially below ground- the Hidden Moon. The lower part of the Hidden Moon adjoins the market hall, and caters mainly to dwarves. The upper part is by the town square, which is directly above the market hall.

Most of the important people in Agaron are in the market hall or the Hidden Moon, and Captain Velchanus is happy to collect any taxes due there.

The lady mayor of the village, Maris Nepos, is a little startled when she receives the taxation documents, but will pay without argument- albeit not completely happily.

Another potential encounter in the town is with Vandar Boreas- something of a drunk and a bully, but a hero in his own mind. He will pick a fight with the weakest-seeming player character, accusing said individual of being a leech, bleeding Pherae dry in the name of the dragon, with taxes rising every year for the last three years.

A Culture [Draxa] roll made by one of the player characters (who may have paid attention to such things) will reveal that Velchanus and his crew have been on the tax collecting circuit for the last three years. If the roll is made by 25% or more (or matters are investigated further back in Draxa), the character will realise that taxes haven't actually gone up.

Vandar Boreas

STR 13 CON 11 DEX 12 SIZ 11 INT 12 POW 10 CHA
10

Damage Mod. +D4 Hit Points 12 Major Wound 6
Magic Points 10 Movement 15m

Armour: Leather (AP2)

Combat: Close Combat 40 (Shortspear D6+D4),
Ranged Combat 40 (Thrown Rock D4) Unarmed 50 (Fist
D3+D4)

Resistances: Dodge 30, Persistence 30, Resilience 30.

Skills: Athletics 30, Craft (leatherworking) 55, Drive
30, Healing 25, Influence 25, Perception 30, Perform 25,
Sailing 30, Streetwise 35 (City/Towns), Trade 25.

Magic: Battle Magic 30

Battle Magic Spells: Endurance I, Enhance Craft I,
Light I

Yanos

Yanos is a small walled town, about twice the size of Agaron. It is independent from Draxa, but still pays a tribute. The town is ruled democratically; every citizen can come to the weekly meetings at the forum in the town's centre in order to vote on decisions made for the town as a whole.

Many residents of Yanos participate in the process enthusiastically, and love debates and arguments. This tradition has produced a number of philosophers- surprisingly, often philosophers who have also trained in the art of war. Perhaps one reason for this is that besides philosophy and politics, the other big tradition of Yanos is hunting. The walls of the town are necessary because of its vicinity to the Harrow Wood and Lemordian Marshes. The hunters of Yanos actually go into these areas for game.

Besides the forum and walls, features of the town include a magnificent temple to Arton The Hunter, the town's ancient patron god, and The Philosopher's Beard, a usually civilized inn known for its philosophical debates, but prone to occasional drunken arguments over esoteric points.

The town of Yanos has an elected headman. The role of headman is to keep order during forum meetings, and certain administrative duties. The job carries little formal power, but the headman is in a position to be listened to, and the informal power is immense for one who knows how to use it. The current headman, Varbos One-Eye does know how to do this. Varbos is a warrior-philosopher in vigorous middle age who lost an eye in his youth during a hunting accident. Varbos is a demagogue and rabble rouser par excellence; he is exceptionally good at stirring crowds to action. Varbos resents paying tribute to Draxa- something that has the scope to cause trouble.

However, when the player characters come to Yanos, they find a different sort of trouble. It is under attack by a force of sixty or so Beastmen- who outnumber the village's defenders by two to one (though the village does have the advantage of being walled)! These Beastmen, it turns out, were sent by the Beast King, Caballus, who does not really expect the assault to succeed- but does expect to gain information on military tactics used and defensive abilities.

Of course, from where the player characters are standing, it should appear far from certain that the assault will ultimately fail- it looks to be touch and go. Captain Velchanus will want to leave the beleaguered village alone- perhaps coming back later on the return journey from Claw Beach, when the situation will have been resolved. After all, as Velchanus will point out, Yanos has not sworn

fealty to Draxa- it only pays a biannual tribute (which Velchanus and the player characters are now collecting).

If the player characters follow Velchanus' plan, when they return (with or without the mercenary captain), they will find Yanos intact, albeit with numbers of people dead and the walls damaged. Further, the people will be very uncooperative when it comes to paying- the Beastmen looted.

The town headman, Varbos One-Eye, will initially simply refuse to pay. The best the player characters can manage (on a successful Influence test, possibly with bonuses for clever rollplaying) is a promise of tribute in six months' time.

There are still fifteen or so unwounded and trained armed men in the village- enough for them to see off this particular group of tax collectors, though not enough to withstand a more serious threat from the Dragon City. They will not be too swayed by direct attempts at intimidation.

Helping the Town

Of course, the player characters may well decide to help Yanos. Getting Velchanus and his men involved here will be tricky, though he can be persuaded if offered some incentive and an Influence test is successful.

Whether Velchanus helps or not, the player characters must fight six Beastmen and a captain who turn to engage with them- a situation that is possibly deadly in a direct fight, though clever indirect tactics should be rewarded, and shift the odds in the player characters' favour.

If the heroes have Velchanus' support, they need only battle the Beastmen for three rounds before help arrives. Otherwise, they must battle for six rounds. However, in either case, the player characters' assistance means Yanos has minimal casualties from the battle- the heroes have turned the tide.

Most importantly, of course, it means the tribute to Draxa is paid promptly in full- almost enthusiastically. Further, Varbos One-Eye has a present for them- a map of Draxa showing the locations of a magical artifact supposedly once belonging to Khata the Summoner.

The Map

The treasure map leads to the house in the scenario *The Wizard's Staff*; more details can be found in that scenario. Varbos has allowed others access to the map in the past, and copies to be made; the player characters are not the only ones who know of the staff's existence.

Beastmen

Captain Agraal: A beastman with sharp retractable claws and cat-like yellow eyes.

STR 14 CON 16 DEX 17 SIZ 17 INT 14 POW 12
CHA 8

Damage Mod. +D6 Hit Points 16 Major Wound 8
Magic Points 11 Movement 15m

Armour: Ringmail (3AP)

Combat: Close Combat 60 (Spear 2D6), Unarmed 60 (Claws 2D6), Ranged Combat 50 (Thrown Spear 2D6)

Resistances: Dodge 50, Persistence 40, Resilience 40.

Skills: Athletics 40, Deception 50, Influence 30, Perception 50, Natural Lore 80

Magic: Battle Magic 60

Battle Magic Spells: Darkwall 2, Disruption 1, Weapon Enhance 2.

Special: Can see in the dark.

Others: **Beastmen** with the heads of boar, goats, lizards or mules.

STR 13 CON 16 DEX 10 SIZ 16 INT 13 POW 11
CHA 7

Damage Mod. +D4 Hit Points 16 Major Wound 8
Magic Points 11 Movement 15m

Armour: Leather (2AP)

Combat: Close Combat 50 (Club D6+D4) Unarmed 60 (Headbutt/gore/bite D6+D4)

Resistances: Dodge 40, Persistence 30, Resilience 30.

Skills: Athletics 40, Deception 40, Perception 50, Natural Lore 70

Magic: Battle Magic 30

Battle Magic Spells: Mobility 1, Protection 1, Weapon Enhance 1.

Claw Beach

Claw Beach is a small fishing village of wooden huts situated within vast fossilised outstretched dragon claws. The huts are clustered around a larger hut belonging to the village headman, Leon Oresme. There are no inns or other services (apart from access to the sea); visitors to Claw Beach must find someone to lodge with. Claw Beach is a poor place, and cannot pay the taxes- at least the extortionate taxes Velchanus seeks to collect.

There is a cave nearby, which is sometimes used by smugglers. However, the residents of Claw Beach will not generally talk about smuggling activities to outsiders- indeed, they do not know the details, though they know the location of the cave, and might mention it if pushed. The cave is completely hidden apart from at low tide; see below for details.

Another possibility the villagers might mention as a possible source of money are strange ruins recently uncovered by a storm in the broken isles- see The Sea Queen's Isle, below, for details.

The smugglers do not much care for the welfare of Claw Beach, although they do occasionally lodge there. In any case, no smugglers are present when Velchanus and the tax collecting crew arrive.

Actually, when the group arrives, things are likely to get quite unpleasant when the villagers do not pay. The idea with this event is not to dwell on the unpleasantness, but rather to goad the player characters into action.

Essentially, when Velchanus finds the headman, Leon Oresme, cannot pay 800SP (or as he sees it, refuses to pay), he has his men seize and tie up Leon and his daughter, Irene, and search the town hut by hut taking anything of value. Once a hut is looted, it is burned down. Note that Lieutenant Jackman seems to be rather enjoying the affair.

Obviously, the player characters are ordered to help with these outrages, and are faced with begging and pleading people from the village, asking such questions as why they are doing this, and what they have done to deserve such punishment.

Then two young brothers, Paros and Linus Tardeides, armed with fishing spears, attack the mercenaries or maybe one of the player characters, depending on how events unfold. Unless the player characters intervene, they are likely to quickly be cut down- and the outrage continues.

If the player characters do not oppose Velchanus, the ultimate result is 500SP in coin and other loot, a number of deaths, and the village burned to the ground.

Paros and Linus Tardeids

STR 10 CON 12 DEX 10 SIZ 11 INT 10 POW 10
CHA 10

Damage Mod. 0 Hit Points 12 Major Wound 6
Magic Points 10 Movement 15m

Armour: None

Combat: Close Combat 40 (Shortspear D6), Ranged
Combat 50 (Thrown Spear D6)

Resistances: Dodge 30, Persistence 30, Resilience 30.

Skills: Athletics 30, Healing 25, Influence 25, Perception
30, Natural Lore 50, Perform 25, Sailing 30, Trade 25.

Magic: Battle Magic 30

Battle Magic Spells: Detect Fish, Endurance I, Water
Breath

The Smuggler's Cave

Conceivably, one of the villagers will have mentioned the cave to a player character. The cave is at the base of cliffs a few kilometers east of the town, and the entrance is completely hidden from view apart from at low tide. Even at low tide, it is necessary to wade through water up to one's chest to enter the cave, but it climbs slowly upwards through the cliff; the upper parts remain dry at all times and unaffected by rising tidal water. There is no direct access to the cave from the top of the cliff.

When the player characters visit, there is a 30% chance that no smugglers are present, if they are there they will attack. The cave contains 300SP worth of treasure (mainly coins) in sacks. However, the cave has a guardian—a dracofish lurking in the water at the entrance, who makes the cave its lair. The dracofish is familiar with the smugglers, and will let them come and go in peace, thanks to magic employed by a magician in the group. However, it will attack others on sight.

Dracofish Guardian

STR 24 CON 13 DEX 14 SIZ 24 INT 3 POW 13
CHA 2

Damage Mod. +2D6 Hit Points 19 Major Wound 10
Movement 30m (Swim)

Armour: Scales (AP3)

Combat: Unarmed Combat 50 (Bite 1D8+2D6), Ranged
Combat 50 (Water Jet, D6, 15m range)

Resistances: Dodge 24, Persistence 45, Resilience 45

Skills: Athletics 69, Perception 75

Special: Dracofish can make a Perception test to spot
prey in the water at up to 500 metres. They can fly for

their STR in metres once per hour. An attacker hit by a water jet must make an Athletics test or be knocked prone; flying creatures are even knocked from the skies.

The Smugglers**Danis Borinos – Leader of the Smugglers**

STR 13 CON 16 DEX 15 SIZ 09 INT 17 POW 15
CHA 15

Damage Mod. 0 Hit Points 13 Major Wound 7
Magic Points 15 Movement 15m

Armour: Leather (2AP)

Combat: Close Combat 60 (Scimitar D8), Ranged
Combat 50 (Crossbow 2D6)

Resistances: Dodge 60, Persistence 70, Resilience 60.

Skills: Athletics 50, Deception 50, Healing 45, Influence
75, Perception 50, Natural Lore 40, Sailing 60, Trade 75.

Magic: Battle Magic 75, Sorcery 50

Battle Magic Spells: Befuddle, Heal 4, Protection 2,
Water Breath

Sorcery: Cast Back, Damage Boosting, Dominate
(Dracofish), Dominate (Human).

Typical Smuggler

STR 14 CON 12 DEX 12 SIZ 16 INT 10 POW 10 CHA
09

Damage Mod. +D4 Hit Points 14 Major Wound 7
Magic Points 10 Movement 15m

Armour: Leather (2AP)

Combat: Close Combat 50 (Hatchet D6), Ranged
Combat (Thrown Hatchet D6)

Resistances: Dodge 40, Persistence 30, Resilience 30.

Skills: Athletics 30, Deception 45, Influence 25, Perception
30, Natural Lore 50, Sailing 50, Trade 25.

Magic: Battle Magic 35

Battle Magic Spells: Endurance I, Heal I, Strength I,
Water Breath

Another Way of Paying

A recent sea storm has uncovered an island not far from Claw Beach, that the locals believe may contain treasures and antiquities, if the party will aid them to stake a claim on the island then they will be able to pay their taxes and more. See 'Dragon's Dens and Dark Domains' for information on the Sea Queen's Isle.

Other Encounters

The following encounters take place on the road between the tax-collecting stops. Most of them could occur at any time in the scenario (or indeed not at all) as the GM desires. For that matter, it should be straightforward for the GM to add extra encounters and details.

A Rival

The player characters are heading towards one of their destinations from which they take taxes when they stop for the night. When it is dark, they spot campfires a few miles further down the road. If the player characters investigate more closely, they will find the camp belongs to the tax collector Ianos Mashain (see the Heroes of Pherae) document and his entourage.

What the player characters do at this point is up to them. If they talk to Ianos, he will be civil unless they give him reason otherwise, and reveal that his next stop on the tour is the very place they are heading for. At his point, neither Ianos nor Velchanus will back down, and things could potentially turn ugly; what happens next is very much up to the player characters.

For the record, Ianos is being honest saying he is sent to collect taxes from the destination, and was given the mission by Minister Teleus Thoros, his usual employer. Actually, Minister Teleus knows full well that the place is not “his” for tax collection purposes, but is merely trying his luck, trying to take something he feels should be his from a rival. Naturally, the Minister if confronted in any way over this will just claim there has been a terrible mix-up. Minister Melicertes Valens, on the other hand, will be quietly angry- though he will probably not reveal this fact to the player characters.

A feud between the two Ministers is beginning.

Liberators

This encounter is most suitable if the player characters are not with Captain Velchanus, perhaps after the events at Claw Beach. Anyway, they are ambushed by bandits, who attempt to launch a salvo of arrow fire from a position of complete surprise.

The player character with the best Perception score has a chance to spot the ambush if they win an opposed test against Captain Demetrios’ Deceit score. Failing that, any player character who passes an opposed Perception test can act normally in the round the arrows are fired- though they cannot avoid the ambush completely.

Anyway, after a single round of attacks, Demetrios will demand the characters hand over the taxes, which are, he says, “blood money taken from the good people of the

island to feed the foul appetites of that wyrm who sucks the life from Draxa.” He will be sympathetic to any who agree with his political point of view concerning Flames of Purity- though he also wants the money.

Demetrios is prepared to kill to get the money, though he would rather not do so, and will frequently call upon the player characters to surrender if combat begins, pointing out that it is not worth dying to protect the dragon’s cash. He and his men will flee as soon as two are dead or incapacitated- though they will do their best not to leave wounded comrades behind.

Use the usual stats for bandits to represent Demetrios’ men; there is one such combatant per player character. Demetrios and his men are Wyrmslayers, and are dedicated to opposing Flames of Purity and her kind. Some player characters might be sympathetic to their point of view.

Demetrios

STR 14 CON 13 DEX 15 SIZ 13 INT 15 POW 12 CHA 13

Damage Mod. +D4 Hit Points 13 Major Wound 7
Magic Points 12 Movement 15m

Armour: Leather (AP2)

Combat: Close Combat 60 (Greatsword, 2d8+d4),
Ranged Combat 75 (Longbow, d10+d4)

Resistances: Dodge 55, Persistence 50, Resilience 55

Skills: Culture (Pherae) 50, Language (Pherae) 75,
Natural Lore 60, Athletics 40, Perception 50, Deception 60, Influence 50

Magic: Battle Magic 60

Battle Magic Spells: Clear Path 1, Darkwall 2,
Firearrow 2, Multimissile 2

Dragon Food

Although the heroes do not have to collect taxes from Khata’s Point, they will have to pass through it. In the town, they are approached by Zoe Malos, a middle-aged woman. Zoe is concerned about her adult son, Patroclus. Patroclus was one of two guards on a merchant’s caravan which was on the road east of the city, and was due back in Khata’s Point two days ago.

Nobody in the town is taking her suspicions that something terrible has happened seriously- after all, the delay is rather trifling. However, Zoe is convinced that something is wrong, and will pay the characters 20SP each to investigate.

Captain Velchanus, if present, is not interested in this side job, especially for such a small amount of money. But the player characters might be intrigued, if nothing else.

Investigations

The Merchant's Caravan

The caravan was bringing citrus fruit from Khera, and belonged to Galla Amenas, a trader famed for her punctuality and reliability.

Other Travellers

If the player characters ask around, they will eventually find a traveller, Elias Atticus who was recently in Khera, and saw the caravan leaving. Elias makes his living travelling from place to place and delivering small goods and messages.

When talking to Elias, a Perception test might reveal that he is not revealing everything he knows. If persuaded to reveal his secret (a friendly ear and perhaps an offer of a drink suffices), Elias reveals something embarrassing for one in his profession- he got lost on the way into Khata's Point. This is especially strange since he was following a road- but the road apparently did not go in the direction he was expecting, and tried to lead him off into the hills to the east.

Rumours of the Hills

There is rumoured to be a witch who dwells in the hills to the east of the city. She might be kind to those who bring gifts, but will be hostile to those who do not pay her due respect. However, the player characters will not find anyone who admits having visited her.

To The Hills

With luck, the player characters will take it upon themselves to investigate the hills. There they find the tower of the witch, Khalliroe see the Heroes and Villains of Pherae chapter for details.

Below the witch's tower are a number of cells containing goats and potentially human prisoners. If the player characters come to the tower within a day, both the merchant Galla and the guard Patroclus will be present in the cells. The other guard was turned into a goat by the witch and then fed to her pet swamp dragons, who roam freely in the area around the tower, but like and protect Calliroe (even without her ability to control them magically)- she feeds them.

If the player characters come a day later, only Patroclus will be present; and a day later still there will just be goats. Actually, no matter what the player characters might suspect, the goats in the cell are merely goats, and not humans turned into goats by sorcery.

Other things in the tower include around 850SP worth

of coins and jewellery in a chest, and a treasure map- a copy of the same map owned by Varbos One-Eye in Yanos. There is also another map of Draxa on which the location of the Dark Cenotaph is indicated- though the presence of the latter is hardly a secret.

Actually, the encounter with Calliroe is not necessarily a fight (though she has captured people and is turning them into goats before feeding them to her swamp dragons); she might be civil to the player characters if presented with a suitable gift, from which it will be possible to bargain for her prisoners' release provided something valuable is offered in return.

Aftermath

Minister Melicertes Valens will be happy if all officially owed taxes are given in- around half of what Velchanus collected. He will be less pleased (and perhaps withhold some of the promised payment for the player characters) if this is not the case.

Depending on their actions, the player characters may be in Melicertes' good books, commended for their honesty and gaining a powerful patron. Melicertes certainly disapproves of Velchanus' greed damaging Pherae's relations with 'his' settlements on the island.

If Captain Velchanus and his men are brought back alive to the island, they are tried, probably found guilty and executed- or perhaps given a last minute reprieve by Minister Iole if the GM has use for a band of former mercenaries with a grudge against the player characters.

The reward of good work is more work- Melicertes' next (very well paid) job for the player characters if they did well is dealing with the village of Charnon, which refuses to pay taxes or tribute to the Dragon City.



The Night Of The Toad

In the south of Pharea, an ancient evil stirs, a war older than man himself, between powers beyond mortal comprehension. Isslath Tharg, a mighty lord of the inhuman Dracorians is nearing his time, he is ancient and is about to undergo his final transformation.

However, Isslath Tharg's ascendancy is being thwarted by his ancient enemy, a monstrous demon known as the The One-Eyed Toad God, Glugshogloth, who stole his Black Dragon Pearl, the symbol of his soul. The demon toad dwells upon a plane inaccessible to Isslath Tharg and his Dracorian Mages, he needs the intervention of humans. To this end he has sent one of his most trusted Draco Mages and a band of his Newts to harry and plague the village of Wart. His aim is to force the villagers to remember their Old Ways and summon the demon toad to this plane.

Can the player characters discover the truth before the great forces of evil are unleashed into this world? Or shall the world croak to the toad's death call? Will the dragon lord prevail and unleash a primeval horror upon mankind? Or shall truth and purity hold out?

Wart

Wart is a small soggy village that stands on a well-used highway. It is a much loved stop for travellers and traders. Most that travel through these lands are heading to the famed city of Draxa, capital of this island nation. It rains most days in Wart, and the village is surrounded by flooded pastures, glistening rivers and muddy bogs, which provide good fishing, peat and rushes for the locals to sell. Most of the houses are thatched and made of wood; they stand above the flood plain on stilts and every household owns a little boat. Unlike most Pheraean settlements, Wart is not guarded by walls or even fences. It is as if the draconic monsters that plague the island have little interest in the locals.

The village is renowned for its excellent deep brown ale, friendly locals and excellent inn. The local men are notoriously ugly, but they make the best of themselves with their good nature. The women are lovely to behold and famed for their beautiful complexions.

Each year the villages hold the Festival of the Toad King, a three day event where much beer is drunk and there are a variety of contests, such as Frog Hopping, Toad Throwing and the infamous Spawn Swallowing. The culmination of the festival is the crowning of the ugliest man, who is called the Toad King and dons a garland of dried frogs and crown of rushes before being paraded around the town and ending up in the arms of the village's prettiest girl.

Why have the player characters come to Wart?

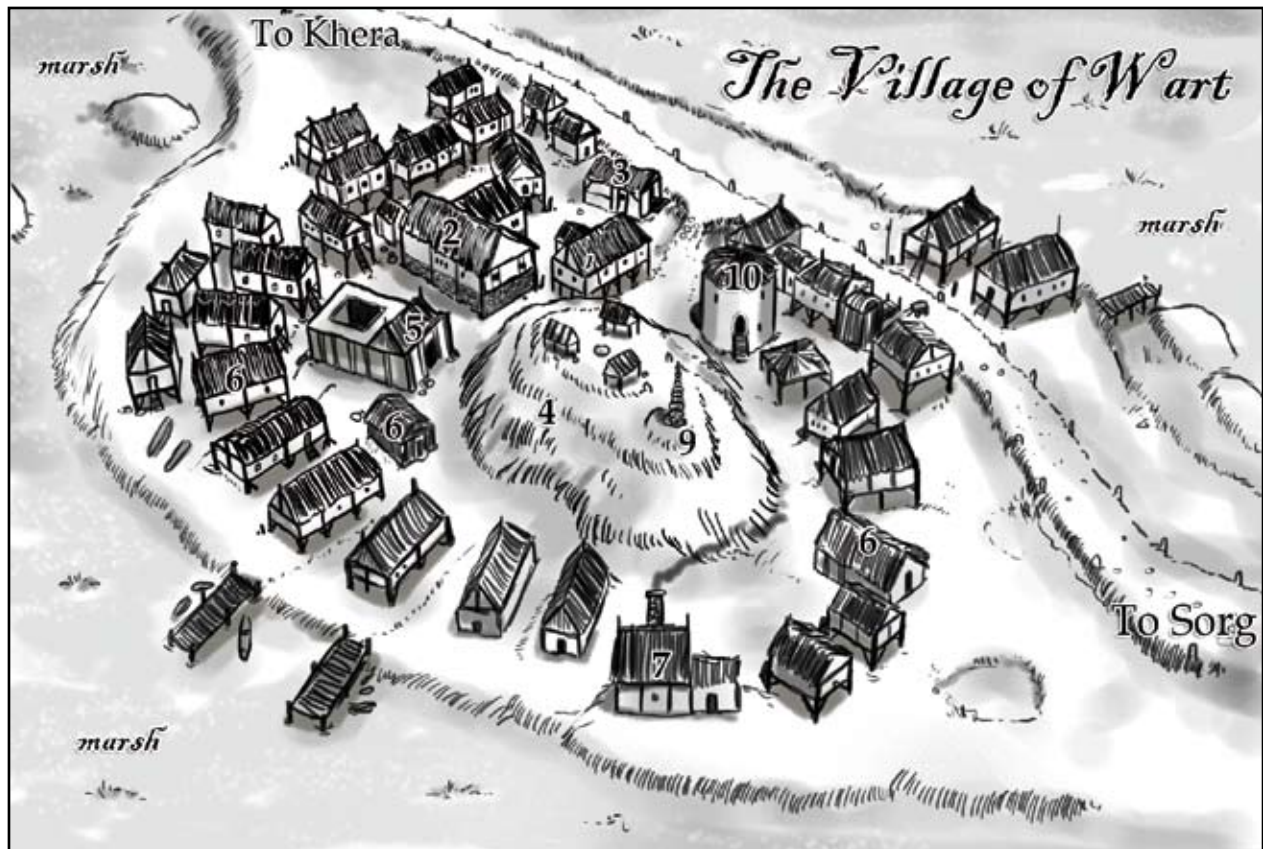
Trade. Wart Ale is famous for its full bodied flavour and sold across the land. A canny trader can make good money on this.

Family. The player has a relative who moved to Wart and has invited them to join them for a stay or the players are descended from the locals and this is a home coming.

The Festival of the Toad King. The festival attracts many people from across the land, it is a well loved event.

Places in Wart

1. **The Head Man's Hall** – Barustus Gall, the ugly little village headman, lives here with his stunning wife Herana. The house is unlike all the others in that it is built of stone and stands on a small hill. The hall is handsomely decorated with carvings and painting of fish and wildlife, including a lot of frogs, toads and newts (Perception test required to spot). If the players ask around, the house is often called 'Toad Hall'. The hall is used as the council chambers and village hall. Unbeknownst to Barustus, there is a secret cellar beneath the house, which has a secret tunnel that leads to the Toad Hole (see Entry 11)
2. **The Frog and Heron** – The local inn and brewery is a large stone building with two floors. The Inn is on the upper floor, with the lower acting as the brewery and cellar. Guggle Farg the innkeeper brews excellent beer, and a particularly volatile liquor called Toad Drop Brandy. The hunchbacked and wart ridden Guggle is married to the angelic Festa, who has a truly divine figure and is the daughter of Barustus Gall. The inn can accommodate around thirty people at once. It serves a large variety of fish dishes, including roast eel, frog's legs and stuffed pike.
3. **The Dry House** – This large barn stands beside the highway, above the flood plain. It is used to store merchant wagons when they come to town. The barn can hold three wagons at once, and also functions as a stable for up to ten horses. Dodi Hume is the owner and guardian of the Dry House, skilled with his spear and cursed (or blessed) with insomnia he makes an excellent night watchman.
4. **The Hummock** – The hummock is a small hill in the centre of the village; it is used as the market place



- and festival ground, although it has been known to flood in the worst weathers. With a Perception test an observant onlooker could spot that the hill is actually man-made and carved from the rock beneath the soggy grass in the shape of a toad.
5. **The Shrine of All Gods** – Brother Terri is a foreigner to these parts; although he has lived here for twenty five years he never feels as if he belongs and while the locals pay lip service to the gods, his ceremonies are always small. Brother Terri has never found a wife amongst these people- most of the women find him unattractive despite his CHA being 16! The shrine is dedicated to the pantheon of the Great Gods, with Ora's statue having pride of place amongst the mouldering collection of deities.
 6. **The Village** – The thirty long-houses of the village all stand on stilts, and several of them are permanently surrounded by water, allowing the occupants to fish from their windows. Most houses have three or more generations living in them- up to twenty people per house. The locals are closely knit, but not inbred. In fact, women from elsewhere often choose to stay on in the village after the Festival of the Toad King and take a husband from amongst the local, very ugly and diminutive local men.
 7. **The Wise Woman's House** – Erlina Very-Weather has served as spiritual guide, midwife and apothecary to the local's for many years. Her late husband drowned and she remains dressed in mourning black to this day. Her little house is decorated with many carved animal images.
 8. **The Smoker** – Jonden Bok and his wife Mila run a small smoke house where they preserve the local catch to see the locals through the winter and to sell abroad. Wart Smokies, hot smoked eel fillets are nearly as well loved as the Wart Ales.
 9. **The Croaker** – This totemic stone statue is very old, it is said to represent ten toads piled atop of one another with a small man stood on top. The locals claim that the man is their founder Albus Croaker, who could call the creatures of the marsh to do his bidding. Once, when he was faced with drowning in an encroaching flood, he commanded the frogs to stand on top of each other and thus caught his breath and survived.
 10. **The Choker** – This stone tower is the nearest thing the village has to a jail. The tower has two rooms; the lower is occupied by Tors Undar, an aging knight and petty official from Draxa. Tors acts as the sheriff, local bureaucrat, customs official and many

other minor roles. Crime is so rare in Wart that the jail room upstairs is now used as a store room for the town's records. There are manacles on one wall and a bench, most miscreants get an night on the bench for bad behaviour. Hidden by the stacks of paperwork (generated by Tors and ten former officials) is concealed door (Perception test at -25), behind which is an old locked metal chest. The lock is surprisingly sophisticated (Mechanisms test at -50 to open) and Barustus, the headman, has the only key. In the chest are seven mouldering robes, a seven carved wooden toad masks, a green metal sacrificial knife and the Book of the Toad. These artefacts cannot be destroyed by mortal means.

11. **The Toad Hole** – Situated directly below of the Croaker, but not shown on the map, this flooded cave is concealed by three large stone slabs and a lot of moss. The slabs are carved with strange symbols and stylized toads. The cave beneath leads deep into the ground and connects by a secret tunnel to the Head Man's Hall. It is within these caves that the Temple of the One Eyed Toad God still stands.

So what is it with the local men?

All the men of Wart, apart from Brother Teri and Tors, are notoriously ugly; a Wart local has a -D8 penalty to CHA. However, despite this, women find them incredibly appealing. Of course, Wart men are usually kind, hard working, attentive and generous, but their appeal goes beyond that

In ancient times the ancestors of the village made pacts with the Loathsome Toad to overcome their ugliness. Now all Wart men are magically attractive to women. Wart men are treated as having a permanent Enhance Influence 6 for the purposes of seducing and attracting women. The women know they are ugly, but cannot help themselves. This power can and should be used against any female player characters.

Random Items (Roll D8)

1. A broken fishing net, with a lizard man tooth embedded into one of the corks.
2. A frog skull necklace with a Water Breath Charm on it.
3. A basket, when opened a viper springs out and bites the player.
4. A pot of fish stew boiling over a small fire, it appears unattended and very tasty.
5. A jar full of frog spawn.
6. A sturdy harpoon (use spear) enchanted to catch one fish per day without fail so long as there are fish and water.
7. A stone frog about the size of a human hand.
8. A bird whistle, which when blown cast a Disruption spell at the nearest bird once per day.

Encounters in Wart on a normal day

D100	Encounter
01-20	An ugly local man in the company a beautiful woman. She is hanging on his every word. He is obviously wooing her. A hard (-50) Perception test is needed to get the idea that the man's charisma is magical.
21-25	A foreign merchant haggling with a local for fish, frogs or ale.
26-30	A giant toad; it is crawling away and hiding or swimming away from the players. It will only attack if harmed. (Use the Dog Toad stats below)
31-40	The sound of singing. The voices sound as if they are croaking, and the song is about frogs and fish.
41-50	A fisherman returning with his catch.
51-55	A gigantic heron flies overhead, the locals panic a little, but it causes no harm.
56-60	A very large eel swimming in the water or writhing across land. The eel has a Dodge of 90 in water, but is easily killed in one blow on land and is worth 5 silvers.
61-65	A group of ducks, these could be normal ducks or foreign Duck Folk (most likely bandits, escaped slaves or criminals).
66-70	A small crocodile, if in the village the creature is basking somewhere and runs off if approached, if the creature is encountered in the water it will be much more dangerous.
71-95	Normal village life or nothing but the sound of frogs if out in the marsh.
96-00	A random item is uncovered.



Events

The Festival of the Toad King

The scenario starts with the players arriving in Wart on the opening day of the Festival of the Toad King. The air is filled with a mild drizzle, but the sun is trying its best to bring some life to the gathering. The Hummock has been covered in blue and green garlands and banners. Tall poles stand around the village decorated with garishly painted frog and toad heads. There are over thirty visitors to the village, from many of the surrounding villages, taking the population of Wart to one hundred and fifty today.

Player characters trying to get a room at the inn are initially disappointed to find that it is full, but the kindly village headman, Barustus Gall invites them to bed down in the Village Hall and makes them most welcome with jellied eels and lashings of beer. Many of the locals girls are dressed in their best clothes, with ugly green frog masks; the men need no such disguise. Weapons are not permitted at the events, but the carrying of a dagger is normal for any person (how else do you peel your eels?). Weapons can either be stored in the Village Hall or given to Tors Undar for safe keeping.

There are several things going on during the day:

The Toad King Tournament – Foggo Blukatis, Gord Gorpoli, Bubo Bagga and Dundo Vorkor are all local bachelors, they have entered the tournament to try and win the hand of Festinia Summer, a beautiful maiden. They are all exceptionally ugly men, a fact that is not enhanced by the fact that they are all dressed in blue smocks and have been painted bright green. They are participating in a number of bizarre events, Bog Diving, Frog Juggling and Eel Wrangling are today's events. There is much amusement at their antics and side bets are encouraged. Barustus Gall makes all the announcements and takes all the bets as well, in a friendly manner.

The Fete – There are a number of side stalls run by locals. Players can have a go at several games of chance, such as Hook a Toad, where small prizes can be won, Heron Hurling, where players take turns to throw sand bags at moving wooden herons for prizes and the very popular Kissing Booth, where the local very pretty girls sell their kisses, but grimace if they have to kiss handsome (CHA 14+) outsiders.

The Market – A small market is set up at the side of the Hummock. Visitors can buy local ale, fish based produce, including local Mud Sturgeon Caviar (it tastes like mud!) and most basic equipment. The only weapons

for sale are daggers, and harpoons (spears), and these are sold as fishing gear. These may be of use however in emergencies.

Drinking – Several trestle tables have been set up outside the Frog and Heron under a simple canopy and there is a great deal of drinking and singing going on here. Most visitors have gravitated to the Inn, out of the rain. There are several comely young women serving drinks under the watchful eye of Guggle Farg.

The Open Shrine – The doors of the shrine are always open on these festivals, and Brother Teri tries to encourage folk to seek solace away from these heathen rituals. Brother Teri spends most of his day alone, except for when drunks wander into his shrine by accident.

A Plague of Toads

As the evening progresses and the song and fun get louder, highly perceptive people (Perception test at -25) will notice a terrible croaking noise coming from the marshes. This is the sound of many huge toads being driven through the marshes by the wicked Newts under the guidance of Siviliss Vasss, the Dracorian Mage who has come to force the locals to summon the demon toad. At this stage the Dracorians will not be encountered. At the height of the festival, over a hundred toads attack the village.

Most of the toads are small; they get into food, leap across tables, jump into people's laps and cause a menace. About a dozen are the size of a dog; they bite people, eat the cats, chase dogs and cause mayhem. Finally, there are four really huge beasts, the size of cows. These knock over the stalls, they try to eat children and must be fought off. After the initial mayhem the villagers defend their home with anything they can find. However the really huge toads need heroes like the players to fight them off.

Little Toads

Hit Points 2

Skills: Athletics 50 Cause Nuisance 60, Dodge 30

Dog Toads

SIZ 8 Movement 10M (land) / 25M (swimming)

Hit Points 10 (Major Wound 5)

Skills: Athletics 60,

Resistances: Dodge 35, Persistence 30, Resilience 30

Combat: Unarmed 30 (Bite 1D4)

Bull Toads

SIZ 25 Movement 15M (land) / 30M (swimming)

Hit Points 18 (Major Wound 9)

Skills: Athletics 60,

Resistances: Dodge 35, Persistence 40, Resilience 40

Combat: Unarmed Combat 30 (Bite 1D4+2D6, Tongue - Grapple)

If the players defeat the toads, they are fighting then the villagers will eventually defeat theirs with minimal losses, if any of the players take a Major Wound then several villagers are killed. If any player characters die, then there are many deaths amongst the villagers and several houses are destroyed by either toad attacks, accidental fires or they simply collapse.

Erlina Very-Weather will do her best to aid the injured. There is much confusion amongst the locals, some of the old folk whisper of curses, broken promises and forgotten ways. Barustus does his best to calm the populace, he suggests everyone go back to the Inn and Village Hall for safety. Tors proclaims that he will send a message to the local authorities and call for a garrison in the morning.

The Frogs in the Inn

During the night, the people huddle together for comfort in the Inn and Hall. In both locations there are occasional bursts of chanting amongst the elders and several make strange signs. Brother Teri remarks that these are blasphemous gestures. If Erlina, Guggle or Barustus are questioned they remain tight-lipped; they have a +25 to Persistence tests made to resist interrogation. Tors will tell the players that there was once a darker side to the ceremonies, as there is with many of these events, but no one remembers what. The priest blames the locals' lack of faith.

During the night, there is an almighty commotion from the Frog and Heron Inn. Over a dozen Newts, unable to resist the lure of the region's fine beer, have sneaked into the cellars of the Inn and are now really drunk. Their drunken croaking and bullywugging has awoken the sleeping refugees. There are few combatants in the Inn, and Guggle's cries have enraged the beasts. The players are called to aid the folk (mainly women, children, the elderly and some wealthy merchants). The players are each attacked by two Newts. To the casual observer they look like warty, slimy bipedal toads, armed with tridents and slings. The cellar is full of beer barrels and flammable kegs of Toad Drop Brandy to provide plenty of entertainment in combat.

The Newts (Frogman, Bugalug, Croaker)

STR 10 CON 11 DEX 14 SIZ 13 INT 8 POW 8 CHA 2

Damage Mod +0 Hit Points 11 Major Wound 6 Magic Points 8

Armour: Blubber (API) Movement: 15m / 20m Swimming

Combat: Unarmed 40 (Grapple), Close Combat 35 (Trident 1D6), Ranged Combat 40 (Sling 1D6)

Resistances: Dodge 30, Persistence 35, Resilience 35

Skills: Athletics 60, Deception 40, Sailing 40

Magic: Battle Magic 30

Battle Magic Spells: Mobility 2, Water Breath

If the Newts are slain, there will be a great noise from the direction of the Hummock. The Newts try to get away at all costs when attacked (they are cowards); if they escape then they run to the Hummock to join their master. Anyone making a critical roll on their Natural Lore will recognize these creatures as being some form of dragon man spawn from long ago, but will know nothing more.

The Lord of the Frogs

The village is suddenly alerted to great flashes of green light and monstrous noises coming from the direction of the Hummock. Anyone looking in that direction will see a huge ghostly toad sitting on the hill, the size of a house; it has huge fangs, glittering and fearsome eyes and a thunderous voice. In strangely sibilant tones the creature bellows out:

"Spawn of Wart, you have forgotten the old ways. You have ceased your worship of me, the mighty Tsh'ss'koth, Lord of the Toads and yet your men folk still use the boon I gave you so many years ago. I have returned and I shall seek my revenge. If you do not perform the proper rites and sacrifices I shall destroy your petty homes, devour your children and your children's children, until there is no trace of Wart left in this world! You have until tomorrow night, the night of the gibbous moon!"

The giant ghost toad (SIZ 40) is in fact a Magnitude 6 Mirage spell cast by Sivliss Vasss to invoke fear in the populace. The Phantasm appears real to all senses (-50 to Perception tests) and is capable of causing harm; if anyone approaches the demonic form it lashes out with its tongue with a skill of 80 (Sivliss' sorcery skill) and causing 2D6 Damage. If attacked the, demon illusion will be dispelled, with a shout of "By the night of the Gibbous Moon!"

Sivliss is hiding 20m away in the edges of the marsh, he is guarded by five Dracorian Warriors. The duration of the

Phantasm is 15 Minutes, but he will dispel it earlier. The whole effect costs him a draining 7 Magic Points.

Remembering the Old Ways

Many of the villagers have begun to act strangely; they are chanting strange words, making odd gestures and some have taken to hopping, all in a vain attempt to placate the monster. No-one seems to know what to do. Several people are accusing Brother Teri of bringing this upon them for forcing them to forget the Old Ways in favour of his new-fangled faith. The headman and wise woman are talking secretly in corner, Perceptive players (-25) will hear the following conversation:

Erlina – You have the key, you must use it!

Barustus – I cannot, my great grandfather swore to never use it!

Erlina – Then you condemn us to die!

Barustus – It is better to die with a pure heart than to make pacts with demons.

Erlina – The pacts were made, and you have benefitted from it greatly- just look at the beauty of your wife and remember that.

The two will then realise that they are being listened to and stop talking. If the players question the two village leaders, they will not speak at first. An Influence or similar test is needed to draw the tale out of them. Eventually they will tell the following tale.

“Many centuries ago, our people were ugly, inbred, backwards and primitive fisher folk. They had no wealth, no luck and were close to starvation. Worst of all they had no women. Doomed, they were forced to worship dark gods to survive. They summoned and danced on the night of the gibbous moon with the monstrous Glugshogloth, the One Eyed Toad God.

The leaders of the clan made pacts with the demon which brought great prosperity to the village and made the ugly little men folk desirable to women. For this, the demon demanded terrible sacrifices. For centuries our ancestors carried out these perverted acts, but our grandparents banished the demon, sealed up the temple and locked away the sacrificial robes and knives of the monster. The shrine was built and our prosperity did not fail- we believed the curse was broken.”

Barustus tells the players that the chest containing the sacrificial paraphernalia still exists, hidden within the loft of the Choker. Barustus hands the players the key and asks them to bring it here, saying that the fate of Wart is in their hands, for it is not a fate he believes he can handle.

Resolution

What happens next depends strongly on the player character's actions.

Doing Nothing

If the player characters do nothing, then by strange irony they act in the best interests of the village. The Dracorians will attack, Sivliss Vasss will summon the great toad ghost to scare people, and a few of the locals will suffer Major Mental Damage (OpenQuest Final Edition page 73). However the attack by a Draco Mage and twenty Newts should be manageable with good coordination and tactics. The elders will plead for the players to act, but they have given them control of the villages destiny. The Dracorians may return in the future, but that is another story.

Getting the Ritual Items

If the players go to fetch the ritual equipment, they will be surprised to see Tors Undar and Brother Teri standing armed and armoured before the chest. They tell the players that they may not have the artefacts and have sworn to prevent the evil of Glugshogloth from returning to the world. They claim that they are secret members of the Order of Theron and are sworn to protect the land from his evil. Both the aging knight and priest are set to defend the chest with their lives.

The player characters may choose to persuade the pair to relinquish their charge or they must fight. If the two resist, then they are suddenly hit by a spell from Sivliss Vasss, who has been watching events with his Sight and Hearing Projection spells, costing him 4 Magic Points. At a key moment in the contest between the players and the Order of Theron then the strongest opponent will be hit by a Magnitude 6, Range 30m Energy Projection (Fire) spell that flies in through the window and engulfs them causing 12 Points of damage. This will cause the knight and priest to flee or even die!

The Book, robes and knife must be returned to Erlina and Barustus. The book is indecipherable to non-cultists.

Attacking the Toad Lovers

If the players opt to attack the villagers or their leaders it will be blood bath. The demoralised locals will fall like wheat before a scythe. The only opposition will be Tors Undar and Brother Teri, who will fight to the death. Of course the players are now murderers and will be hunted by every law man in the land, after all the locals were not guilty of any evil acts!

Looking for other sources

Player characters opting to hunt for 'unseen enemies' in the marsh will have little success; they are more likely to meet crocodiles, giant toads and snakes than bump into the crafty Dracorians. Very lucky player characters might stumble across the remnants of Sivliss Vasss camp, a simple campfire, but one of the logs has been carved (with his claws) to resemble a hauntingly scary dragon like creature (not magical). On their return the villagers will encourage the players to aid them again.

Toad in the Hole

If the player characters return the artefacts to Erlina and Barustus, then they take them with a fearful look on their faces. Erlina begins to read the tome, and after a while she explains that the ritual will need seven participants to complete the ritual. Barustus tells the player characters that by handling the artefacts they have already entered the ritual and to back out this could result in dire curses upon them (a false belief by the old man). Barustus demands that the players come to 'The Toad Hole' the next evening.

Player characters may opt to run away at this point. The ritual will go ahead without them, but the demon-empowered denizens of Wart will hunt them down, hiring assassins and thugs to bring them back to the altar in the Toad Hole!

For the next day, life seems to carry on as usual. The Festival of the Toad King carries on, but without much lustre and no-one seems to have the heart. The traders all appear to have left, but in fact they have been kidnapped by Barustus and a few volunteers and their wagons dumped a couple of miles down the road from Wart.

The next night, the villagers have gathered about the Hummock and the player characters are encouraged to don the ceremonial robes with the leaders. Each is given a ritual knife, and Barustus leads the way to the Toad Hole where several fishermen armed with spears have removed the stones blocking the caves.

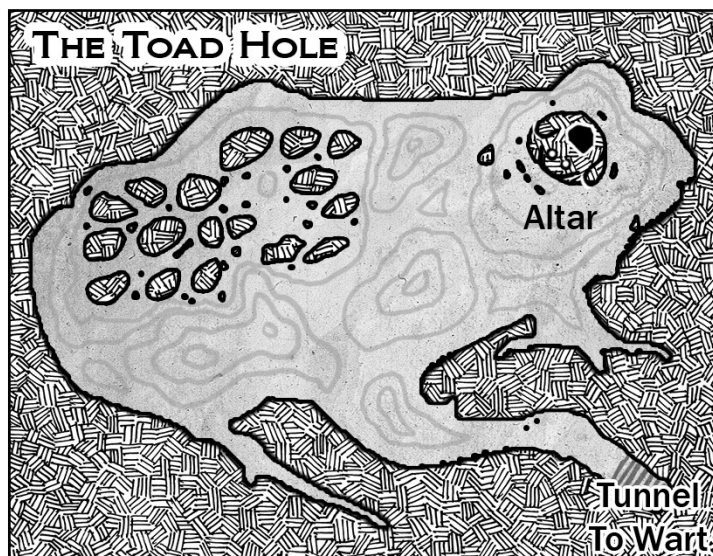
The Toad Hole is wet and slippery; the walls of the caves are covered in green slime. There are many strange toad stones littering the floor and crude scraped images of toads adorn every wall. Barustus leads the party, holding aloft a torch with Erlina at his side. He is still bickering with the wise woman and the whole gathering feels very amateurish.

As the player characters descend, they reach a torch-lit and gloomy chamber forty metres across. There is the sound of toads everywhere in this soggy room; in fact, some of the sounds come from concealed Newts who are very excited. At the chambers centre stands a crude altar carved in the shape of a monstrous toad with multifaceted eyes and a rune carved stalagmite (Sivliss Vasss hidden with a Magnitude 5 Mirage spell). There is also a bottomless hole, the 'well' from which the Loathsome Toad will manifest. Fifteen spear-wielding and drugged villagers form the congregation.

Erlinda walks amongst the worshippers passing around a bowl of soup, which they all drink from. She eventually reaches the players and offers it to them, telling them that it is a magical brew that protects you from demons. The stuff is a heady hallucinogenic mix with a POT 75 that must be resisted or the character's reactions become slowed, suffering -25 to all skills.

The ceremony lasts for seven long hours of chanting and wailing. However, drugged player characters feel as if time is flying, and happily join in the chanting and dancing.

Suddenly, at the culmination of the ceremony three roped bound and toad-masked figures are brought forward. These are the kidnapped merchants, gagged beneath their masks. These are promptly sacrificed by Barustus, splattering everyone with blood. If any player characters try to intervene they are attacked by Sivliss Vasss who casts a Dominate Human spell on each of them to hold them in place; it is imperative that the demon toad is summoned. At this point the One Eyed Toad God, Glugshogloth appears.



Dragons and Toads

As the great demon toad begins to manifest the croaking in the chamber becomes deafening. Glugshogloth is huge horned toad, the size of a small house, its body black and green with a slimy rubbery skin. He has one great rolling eye which dances with hypnotic patterns and the socket on the other side has imbedded in it a great black pearl of dazzling quality. The Toad Demon's ponderous tongue lashes through the air and drags each of the sacrifices towards its gaping maw. If the players have been dominated the spell effect is instantly broken. The Dracorians suddenly rush forward to attack the demon. The stalagmite suddenly shudders and becomes a tall draconic monster clad in purple robes and shimmering with magic. From the shadows of the caves scramble twenty Newts armed with tridents and six Garaz. The demon toad, will use all the powers of the Black Pearl to fight, sprouting wings, spewing black flames and dragon claws.

Conclusion

Again, what happens now strongly depends on the choices the player characters make.

Defending the Demon

The One-Eyed Toad God sits chuckling and croaking on the altar. It uses its Hypnotic Eye to draw its opponents to throw themselves in the well at its side. It lashes out with its tongue and swallows Newts whole. If the player characters defeat the Dracorians, then the Toad will begin to laugh and then stands on its hind legs clutching the black pearl in its flippers. Through its laughter and croaks it tells the congregation the dark secret, before demanding that they offer it sacrifices every year or threatening to curse the village and players for eternity if they do not comply.

The Demon's Tale

"Ha ha, hah! Dragon Prince he angry, me steal Black Pearl, now he not ascend to heaven, CROAK! Toady smarter than lizard, him stuck now for another hundred years, CROAK! Now you lot, bow before me or I eat you all up!"

Killing the Demon

If the players aid the Dracorians, then they will probably easily overcome the toad and his followers, seizing the Black Pearl. However the Dracorians will then turn on the players and capture them. Sivliss Vasss cannot boast of his great victory before leaving. If the player characters run outside they will see Sivliss mounting a huge wyvern, while his Newts run into the marsh. If the player characters successfully escape Sivliss, then they have a chance at gaining the Black Pearl for themselves, but make a grave

enemy of the Dracorian King.

The Draco Mages' Tale

"Ah! You fools, you have brought upon yourselves your day of reckoning. The Black Pearl is ours again, the demon toad thought he could hide it from my master, but he did not count on my cunning and trickery, how easily you fools were forced into summoning that monster before me. Now I shall return the treasure and receive the greatest reward!"

The Black Pearl

Background

It is said that within each dragon's heart there grows a gemstone which contains magical powers, which become stronger with the dragon as it ages. The Black Pearl is one such stone, cut from the heart of the Great Black Dragon of the North.

Description

An egg-sized black pearl with a rich purple lustre which is freezing to the touch.

Creation

This unique item was grown in the heart of the greatest dragon.

Magic Powers

The Pearl holds the soul of a dragon. It acts as a 20 point Magic Point store. Once per week, the owner of the pearl can breath a jet of black fire at opponents with no magic point cost. The size of the cone is identical to that of a Dragon (see page 115) but inflicts 6D6 damage to both living creatures and spirits. Once per day the user can cause black wings to sprout from their back for 1 hour and fly at a movement rate of 40 metres. Finally, once per day the wielder can cast Enhance Unarmed Combat 6; their hands appear to transform into claws and their teeth become wickedly hooked and long.

In the hands of a Dracorion of the Dracor caste the pearl can allow them to ascend to demigodhood with the proper ritual. Any non-dracorion using this item has a cumulative 10% chance of alerting the nearest dragon (most likely Flames of Purity) or Dracorion King (50% chance of either); either will send their forces to retrieve it.

Price

To the Dracorians this item is priceless, a revered artefact. Humans place great value on its magic and the Pearl has been traded for 5000 GD.

Outside Aid

If the player characters are being overcome through no fault of their own the Gamesmaster could have a group of villagers arrive, or even more Knights of Theron. Perhaps they are carrying explosive kegs of Taod Drop Brandy, which causes 3D6 damage when it explodes (remember the Demon Prince has a weakness to fire).

Denouement

The aftermath of this tale depends greatly upon the player characters' actions. They could now be hunted murderers, local heroes, demon worshippers or the bringers of doom. If the Black Pearl is returned to the Dracorian King, he will undergo his final transformation and a terrible blight will befall the land armies of Dracorians attack the towns of Pherae. The player characters may gain the aid of the Order of Theron to defeat the Dracorians or perhaps they relish the worship of the Loathsome Toad and become leaders of Wart. The possibilities are up to the GM and players.



The Cast

Sivliss Vass, Dracorian Mage

STR 17 CON 17 DEX 14 SIZ 17 INT 17 POW 23
CHA 13

Damage Mod. +D6 Hit Points 17 Major Wound 9
Magic Points 23 Movement 15m

Armour – 4 AP Scales and purple flowing robes.

COMBAT : Unarmed 50 (Claw and Bite 2D6), Close
Combat 50 (Scimitar 1D8+D6), Ranged Combat 60
(Long Bow 1D10)

Resistances: Dodge 70, Persistence 85, Resilience 80

Skills: Athletics 75, Craft (Sculpture) 65, Deception
70, Healing 50, Influence 65, Performance (Dance) 65,
Influence 50, Perception 75

Magic: Sorcery 80

Sorcery Spells: Dominate Human, Dominate Amphibian,
Mirage, Energy Projection (Fire), Sight Projection, Hearing
Projection, Neutralise Magic, Fly, Damage Resistance

Treasure: A beautifully carved gold and iron scimitar
(Demoralise Matrix), 13 Point Magic Point Store,

The Garaz,

Dracorian Warriors.

STR 17 CON 17 DEX 14 SIZ 17 INT 10 POW 10
CHA 4

Damage Mod. +D6 Hit Points 17 Major Wound 9
Magic Points 10 Movement Rate 15m

Armour: Scales (AP5) **Plunder Rating 2**

Combat: Unarmed 75 (Claw and Bite 2D6) Close
Combat 75 (Great Axe 2D8+D6), Ranged Combat 70
(Bow D8)

Resistances: Dodge 60, Persistence 65, Resilience 75

Skills: Athletics 70, Deception 30, Natural Lore 50,
Perception 50, Lore (Dracorians) 30, Lore (Tactics) 45

The Newts

Drunken, bullying Dracorian servants.

STR 10 CON 10 DEX 12 SIZ 12 INT 09 POW 10
CHA 4

Damage Mod. +0 Hit Points 11 Major Wound 6
Magic Points 10 Movement Rate 15m

Armour: Blubber (API) **Plunder Rating** 1

Combat: Unarmed 40 (Grapple) Close Combat 40
(Trident D6), Ranged Combat 40 (Bow D8)

Resistances: Dodge 60, Persistence 65, Resilience 75

Skills: Athletics 60, Deception 40, Natural Lore 50,
Perception 45, Lore (Dracorians) 30, Sailing 45

Special: Newts can hold their breaths and swim
underwater for their CON in minutes. Newts can only
use Battle Magic. If the Newts are drunk then they are -25
to Dodge but +25 to Persistence.

Erlina

Very-Weather, Local Wisewoman.

Initiate of Meria and Secret follower of the 'Old Ways'

STR 10 CON 12 DEX 14 SIZ 12 INT 17 POW 18
CHA 13

Damage Mod. 0 Hit Points 12 Major Wound 6
Magic Points 18 Movement 15m

Armour – None

Combat: Close Combat 30 (Staff 1D6)

Resistances: Dodge 50, Persistence 85, Resilience 50

Skills: Healing 80, Influence 80, Perception 55

Magic: Battle Magic 85

Battle Magic Spells: Heal 6, Enhance Resilience 2,
Create Potion, Dispel Magic 4, Vigour 2.

Treasure: 4 x Heal 6 Potions, Poultices and First Aid
equipment.

Barustus Galk

Wart Leader and Initiate of Manos.

STR 13 CON 15 DEX 10 SIZ 09 INT 15 POW 15
CHA 03

Damage Mod. 0 Hit Points 12 Major Wound 6 Magic
Points 18 Movement 15m

Armour: 1 AP leather jerkin

Combat: Close Combat 30 (Spear 1D8)

Resistances: Dodge 40, Persistence 75, Resilience 60

Skills: Deception 50, Influence 80, Perception 45

Magic: Battle Magic 85

Heal 2, Befuddle (2), Water Breath, Enhance (Influence)
2.

Treasure: The Key to the Toad Chest, a coffer of 550
silver coins in his hall, which is locked and well hidden.

Tors Undar

Aging Knight of the Order of Theron.

STR 14 CON 16 DEX 13 SIZ 16 INT 13 POW 17
CHA 14

Damage Mod. +D4 Hit Points 16 Major Wound 8
Magic Points 17 (2 on divine magic)

Armour – 5 AP 'Order of Theron' Chainmail for
emergencies. Movement 15m

Combat: Close Combat 80 (Great Sword 2D8+D4),
Unarmed 50 (Gauntleted Fist D3+D4+1)

Resistances: Dodge 60, Persistence 55, Resilience 70

Skills: Influence 60, Lore (demons) 50, Perception 75

Magic: Battle Magic 85, Religion 50

Battle Magic Spells: Bladesharp 4, Protection 4, Heal
4

Divine Magic: True Sword 1, Shield 1

Treasure: 1 Heal 6 Potion.

Brother Teri

Disillusioned Priest of the Great Gods (Pantheon Worshipper) and secret warrior-monk of the Order of Theron (Initiate).

STR 12 CON 13 DEX 17 SIZ 15 INT 14 POW 18
CHA 17

Damage Mod. +D4 Hit Points 14 Major Wound 7
Magic Points 18 (8 on divine magic)

Armour: 'Order of Theron' Chainmail 5AP Movement
15m

Combat: Close Combat 60 (War Sword 1D8+D4,
Medium Shield D6+D4)

Resistances: Dodge 50, Persistence 85, Resilience 60

Skills: Influence 70, Lore (demons) 70, Perception 55

Magic: Battle Magic 85, Religion (Theron) 60, Religion
(Great Gods) 75

Battle Magic Spells: Heal 6, Protection 2, Weapon
Enhance 2

Divine **Magic:** True Sword, Shield 2, Dismiss Magic 2,
Divine Heal 2, Consecrate.

Treasure: None

The One-Eyed Toad God, Glugshogloth

The Demon Prince is extremely wily; he will try to influence his enemies into not attacking him. He dislikes personal combat, but if forced to he will use his powerful tongue to constrict and strangle opponents or fling them against the cave walls. He is an extremely tough opponent, but can be outnumbered; he also takes double damage from fire which could be a player advantage.

STR 45 CON 23 DEX 20 SIZ 49 INT 28 POW 40
CHA 16

Damage Mod. +5D6 Hit Points 34 Major Wound 17
Magic Points 40

Movement Rate 20m

Armour: 6 AP Rubbery Skin

Combat: Unarmed Combat 110 (Tongue 1D10, Bite
1D8)

Resistances: Dodge 65, Persistence 85, Resilience 90

Skills: Athletics 50, Deception 60, Influence 135, Lore
(Humans) 90, Lore (Demons) 100, Perception 90

Magic: Battle Magic 105, Sorcery 90

Battle Magic: Heal 6, Protection 4, Befuddle, Hinder
Persistence 4, Hinder Dodge 4

Sorcery: Elemental Attack (Darkness), Damage
Resistance, Castback, Neutralise Magic.

Demon Abilities: Black (+25 Deception) and Green
(Poison Immunity) Skin, Quadruped, Slippery Beast,
Elemental Attack (Water 2D8), Devious (2), Immunity
(Cold), Great Natural Weapon (Tongue 1D10), Large (2),
Memory, Feeble, Sickly, Weakness (Fire).

Extra Special Abilities : Purify Wells – At a cost of 5
Magic Points the Demon Prince can cleanse any well of
impurities.

Poison Wells – At a cost of 10 Magic Points the Demon
Prince can turn the water in one well into a poison
(Ingested, 1D3 Days, Potency 50, Vomiting, Fatigue and
Loss of 1D6 Hitpoints, Duration 2 Days)

Cause Sickness – At a cost of 5 Magic Points the Demon
Prince can cause a person to be infected with the
Shakes

God of Toads – At a cost of 1 Magic Point the Demon
Prince can summon 1D20 ordinary toads or 1D4 Dog
Toads or 1D3 Bull Toads toads to come to him within
1D20 Minutes. If Glugshogloth eats a giant toad he regains
2 Magic Points.

Bestow Sexual Attractiveness to the Ugly – At a cost of 30
Magic Points the Demon Prince can make five generations
of Ugly Men attractive to the opposite sex.

The Wizard's Staff

The player characters have access to a treasure map supposedly showing the location of a magical artifact that once belonged to Khata the Summoner. Unfortunately, as it turns out and they may not be aware, they are not the only ones with access to the map. For examples, copies of the map can be found in Yanos, and in the witch's tower near Khata's Point, as mentioned in the scenario *Death and Taxes*.

Another copy of the map could quite plausibly turn up in Draxa, possibly in the hands of a patron of the player characters. Alternatively, the map could come directly into the player characters' grasping hands in some other way; perhaps it was sold to them, or given as a reward for another mission. Either way, at the start of the scenario, the heroes have a copy of the map (whether or not *Death and Taxes* was played first), and are seeking the magical treasure indicated.

The Map

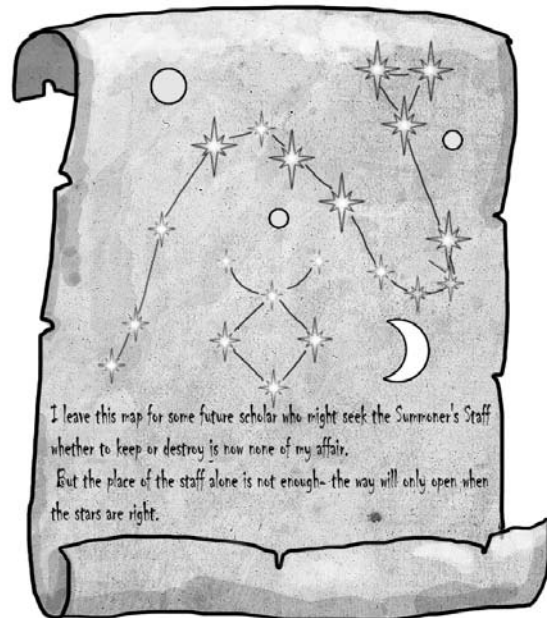
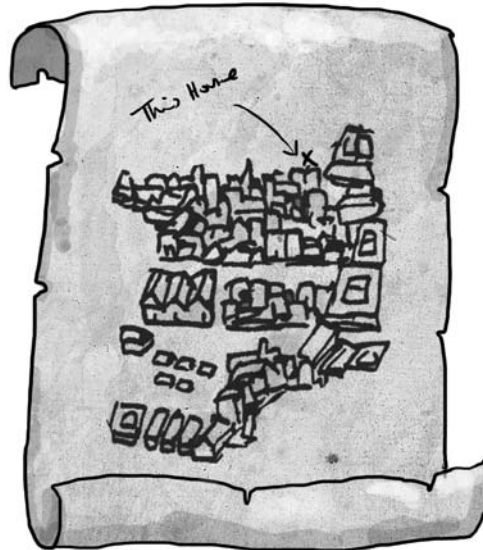
The map shows the city of Draxa, albeit with a street layout a few hundred years out of date. A particular unremarkable building in the Old City is marked on the map.

On the back of the map is an astronomical diagram and some text, reading in Pheraeen:

"I leave this map for some future scholar who might seek the Summoner's Staff- whether to keep or destroy is now none of my affair. But the place of the staff alone is not enough- the way will only open when the stars are right."

The obvious interpretation is that the location on the map must be visited when the planets and moon are in the configuration shown on the map- something that only happens for a single night once every several centuries. A Natural Lore test at -25% can be made to figure out the exact night- which should be something relatively soon from the time the player character's first examine the map, but perhaps not so soon that there is major time

pressure to get there in time. A time that fits in with the other needs of the game should be chosen by the GM.



Interpreting the astronomical diagram

The adventure should not grind to a halt simply because the player characters cannot interpret the astronomical diagram. There are experts in Draxa who can be paid to do the job- for a small fee of course- and perhaps a larger fee to ensure confidentiality.

Alternatively, a failed check could mean the player characters arrive on the scene one day earlier than they should- enough to cause difficulties. The demon, Xaal, if encountered will delight in telling them to come back tomorrow. Otherwise, whoever attempted the astronomical calculation will realise their mistake when the way is blocked.

Fellow Travellers

As well as the player characters, other groups are out to make an attempt to grab the Summoner's Staff on the night in question. Unless the player characters take special precautions, two other groups will arrive at the location of the staff shortly after the player characters- meaning the player characters will be the first to arrive, and have to face the obstacles before dealing with rivals.

The other groups will probably be more brutal than the player characters when it comes to dealing with the family in the house. For example, the Sons of Khata (below) will take the family captive before interrogating them.

Actually, the two groups listed below are just suggestions; if the player characters have acquired a particular enemy, this enemy could easily replace or be a part of one of the rival groups below. Other possible groups include the Collectors, or members of a particular Ministry. However, it is better to avoid overdoing it; two rival groups seeking the staff is sufficient.

The Golden Daggers

The Golden Daggers group is led by "Donkey" Dionos Curcuas (see the City of the Dragon). There is one further thief per player character.

The Sons of Khata

The Sons of Khata group is led by Malek Koros- a black-hearted fanatic sorcerer with a small black goatee beard. Malek is out for power at all costs. Serving Malek is one mercenary fighter per player character in the group. These mercenaries have the same statistics as the men serving with Captain Velchanus in Death and Taxes. Indeed, some of these mercenaries might be former members of Velchanus' group after events in the aforementioned scenario.

Malek

STR 14 CON 14 DEX 12 SIZ 14 INT 16 POW 17
CHA 13

Damage Mod. +D4 Hit Points 16 Major Wound 8
Magic Points 17

Armour: None (but see below) Movement 15m

Combat: Close Combat 50 (Great Sword D8+D4)

Resistances: Dodge 45, Persistence 70, Resilience 60

Skills: Culture (Pherae) 85, Culture (Draxa) 50, Language (Pherae) 80, Language (Draconic) 50, Language (Demonic) 60, Lore (Magic) 70, Perception 60, Deception 60

Magic: Battle Magic 70, Sorcery 80

Battle Magic Spells: Detect Magic 1, Death Speech 3,

Dispel Magic 5

Sorcery: Damage Resistance, Dominate Demon, Spirit Resistance, Summon Demon, Energy Projection [Fire]

Equipment: Malek has a small ruby pendant that currently stores 5 magic points. It is not a permanent store. When he enters the house, he will have spent some of the points stored in his pendant to cast a long-lasting version of Damage Resistance 3.

Notes: Malek has a +25% to Sorcery Casting for any spell involving demons.

The House

The building marked on the map is a normal house in the Old City. It is inhabited by an ordinary family- Hephaestion Varus, a grocer, his wife Penelope, and their two children, Narses and Kore.

The strangest thing about the house is its cellar. The cellar is unused by the adults, and the children are forbidden to go near it- though neither Hephaestion nor Penelope can say why beyond the fact it feels unnaturally dark.

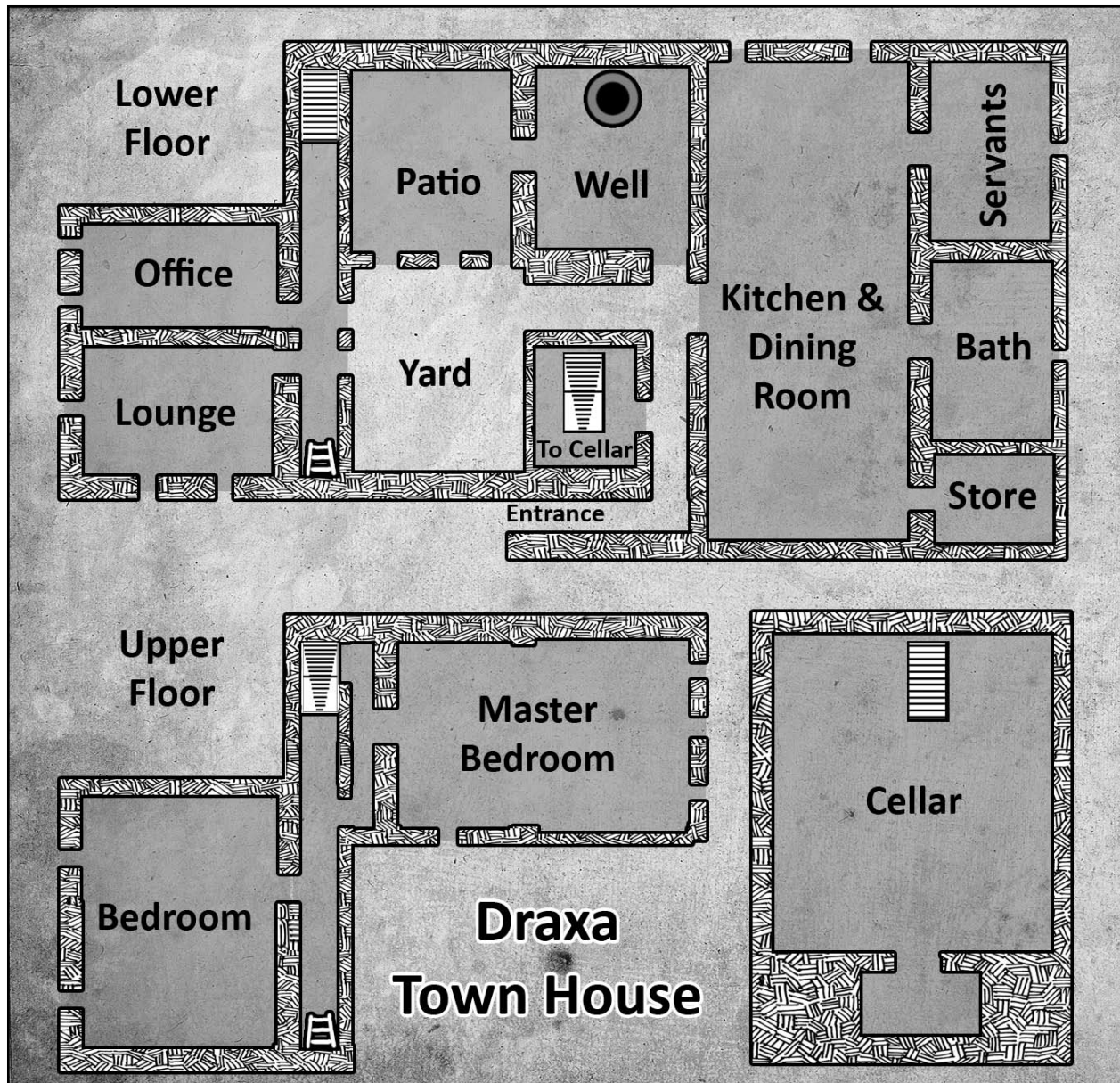
If the player characters choose to sneak past the family rather than speak to them- which may well be the best approach, when searching the house, a Perception test reveals that the cellar is unused and undisturbed. Further, the cellar radiates magic faintly; a magic detection spell will point out the cellar as a place of interest without any need for a search.

The Cellar

The cellar is filled with unnatural gloom; torches will only shed about one third of their normal light. A Perception test made in the cellar reveals the source of the gloom to be one of the cellar's wooden walls- or more precisely, a location beyond that wall. The wall is completely hollow, and easy to batter through, though doing this is noisy, and likely to attract the attention of the family.

Behind the wall is the real centre of the gloom- a pentagram inlaid on the floor in silver. Caught in the centre of the pentagram is a Pentaghost Demon. If the player characters arrive on the appropriate night, beyond the pentagram is a doorway shining with gentle golden light. Reaching the doorway involves crossing the pentagram- and stepping over the pentagram means releasing the demon.

The demon is named Xaal; it is a monstrous red-skinned creature with three goat-like heads. A critical success on a Lore (Demons) test will reveal that Xaal is an Aegrebus demon, and as such is vulnerable to cold. Anyway, Xaal has been trapped for centuries and weakened through such a long imprisonment. He claims to be the guardian of the staff, but one who has broken free of that duty



through sheer boredom. He says (correctly) that the staff is free for the taking and it won't lift a finger to stop anyone taking it.

Xaal will also ask to be released, promising to serve the one who frees him. In practise, however, he will simply leave once freed (though amusingly, even once freed from the magic circle, he is too big to leave the cellar without causing major damage), to cause mayhem elsewhere in the city or the island. He has no particular interest in attacking the one who frees him, though he will certainly meet violence with violence if cornered.

Actually, Xaal does not really expect to be freed. He seems almost happy to have the chance to chat, and proves surprisingly friendly in conversation for a demon.

That said, while talking he will always be looking for an opportunity to free himself.

The GM should not force things so the player characters find themselves freeing Xaal. Clever or reasonable plans to reach the golden doorway without stepping on the pentagram should at least have a chance of success, though they might be risky and put one or more player characters temporarily in Xaal's reach. Xaal will probably demonstrate that this is the case, but has no real interest in using this as an excuse to attack.

Xaal

Aegrebus Demon

STR 37 CON 18 DEX 14 SIZ 28

INT 17 POW 18 CHA 12

Damage Mod: +3D6 Hit Points 21 Major Wound 11
Magic Points 18

Armour: 6AP Movement: 25m (land)/60m (fly)

Combat: Unarmed Combat 115 (Horns D12+3D6),
Ranged Combat 80 (Bolt of flame D8)

Resistances: Dodge 70, Persistence 90, Resilience 90

Skills: Athletics 105, Deception 60, Influence 75, Lore
(Demons) 80, Lore (Humans) 50, Perception 125

Magic: Battle Magic 95, Sorcery 75

Battle Magic Spells: Demoralise 2, Enhance Unarmed
Combat 5, Extinguish 2, Fire Aura 2 (as flame blade, but
adds D10 fire damage to natural attacks), Ignite 4

Sorcery Spells: Energy Projection [fire], Fly, Form/Set
Smoke, Sight Projection, Hearing Projection, Neutralise
Magic, Smother

Special: Immune to normal fire, and half damage against
magical fire.

Regenerates D3 hit points per round, except against fire
and acid damage.

Takes double damage from cold based attacks.

Beyond the Doorway

Beyond the golden doorway is a small stone room, about
the size of a broom cupboard. It is empty apart from a
twisted staff made of black metal leaning in one corner.
The staff has a space at its tip to hold a large jewel or
crystal. There is nothing, physical or magical, to prevent
someone from simply taking the staff once they have
reached this chamber.

A Confrontation

Unless they have taken special precautions, when the
players characters are leaving the chamber, the Golden
Daggers (or other appropriate group) arrives on the
scene, ready to claim the staff. When negotiations
between the Golden Daggers and the player characters
reach a stalemate or resolution, or two rounds after
a fight breaks out, another group arrives- the Sons of
Khata.

Unlike the Golden Daggers, the Sons of Khata (or at least
Malek Koros) are completely fanatic, and will not back
down. But precisely what happens next depends largely
on the player characters.

If there is a fight going on when the Sons of Khata arrive,
and the player characters do not try to stop it, the Sons
of Khata simply wait and watch as far as possible, before
demanding the staff from the weakened victor. They will
happily fight to take it in such a situation.

If negotiations are happening, and the player characters
do nothing, the Sons of Khata and Golden Daggers will
form a temporary alliance- with the Golden Daggers
being paid to fight for the Sons of Khata and to surrender
the staff. The two groups will then combine to take on
the player characters.

Some sort of negotiation (or for that matter the surrender
of the staff, possibly temporarily) could forge a different
alliance- and negotiation or trickery is probably necessary
for the player characters to avoid being outnumbered in
such a deadly fashion.

Xaal is still looking for an opportunity to free itself, and
will offer its services in a fight if present. It will not
necessarily honour such a promise, but Malek will be
interested- and has the magic to potentially force Xaal to
obey him, at least for a short time.

Aftermath

The player characters may have made enemies in this
scenario, or confirmed the hatred of current foes. They
may also have been involved in or witnesses to the release
of a powerful demon- who could prove yet another
enemy.

They may or may not have the Summoner's Staff. The
Summoners Staff halves the magic point costs of all
magical spells involving summoning, binding, or controlling
demons. It also renders its wielder immune to non-
magical fire, and causes him or her to take half damage
from magical fire. Finally, the bearer of the staff gains a
+25 to Influence against demons.

The main power of the staff, however, is currently inactive.
An appropriate skill check will reveal that the knowledge
of how to activate the staff fully- and precisely what it
does- might be found in the Azura Monastery (below). In
any case, the full power of the staff is only available when
a Dragon's Heart (see the previous adventure, The Night
of the Toad) is placed in the space at the tip of the staff.
When this is done, the staff's wielder can use the powers
of the Dragon's Heart without fear of attracting attention.
Further, any attempts made by Dragons, Dracorians, and
other draconic creatures to resist the caster's spells have
a -50 penalty.

Dragons' Dens And Dark Domains

Amongst the strange landscape of Pherae are many ancient and arcane locales, populated by strange beings, dark magicians and draconic monsters. Even within the great city of Draxa there are shadowy corners, where secrets and monsters lurk within the gloom. In this section, some of these locales are described, along with scenario suggestions and one or more key encounters within the location.

The Dark Cenotaph

Overview

This ancient and blackened mausoleum stands in a dark corner of the great Necropolis, a remnant of bygone days. Twisted columns and inhuman gargoyles make it a place most fear to approach. The cenotaph bears above its corroded bronze doors the following script in ancient Pheraeon "That which sleeps within, shall not be woken". Most cannot read these words and those scholars that could do not venture into this part of the graveyards.

Local legend tells that many years ago the bodies of seven young women were found butchered upon the steps of the cenotaph and that their ghosts haunt the area now. There is always litter around the monument, and a foul stench which chokes the throat. The ancient tomb was built by Khata the Summoner himself, to imprison one of his greatest enemies. Three hundred years ago, a foolish sorcerer released the beast and a terrible force was unleashed upon the city before it could be contained through sacrifice.

Locations

The Dark Tomb. The Cenotaph is a dark cube of stone, twenty feet on each side. All of the walls are covered in hideous carved demonic forms, which seem to glare at any who approach. Anyone coming near the Cenotaph must make a Persistence Roll at -25% unless under the effect of a spell such as Fantacism. If a bystander watches the stone demons too closely or for too long, he will realize that they are slowly writhing across the monument. At the moment of realisation, or when one seeks to enter the tomb, the demons will cease their movements to stare back at the intruder, before leaping from their pedestals to defend the shrine.

The Haunted Doors. The doors of the Cenotaph are made of heavy bronze, and are green with age. Their surface is covered by the fine-lined image of a leering demonic face with seven deep scratches across it. Each

door has a great handle shaped like a dragon's claw.

The doors cannot be opened by any force, but if blood is spilled upon them they will unlock of their own accord. As soon as anyone opens the doors, seven ghostly forms appear and assail the investigators, the tormented souls of the last victims of the monster that lies within. They will scream and wail, showing off their mortal claw-like wounds with ghoulish laughter. Once the ghosts are destroyed or driven away, the tomb raiders may enter.

The Outer Tomb. This area is covered in eldritch pentagrams. An ancient lectern stands to one side, upon which a crumbling tome stands. A corroded brazier stands in the centre of the room, with a desiccated human heart at its centre and a corroded knife to one side.

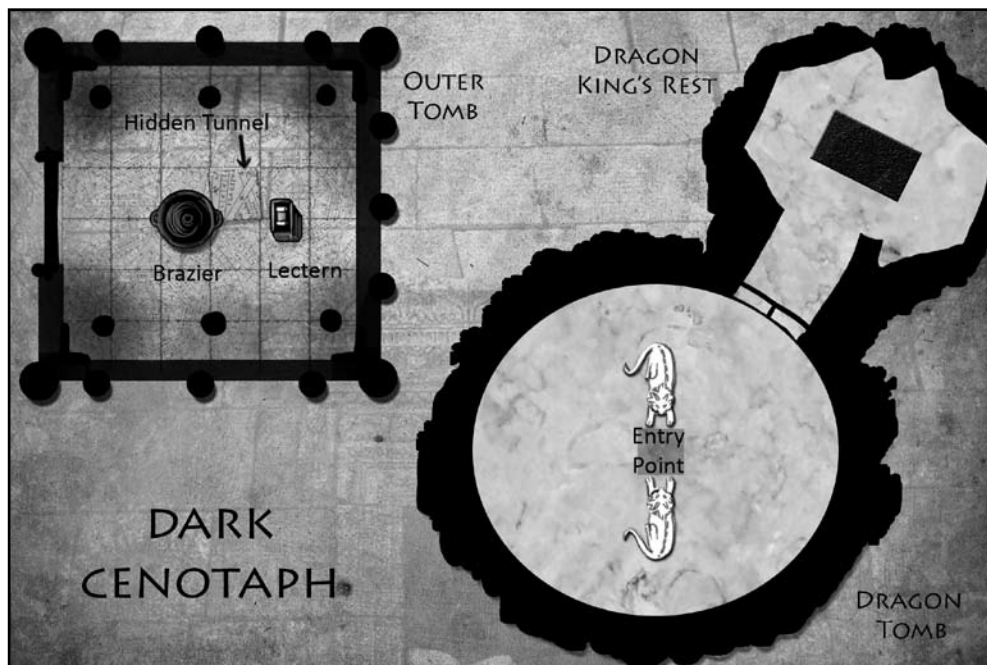
If player characters make a perception check at -25% they will spot that the central stone of the floor can be lifted like a trapdoor. The shadows of the room will be unaffected by any normal light, but slither away from magic. The darkness is in fact a large shade, which will attack anyone who tries to lift the stone that leads to the deeper tombs.

The Shaft of Claws. Anyone casting a light into this thirty foot long shaft will suddenly be aware of hundreds clawed hands lining the walls; they grasp at the light and anything else that passes by them. A player character travelling up or down the shaft must make a Dodge test at -25 to avoid being grabbed by the claws.

Someone grabbed suffers D8 points of damage, and is pinned until they receive outside help (which can automatically release a victim) or succeed in an opposed Athletics roll against a resistance of 85%. If a victim is not released from the claws, they will take the damage again next round. The hands can be attacked, but simply regrow.

The Dragon Tomb. This area is a circular room made of quartz stone that glitters in the torchlight. A great sealed door leads off from the room. Two leonine demon statues stand in the centre of the room. As the room is entered, the outer layers of rock on the statues shatters-revealing the very real demons underneath, which leap to attack (See Lion Demons below). The Lion Demons can be sent back to their own hell using a Dispel Magic 6 or higher, an exorcism or similar spell. Otherwise, they will fight to the death.

The Dragon King's Rest. Beyond a solid stone door lays the desiccated remains of a Dracorian noble, Hssha



Drizzt. The door leading to the chamber is magically sealed, it has 8AP and 20HP, but regenerates 1D3 HP per round. If it is completely shattered, it explodes causing 2D6 damage to all in the chamber.

The skeletal remains of the monstrous Dragon Lord are vitrified, encased in stone which has melded with the plinth upon which it lies. However this should not fool the adventurers, for they will see the skull's eyes flicker. When this happens, the Dracorion casts Dominate Human at one of the group with a Sorcery skill of 105, forcing the chosen victim to come closer.

It will then, if things go according to its plan, rise up and bite the victim (with an attack skill of 80) for D8 damage, before latching on and drinking the target's blood, causing them to lose D4 Hit points per round. Once 12 Hit Points of blood are consumed, the creature is fully animated- an undead Dracorion noble is unleashed upon the world!

Once this happens, the undead Dracorion will seek to escape the tomb, preferably killing those that freed it in the process. As long as the creature is still within the cenotaph, it can be laid to rest again by the sacrifice of seven virgins on the threshold of the cenotaph. Doing this will reset the wards, and recall all of the demon guardians from the plane they were sent back to.

Treasure

As written, there is no treasure to be found anywhere in this dungeon; coming here is a folly that the players should regret. However, it may be appropriate to change this, depending on the players. In this case, two suggested treasures are.

The Ancient Tome. The book discovered in the Outer Tomb is a book of demonology, called Anskolar's Folly.

It is in a very fragile state, and requires a Repair spell or similar to make it possible to handle it. The book once belonged to one of Khata's apprentices. It is very important to several schools of sorcery on the island and worth 1000 SP. It also contains the Sorcery Spells Create Familiar, Dominate Beastman, Protective Sphere, Spiritual Projection and Summon Demon; one who studies the book can spend improvement points to learn these spells.

The Fallen Knight. In the Dragon's Tomb, smashed against a wall, are the mouldering remains of a Knight of Theron who came here to kill the demons and failed. His Plate Armour is still intact (6 AP) and will fit characters of SIZ 15-17. His silvered steel broadsword is enchanted to do +1D4 damage against all demons and has a charm for Detect Demons embedded into it.

Encounters

The Stone Demons. These Demonic fiends will fight to the death, if they are killed they magically return to their starting perches, to reanimate a year later.

STR 12 CON 10 DEX 17 SIZ 8 INT 10 POW 10
CHA 3

Damage Modifier +0 Hit Points 9 Major Wound 5
Magic Points 10 Movement 15m

Armour: (Stone Hide) 6 AP.

Combat: Close Combat 50 (Bite 1D4)

Resistances: Dodge 70, Resilience 75, Persistence 50

Skills: Athletics 30, Deception 80, Influence 35, Lore (Demons) 50, Perception 70

Magic: Battle Magic 75

Battle Magic Spells: Befuddle, Disruption

Special: +25 Resilience, Statuesque, Winged, Weakness (Human Flesh), Fear (Dogs).

The Seven Ghosts. Each of the ghosts appears as a differently mutilated young woman, who howls and screams. The ghosts have INT 10 POW 15 CHA 12, and will engage in spirit combat with player characters with the intention to possess them. A possessed victim will be driven to the edge of the alley by the cenotaph, and then released. If the player characters return after this, the ghosts will take more drastic action; they are possessed again, but this time are forced to draw a weapon and attack themselves with a skill of 25 in Close Combat.

The Shade (OpenQuest page 179) The shade knows Extinguish 2 and Dispel Magic 2 and will attempt to cancel out any light sources before it attacks with Fearshock.

The Lion Demons. The demons resemble bald Manticores with crimson spine covered bodies that they can fire through the air; their faces have great mouths filled with ten rows of teeth.

STR 30 CON 20 DEX 12 SIZ 30 INT 10 POW 18
CHA 3

Damage Modifier +2D6 Hit Points 30 Major Wound 15
Magic Points 18 Movement 25m

Armour: (Spiny Hide) 4 AP.

Combat: Close Combat 80 (Bite 1D10, Claw 1D8),
Ranged Combat 70 (Spines 1D6)

Resistances: Dodge 60, Resilience 90, Persistence 80

Skills: Athletics 75, Perception 70

Magic: Battle Magic 30

Battle Magic Spells: Weapon Enhancement 4 Heal 4

Special: Quadruped (cannot use hand held items), Red Skin, takes ½ damage from fire based attacks, Great Natural Weapons (Bite).

Fear 'Holy' Water anointed by Amedia, Restricted Area (May not leave tomb)

Hssha Drazz – Dracorian Lich

Weakened by centuries of imprisonment, the monstrous Dracorian has become an undead creature, his once glittering scales are pallid, his eyes are hollow and empty, his body husk like and his wings are tattered.

STR 32 CON 25 DEX 16 SIZ 30 INT 18 POW 28
CHA 10

Damage Mod. +2D6 Hit Points 28 Major Wound 14
Magic Points 18

Armour (Bony Hide) 6 AP. Movement 20m/30m (fly)

Combat: Close Combat 70 (No Weapon Carried),
Unarmed Combat 80 (Bite 1D8, Claw 1D6)

Resistances: Dodge 85, Resilience 90, Persistence 80

Skills: Athletics 75, Deception 70, Influence 90, Perception 70

Magic: Sorcery 105

Sorcery Spells: Cast Back, Damage Resistance, Dominate (Human), Energy Projection (Flame), Fly, Neutralise Magic, Tap (SIZ), Treat Wound.

Special:

Vampirism - Hssha Drazz possesses the power to drain 1D4 HP of blood each time he bites which are added to his own Hit Points for 24 Hours.

Breath Weapon – Hssha no longer breathes flame, but instead his breath weapon causes decay and premature aging. His breath weapon extends 28 m and has a width of 14m. He can breathe five times a day, anyone engulfed must make a Resilience roll or age 1D10 years. This can be dispelled with a Dispel Magic 6 or similar. If a character ages to 75 (humans) or 150 (Dwarves and Elves) then they must make a Resilience roll again or die of old age.

All non-magical equipment takes 1D10 damage as it rots and decays, Magic equipment resist on a 75 or less.

Adventure Hooks

The Demonologist. A magician from Mati approaches the player characters and asks them to retrieve the lost tome, Anskolar's Folly; his great-great grandfather tried and failed to do this. He is willing to pay 500SP.

The Heir to the Throne. A young man who claims to have a legitimate claim to the throne of Draxa approaches the players, with the support of the Wyrmslayers. He has heard that the cenotaph contains a secret weapon against Flames of Purity. He offers 500SP if the players can retrieve it. Unwittingly the weapon does exist as such- it is Hssha Drazz.

The Tormented Knight. A knight of Theron seeks the player characters' aid; he knows that the cenotaph is demon-plagued, but his grandfather's soul is haunting him demanding that he retrieve his lost sword so that his soul can be laid to rest.

The Strange Employer. The players are contacted by a mysterious robed man who offers them 1000SP to loot the cenotaph. He is of course a Dracorian in disguise, who has hidden his nature with a transform Dracorian to Human spell. He will turn on the player characters if his lord is released.

Azura, The Dragon Monastery

Nestling in the snow-clad rugged mountains of the Shard Plateau sits a temple older than man. The ancient monastery of Azura was constructed not by human hands, but by a sect of renegade Dracorians, known amongst their kind as the Draka Lar (Dragon Lovers), who sought not to enslave dragonkind, but instead venerate the great dragons as gods. These Dracorians were persecuted and destroyed by their own kind and then the followers of Khata. However their mystical legacy still lives on.

Azura is a powerful magical site, for situated in a great crater at the heart of the monastery there still rages an eternal battle between dragon and demon. During the darkness before time, a monstrous servant of Gorga burrowed to the surface of the world, a vile demon known in ancient legends as Gologog, Father of Mutation. His power was to twist and corrupt all that he touched. The demon would have destroyed the world if Tathas the Glorious Azure Dragon had not sacrificed himself to prevent his corruption. Tathas flew to the stars, and drew within him their energy, then plunged down from the heavens to destroy his foe. Bound by cosmic energies, the two great monsters became locked in conflict, forever.

During the Dracorian War, Khata sent his followers to unleash the power of Gologog, seeking the ancient monastery; instead they betrayed him when they witnessed the sacrifice of mighty Tathas and saw the true horror of Gologog. Khata's disloyal servants studied the ancient hieroglyphics and magical tomes that were enshrined in those ancient walls and gained great draconic wisdom. They resisted and destroyed any sorcerers who ventured near.

Over a thousand years the Monks of Azura, as those who followed these renegade followers of Khata become known, have received powerful visions from Tathas, which foretell the end of the world. They have honed their martial and magical skills in order to defend their home.

There are two hundred worshippers living at the temple; the worshippers consist of a hundred dedicated monks and nuns, and their servants. Celibacy is not a demand of the cult, and many have concubines, but never marry.

Areas of the Azura Shrine

From a distance, the shrine is surprisingly large, for a great carved granite temple complex conceals the sacred crater. The temple is surrounded by a small village. The village has a stout drystone wall for defence.

1) The Outer Wall

Built as much for show and keeping goats in as for defence, the wall is made from the broken ruins of an older defence, and there are many strange draconic carvings and glyphs upon the rocks.

2) The Abode of the Respectful Followers

This ring of buildings houses the servants and concubines of the devout worshippers. Animal pens, vegetable gardens and a good well supply the food to the community. Goat herds, pilgrims and merchants arrive here infrequently; the monks vet them all for signs of demonic sorcery.

The buildings are of human design, with high wooden rooves decorated with dragon mosaics on nearly every wall made of blue stone, wind chimes and fluttering Wyrms Banners. The homes are welcoming, with goat dung fires, thick blankets and scented warm milk for the chilled traveller. The locals are fiercely loyal to the monastery and would die to protect it. Monks and Nuns are often found here with their families when not required in prayer.

Servants of the Azura

Use the Peasant Stats from the NPC section, however all have

Unarmed Combat 55 (Dragon Claw Fighting 1D6)

Battle Magic: Detect Demon Worshipper

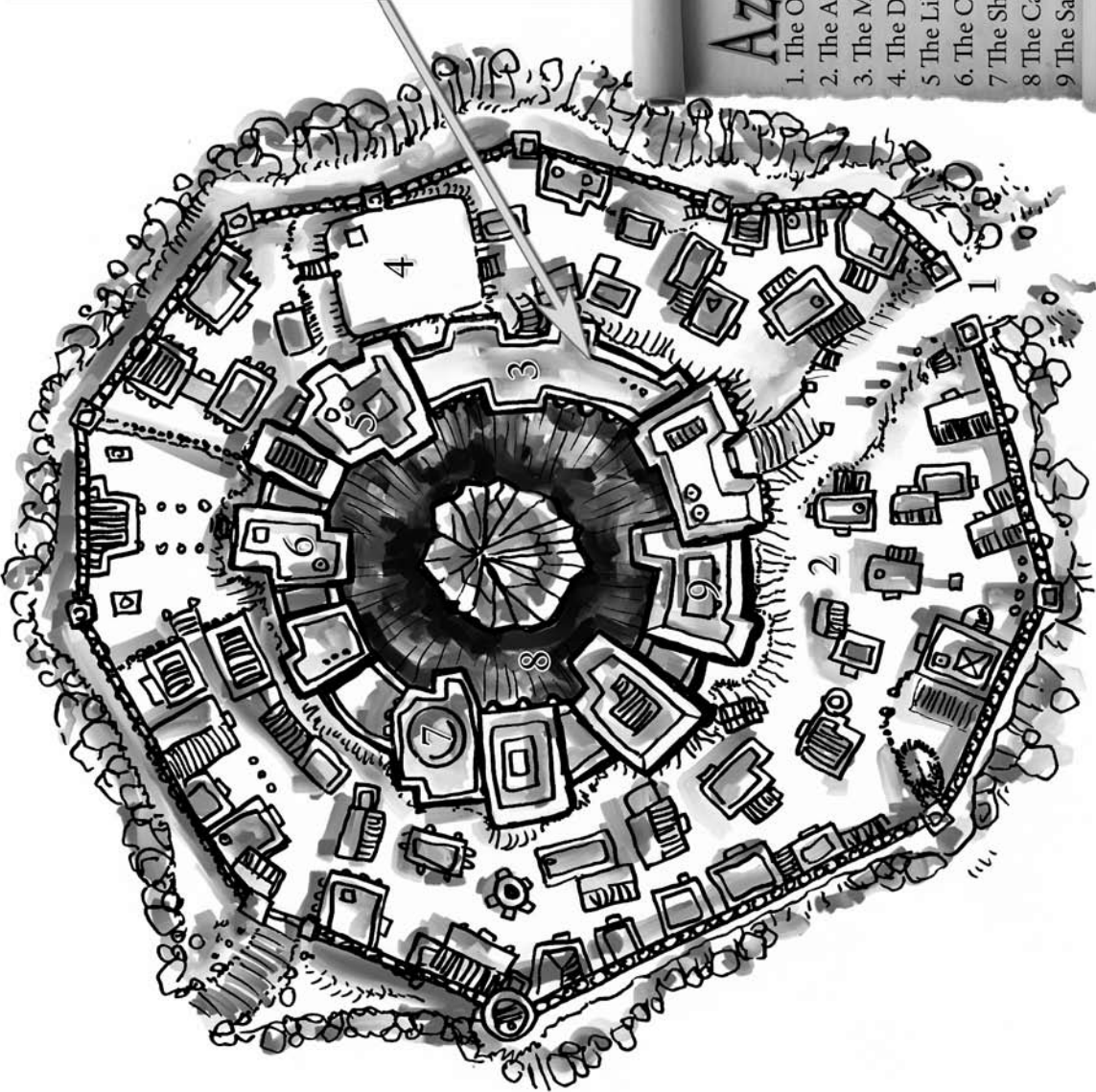
3) The Maze of Individualised Destiny

The entrance of the temple is a complex labyrinth, constructed to slow access to the inner temple. The area is under cover, but surprisingly well illuminated. The twist and turns soon confuse the uninitiated and result in the intruder becoming trapped or lost. The walls of the maze are covered in Dracorian hieroglyphs and ancient paintings. The area is trapped by the monks, the traps include Crossbows Traps, multiple bows are activated by tripwires that are -25% to spot, firing 1D4 bolts at 75% and causing 2D6 Damage. Pitfall Traps are -25% to spot, if Athletics is failed the party take 3D6 Falling Damage. Guardian Traps, these are stone dragon that animate to attack, they use the same stats as Gargoyles. They will only pursue their victims twenty feet from their plinths, before returning to become statues again.



Azura Monastery

1. The Outer Walls
2. The Abode of the Respectful Followers
3. The Maze of Individualised Destiny
4. The Dragon Claw Training Ground.
5. The Library of Secrets
6. The Cells of Contemplation
7. The Shrine of Dreams
8. The Cave of Ultimate Sacrifice
9. The Sanctum of the Voice of the Dragon



4) The Dragon Claw Training Ground

This beautiful courtyard is used for Dragon Claw Martial Arts training under the watchful eye of the brutal and disciplined Master Pittili (Azura Monk; +40 to all skills).

5) The Library of Secrets

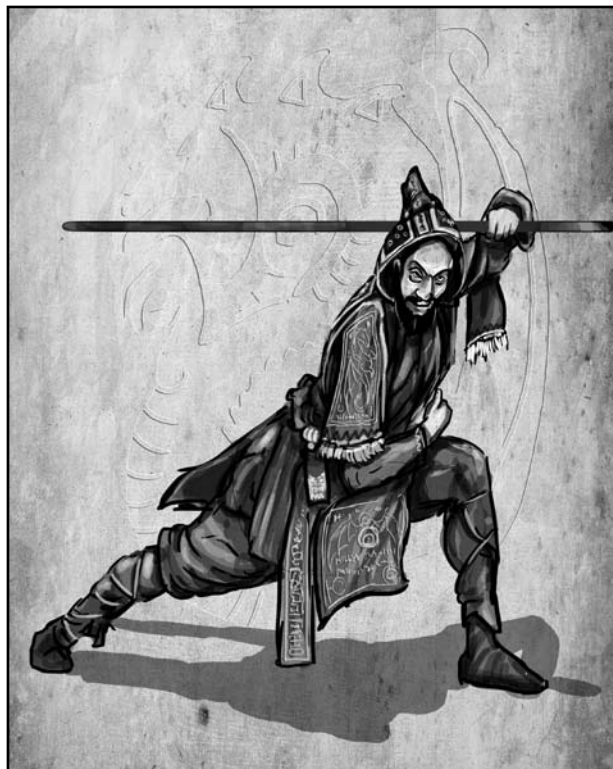
Here are stored thousands of ancient scrolls from many origins. The Azure Monks believe that this knowledge is too dangerous for the world to possess. There are treaties on magic, dragons, secret powers and divine oracles. The Grand Librarian, an ancient red haired mystic, is feared for his cunning wiles. The library also contains a large scriptorium where Monks catalogue knowledge and the whispered prophecies they receive. The library also contains the famed Prophecy Wall, a hideous Dracorian carving, that may or may not contain a prophecy directly relating to your campaign.

6) The Cells of Contemplation

These cramped cells are the home of the Azure Monks, each room has a simple pallet bed, and a window that overlooks the great crater. Monks kneel in meditation of the sacrifice of Tathas.

7) The Shrine of Dreams

This beautifully carved, but alien-looking chamber was once the nest of a great drake. The colossal egg shells have been used to make bizarre mosaics across the floor and formed into three great throne-beds, of Dracorian



design. Anyone initiated into the cult who sleeps on these thrones receives intense, but totally random dream visions. These are documented by the monks each morning in exacting detail.

8) The Cave of Ultimate Sacrifice

Only a very select few may gaze directly upon the mighty Tathas and Gologog. The crater is three hundred metres across; it is known to be bottomless and descend into Gorga's underworld. In the centre of the crater hangs a giant glowing jagged teardrop-shaped crystal within which can be seen a mighty blue dragon, its wings shrouding a monstrous form in which its claws are embedded. Gologog, the monstrous form, still appears to writhe in agony. He is a liver coloured, pustule-covered horror, with mighty tentacles and rolling eyes; his form seems to ooze and change as the viewer looks on. Any who are not initiated into the Azure Monks who stare at the scene for too long will be affected by Major Mental Damage as per OpenQuest page 73. Monks gain a +25 to Persistence tests to resist the effects.

Once per week, the Great Mystic, Zathustra descends to the chamber carrying two doves. These are released and one of two things will happen- the doves will either fall to their deaths or be transformed by the powers of Tathas into Dragon Birds. Precisely what happens is an augury dictating the order of prayer and the fortune of the community for the next week. A lone dragon is sometimes sighted circling above the cave; this is Flames of Purity mourning her father, Tathas.

9) The Sanctum of the Voice of the Dragon

This surprisingly lavish room is decorated with fine rugs, elegant dragon statues and a wyvern-shaped fountain. It is the home of the Great Mystic, Zathustra. The mystic is attended by several high-ranking Dragon Sorcerers, and has a small harem of concubines. He lives an honoured life, but each week must risk his sanity by staring upon Tathas and Gologog directly. Zathustra is a famed mentor and powerful magician. He is also extremely ancient. (Use Monk Stats but add +50 to all skills)

Dragon Claw Fighting

This complex form of unarmed combat teaches the warrior to use their hands as claws, strike with deadly kicks and move like a writhing dragon to avoid blows. It can take years to master. The skill can be learned after at least one month of solid training with the monks at the cost of 2 Improvement Rolls. At the end of which the player causes 1D6 Damage with their unarmed attacks (at their original skill).

Dragon Birds

Dragon Birds are the transformed souls of specially anointed doves that have been changed by the powers of Tathas the Glorious Azure Dragon. They look like dove sized dragons, with delicate white-blue bodies and birdlike wings. They roost around the Shrine of Azura, and are sacred creatures to the Monks and their followers. Dragon Birds can breathe bright blue flame and have a fearsome bite. The species has become extremely desirable in Draxa and in foreign lands, and smuggled Dragon Birds can reach astronomical prices on the black market.

STR 1D4 (2) CON 2D6+6 (13) SIZ 1D4 (2) INT 7 POW 2D6+6 (13) DEX 3D6+6 (16-17) CHA 7

Damage Mod. -1D6 Hit Points 8 Major Wound 4 Magic Points 13

Armour: Scales 2 AP. Movement 10m (walk) /30m (fly)

Combat: Unarmed Combat 60 (Bite 1D6), Ranged Combat 70 (Miniature Fireball 1D3)

Resistances: Dodge 70, Persistence 50, Resilience 50

Skills: Athletics 95, Perception 80

Azure Monks and Nuns

Followers of Drachos

These devout mystics are also competent warriors, having developed a form of martial arts based on the moves of Dragons, called Dragon Claw Fighting. Most monks have a Dragon Bird familiar. They wear distinctive green-blue robes. Dragon Teeth are their specialised throwing blades.

STR 14 CON 14 SIZ 12 INT 12 POW 15 DEX 16 CHA 12

Damage Mod. +D4 Hit Points 13 Major Wound 7 Magic Point 15 Movement 15m

Armour: Robes 1AP

Combat: Close Combat 60 (Spear 1D8), Ranged Combat 60 (Dragon Teeth 1D6), Unarmed Combat 70 (Dragon Claw Fighting 1D6)

Resistances: Dodge 70, Resilience 65, Persistence 70

Skills: Athletics 70, Deception 50, Influence 50, Lore (Dragon Wisdom) 60, Perception 50

Magic: Battle Magic 45, Sorcery 50

Battle Magic Spells: Coordination 2, Detect Demon Worshipper, Strength 1, Weapon Enhance 2.

Sorcery Spells: Create Familiar, Create Scrolls, Energy Project (Flame), Fly, Mystic Vision, Treat Wounds

Notes: Azura cultists have are at +25 when fighting demons with unarmed combat. As followers of Drachos, they cast sorcery at IMP less than normal and risk

transforming into draconic beings.

Adventure Hooks

Strange Shards. The peasants around Azura carve the strange stones of the Shard Plateau into beautiful dragon images. These are a worthy trade item for any merchant. Getting here is a tough journey.

The Mourning Dragon

Only the great Zathustra understands that the dragon sighted at Azura is actually Flames of Purity, the child of Tathas. She seeks her father's liberty, but that could destroy the world. During these visits the mournful dragon is open to attack. Information that is invaluable to her enemies.

Dragon Birds a go-go

Collectors in Draxa and Gatan would pay a fortune for a breeding pair of Dragon Birds.

The Way of the Dragon

Dragon Claw Martial arts is a deadly combat technique; many come to seek to learn its ways, but most cannot withstand the initiation. Are your players up to it?

The Secret Assassin

The Azure Monks were once famed assassins, who used their skills to kill demon worshippers and wicked nobles. Master Pattilis is a master assassin, trained in secret killing arts.

Missing Missionaries

Members of the Church of the Dragon have been sent to Azura to try and convince the monks to associate with their cult; however the missionaries have all gone missing and must be found.

The Secret of the Doves

The ritual of the doves has been performed for thousands of years; in most cases the doves have become dragonbirds, but often then disappear. Each time they do so they are transformed into slippery, tentacled monstrosities that join with Gologog, strengthening him. Recently, a lot of doves have disappeared and there are dark rumblings from beneath the ground. Many monks have fearful nightmares and visitors to the temple encounter strange shadowy tentacles moving through their rooms at night. Is Gologog about to arise? Can the players stop the rituals? Will the dragon bird sellers allow them to?

The Wizard's Staff

The player characters travel to the monastery to try to find out the secrets of the staff of Khata the Summoner, as recovered in the above adventure, The Wizard's Staff. To put it mildly, the monks here are unlikely to cooperate with any attempt to gain information to activate the device, but nonetheless a visitor is likely to learn something.

The Sea Queen's Isle

The Sea Queen's Isle is one of the strangest places amongst the Broken Isles. It is a crescent-shaped sand bar surrounded by jutting rocks. The arms of the moon-shaped island embrace a deep blue hole- an underwater sinkhole called Gorga's Door that waits like an open jaw. Like so many of these Islands it is rumoured to be haunted by ghosts and sea monsters. Most of the year, it is choked with sand and sea weed; only the smallest amounts of ruins peer out- the occasional blue stone column or statue of an alien aquatic monstrosity. However after particularly violent sea storms, the ruins are revealed in all their enigmatic glory.

The island was once a great temple to the Sea Goddess Amedia, a place where mermen and sea nymphs once danced with the goddess. During the time of the gods, Gorga kidnapped Amedia from her temple and dragged her down to the underworld to be her slave. Later, Hallucious the Moon arose from Gorga's Vent, shattering the remains of Amedia's temple and changing the island in his own image.

At the height of the Dracorian Empire, they usurped the abandoned temple and used their wicked spells to draw upon its power. At the heart of the temple they summoned and trapped a hugely powerful entity, the demigoddess Coresta, Daughter of Amedia incarnated as a great sea dragon (her body) and a beautiful oceanid or sea nymph (her soul). When the Dracorian Empire fell, the temple was swallowed again by the sea and Coresta became trapped until the isle again was wracked by a great sea storm and the islands secrets were revealed.

Approaching the island

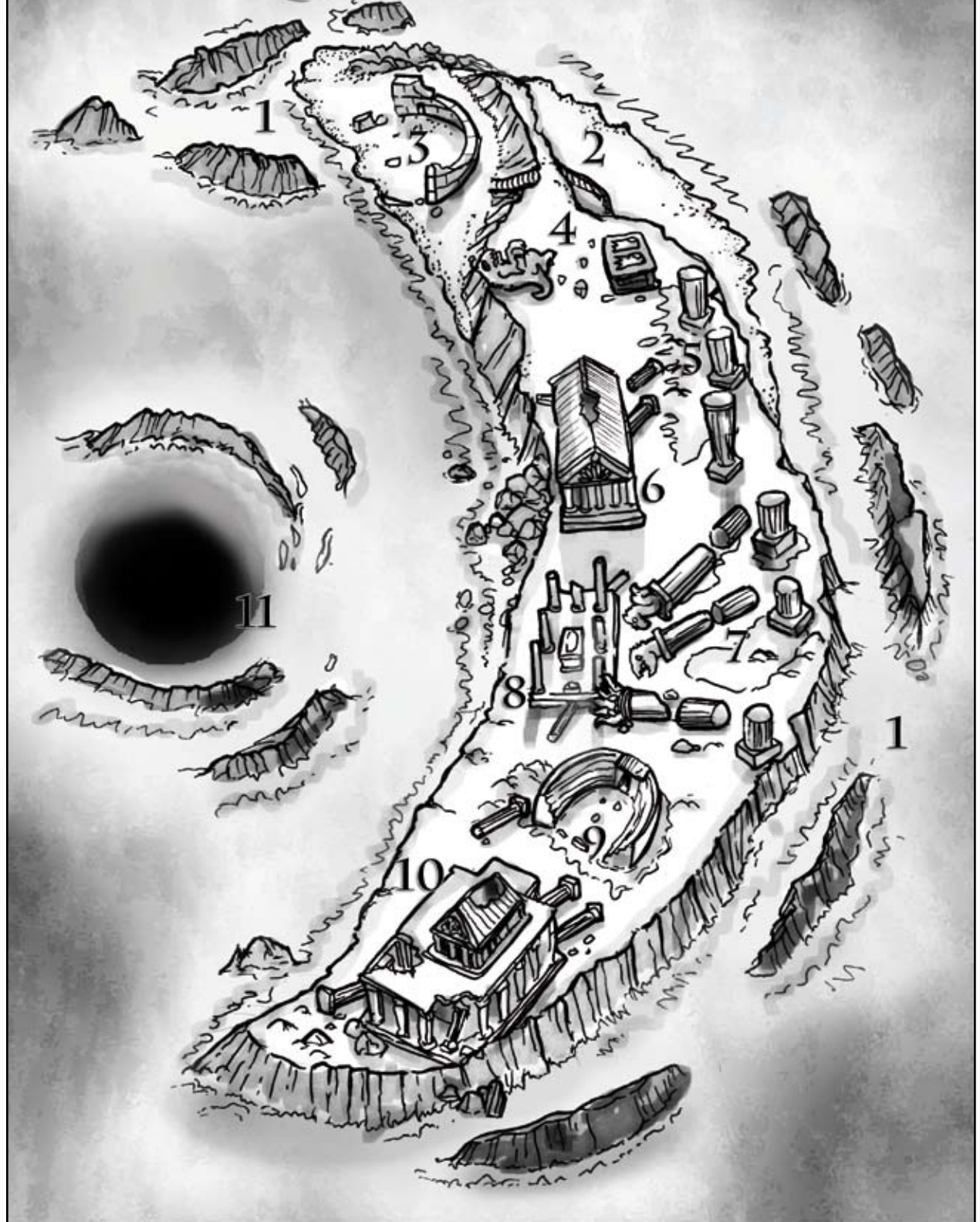
If a great storm has not occurred then only a great crescent sandbar is seen in the distance. Strange blue rocks jut through the sand here and there. Anyone venturing near Gorga's Vent has a high chance of being attacked by a mutated demonic sea monster, a many-eyed Giant Octopus or Sea Serpent whose mouth is surrounded by tentacles. If a storm has struck the island, then the sands have shifted, sea birds screech overhead of the clearly visible blue stone ruins, ancient columns, monstrous statues of epic proportions, a great open air theatre and two huge temple structures. Mermen, wild undines and sea monsters are all very active in the waters, but these are not Gorga's beasts, but creatures of Amedia, who have come to rejoice at the rising of the temple. They will not attack worshippers of the sea goddess or their guests, but will attack all others on sight.

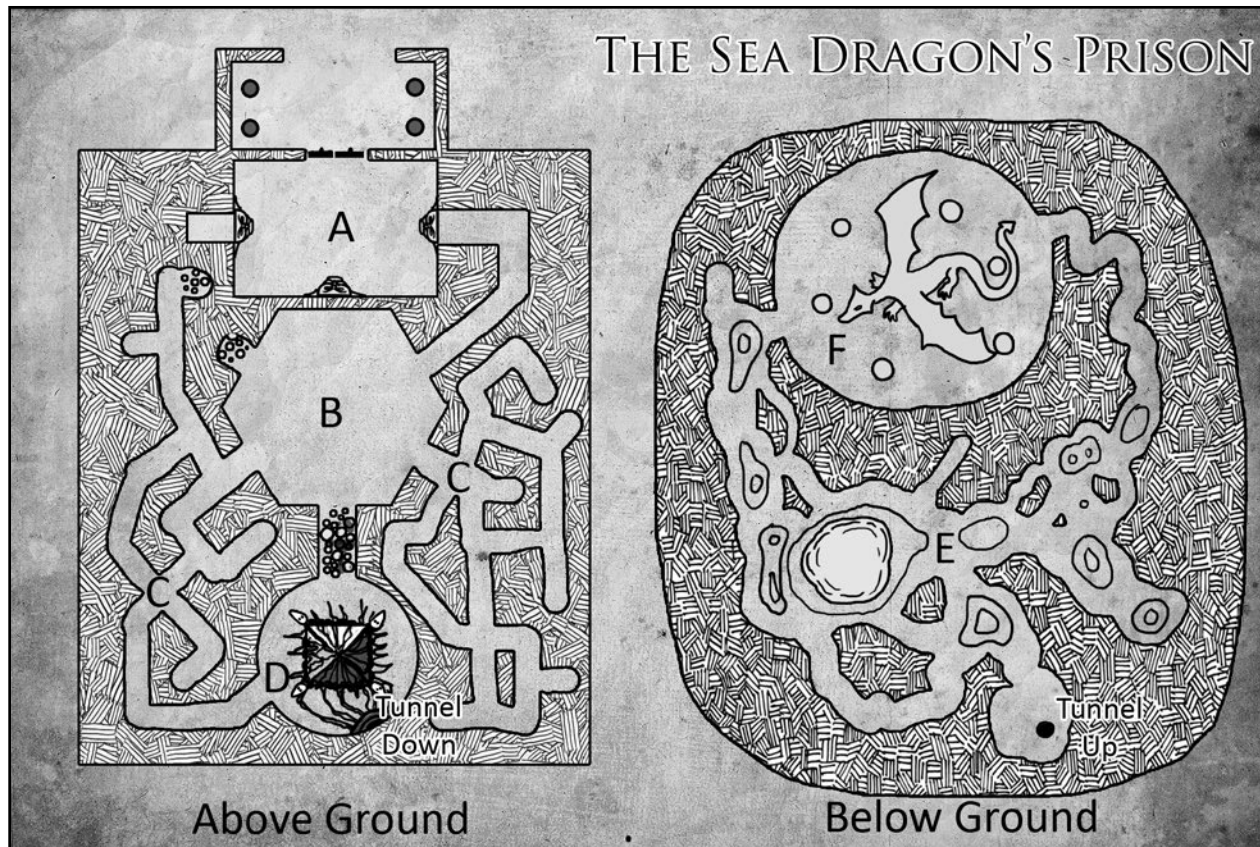


Areas of the Sea Queen's Isle

1. The Teeth of Gorga - The island is surrounded by treacherous reefs that seem to gnash and grind like teeth. All Sailing tests are at -50 in these waters, and any failure results in the ship or boat being instantly smashed to pieces; all of the crew must swim (Athletics test at -25) or perish.
2. Stone Head Beach - This strip of kelp-covered sand is the only safe harbour on the island. The beach is strewn with large blue stones, which when examined are the inhuman faces of sea monsters, mermen and watery gods- the remnants of fallen statues. Steps lead from the beach on to the higher rocks and then down again to Crab Tower. **Treasure:** On a successful Perception test at -25, a human-sized Crystal Skull containing a matrix for Mindspeech 2 is uncovered. The crystal skull is worth 500SP.
3. Crab Tower – This ancient tower has long since collapsed into the sea. Its diameter is over 30 Metres, and a set of gigantic steps rise on the inside, each over a metre tall. Beneath the soft sand of the beach, a huge Giant Crab (maximum SIZ, CON and STR) has made its lair. It will wait for someone to step onto it before rising, throwing them to a ground if the fail a Dodge roll (-25); it will attack. **Treasure:** The flesh and shell of the crab would fetch 150SP at Claw Beach.
4. The Statue of Dagoloth – Lying across the seaweed and sand covered courtyard is a massive 15 Metre lead statue of a hideous sea monster, Dagoloth. Dagoloth looks like a bloated cross between a tentacled dragon and an angler fish, with bulbous eyes, needle-like teeth, writhing tentacles and webbed claws. Worshipped as the Sea Tyrant by the Dracorians, this evil monster statue has a curse placed upon it; anyone who removes the statue or sets it right again will be plagued by sea storms, haunted by nightmares of tentacles and finally consumed one dark night by Dagoloth himself.
5. The Columns of Sacrifice – Sacrificial victims were once tied to these pillars. The pool that surrounds their base is full of corals and kelp, lurking within the water is a Sea Slime, a rose pink version of the standard Slime from OpenQuest. Also in the pool is a barnacle-encrusted Dracorian skeleton wearing a golden torc. A dragon-shaped key is clutched in his hands. **Treasure:** The Dragon Key, whilst also being a key to the Sea Dragon's prison, also functions as an Enhance Mechanisms 2 Matrix, worth 300sp.
6. The Temple of Coresta Bound – Still intact after millennia, this is where the Dracorians ritually bound the soul of the demigoddess Coresta (in the form of an Oceanid) to their bidding. The doors are huge and require a -75 Athletics test to open. The temple is completely filled with a single huge undine, within which swim creatures of the deep. At its centre is an altar upon which a beautiful Oceanid has been pinned by four magical tridents. Anyone entering the temple must be able to swim; there are three undead Dracofish guarding the prisoner and the tridents cause 1d8 damage to anyone touching them directly. She screams in agony when the tridents are touched and begs the player characters to stop. The Oceanid cannot be freed until the Sea Dragon is awoken. If the Oceanid is released see 'Coresta Liberated', below. It requires a Religion (Amedia) role to recognise the demigoddess. **Treasure:** Bizarre religious items such as sacrificial knives shaped like mermen, squid bowls and sea dragon chalices are worth a total of 200SP.
7. The Fallen Gods – Three columns are each topped with an image of a sea monster; the monsters are heavy but very well carved and worth 200sp each. If somehow erected again, they would summon the Sea Serpent from location (e), who would try to eat the party.
8. The Altar of Dagoloth – Surrounded by columns of corroded iron, this grisly altar is covered with images of brutal sacrifice. If the proper rituals are performed then the temple could be consecrated again and foul Dagoloth's worship would resume. The columns and altar are marked with symbols; from top to bottom they are the magical glyphs for Dark, Master, Dragon, Sea, Goddess and Slave. (They are a key to release the Sea Dragon in room 10 (e).
9. The Theatre of Ghouls – This strange amphitheatre, once used by Dracorian Priests is now haunted by a group of grotesque Sea Ghouls (as per normal ghouls, but they only eat the drowned and can breathe underwater). They are dressed in rotting robes and corroded masks dedicated to Amedia and Coresta. They are performing a ritual, and are in fact worshippers of the sea goddess who are trying to free the Sea Dragon and release the trapped Oceanid, but they do not have the magical capacity. They will not cooperate with players unless they are worshippers of Amedia; instead they will try and eat them.
10. The Sea Dragon's Prison – The huge doors of this once grand building temple building are decorated with grotesque images of Dagoloth abusing Coresta. They cannot be opened by any means other than the key located beside the Columns of Sacrifice. The

The Sea Queen's Isle





Prison is divided into six sections. (See the Map)

11. Gorga's Door is a huge sink hole beneath the waters. It is a deep dark blue, with extremely clear waters. The sink hole descends three hundred meters below the sea floor before spreading out into deep submarine caves. At about ninety meters, the waters are poisonous to normal creatures; only monsters can survive these depths. No human swimmer could survive without powerful magic. Deep within the sinkhole is a secret entrance to the Sea Dragon's Prison. **Treasure:** Just beyond the 'safe zone' there is an urn that was dropped from an ancient sea vessel, it brims with 550gp. Creative players can obtain this; the foolish should suffer.

The Sea Dragon's Prison

A. Gorga's Mouths – This anteroom is dominated by three large frescoes of Gorga's fanged and grimacing face, each of which has within its jaws a circular door of corroded bronze. The doors are all at -50 to all tests to open. Only one door leads into the depth of the prison; the other two are traps, which will open and spray noxious green acid gas into the room. Anyone failing a Dodge roll immediately takes 1D10 points of damage; the gas also damages all equipment in the same way. It fills the chamber, only dissipating after five minutes.

B. Hexatomb – This large hexagonal room is covered in the sickly scale-like growth and vile root-like formations associated with Dracorian ruins. Everywhere drips with seawater. The slippery floor is strewn with the bloated remains of six Dracorian warriors, dressed in ceremonial armour (AP 3); each is holding a dragon-headed great axe. They are undead, and attack the intruders as per Zombies in OpenQuest. The doors from this room require a -25 Mechanisms roll to unlock. **Treasure:** The Dragon Axes, value 300sp each, Ceremonial Armour, value 200sp to a collector.

C. The Embryonic Labyrinth – This whole dark chamber is a maze of slick walls from which hang great egg pods. Some pods still have dracorian larva inside; others have

burst their decayed remains on to the floor. There is only one exit to the room. An undead Swamp Dragon lurks in the chamber; its rotting body hardly kept together by ancient magic as it guards its master's brood (use normal stats, but double STR and CON, and add the special ability to regenerate 2HP per round). **Treasure:** Alchemists would pay 300sp for a living Dracorian Larva. Only one embryo in the chamber can be harvested successfully.

D. The Dreamer's Chamber – At the heart of this large circular chamber stands a sickly green pyramid of translucent material. Many tuberous tendrils grow into its sides stemming from a large hole in the floor. On closer inspection, a Dracorian Lord appears to be sat cross-legged at its centre as if meditating. Around the pyramid are four posts of carved jade, each topped with a severed dragon head. Anyone approaching the pyramid will cause one of the heads to vomit acid. This is a Ranged Attack at a skill of 90, and inflicts 6D6 Damage. The heads are protected by Cast Back 4 and have 4 AP and 10 HP. If the party attempt to destroy the pyramid, they discover it to be resistant to all weapons and magic. The hole in the floor is a smooth shaft, 10m across and 100m down; the tendrils can be climbed with a successful Athletics rolls.

E The Lair of the Serpent – The great tendrils from room (D) cover the walls of this great cave. Stalagmites and stalactites cover the floor and ceiling like dragon's teeth. In the centre of the room is a circular pool, which leads after several hundred metres of submarine tunnels to Gorga's Mouth. There is a 20% Chance that a large sea serpent will be curled up around the hole. This

serpent is a monstrous tentacled thing that will attack anyone on sight. The cavern formation should allow for good cover, and lots of hiding places for players to use ranged weapons from. Amongst the rocks are found the skeletons of mermen, Dracorians and humans. **Treasure:** A bag containing four emeralds worth 120, 131, 47 and 700sp respectively.

F. Coresta in Chains – In this huge round chamber carved from the subterranean caves is bound a mighty sea dragon of silver and green hue. This is of course the physical body of the demigoddess. Coresta lashes in monstrous agony as hundreds of writhing tentacles have burrowed into her skin, leeching her vital essence to sustain the Dracorian Lord in room (d). Around the sea dragon stand six plinths, each marked with a different symbol; clockwise from the north they are Sea, Dark, Goddess, Dragon, Master and Slave. The symbols can be depressed, and if done so in the right order they disrupt the flow of the life force. The order is Slave, Goddess, Sea, Dragon, Master, Dark. If the glyphs are touched in the wrong order, the Sea Dragon will writhe in agony and a black bolt will be emitted from last plinth causing 3D6 Damage, which can be avoided with a Dodge test at -50. If pressed in the correct order, the tentacles will suddenly pull from the dragons body and crumble to dust, causing the whole cave to rumble (this may alert the Sea Serpent in room (e)). See 'Coresta Liberated', below, for what happens next.

Coresta Liberated

If the Sea Dragon is released from its prison, then it will go on a rampage, ignoring the player characters. It will wander into the room 10 (E), at which point the Sea Serpent if it is alive will attack it. The fight will be a titanic struggle, but the sea dragon will win. It will then leap into the pool and swim up through Gorga's Door. It will then fly to the Temple of Coresta Bound. The Sea Dragon cannot enter the temple due to magical wards against her, and she will await the players.

Coresta will command, coerce, threaten or beg the players to help it unleash the Oceanid within. If the players will not help, then she attacks them. If the players do help then the body and soul will unite as one. Coresta will stand before the players incarnated in her form of a silver-green scaled woman of great beauty. She will bless the players with a permanent Water Breath spell (as per the OpenQuest rule book but no MP to cast), kissing each of them before transforming back into her dragon form and leaping into the ocean. There are now two full dragons at large on Pherae, both territorial females and life on the islands could get very interesting.



The Six plinths around Cortesta

Encounters

Mutant Octopus

Body covered in hundreds of eyes.

STR 30 CON 20 DEX 12 SIZ 30 INT 10 POW 18
CHA 3

Damage Mod.+2D6 Hit Points 30 Major Wound 15
Movement 23m (swim)

Armour 4 AP.

Combat: Unarmed Combat 80 (Bite 1D10, Claw 1D8),
Ranged Combat 70 (Spines 1D6)

Resistances: Dodge 60, Resilience 90, Persistence 80

Skills: Athletics 75, Perception 70

The Tentacled Sea Serpent

STR 58 CON 35 DEX 7 SIZ 36 INT 3 POW 21 CHA 3

Damage Mod.+5D6 Hit Points 36 Major Wound 18
Movement 23m (swim)

Armour 3AP.

Combat: Unarmed Combat 60 (Bite 6D6, Tentacles
1D10)

Resistances: Dodge 40, Resilience 80, Persistence 40

Skills: Athletics 75, Perception 70

The Giant Crab

STR 42 CON 24 DEX 7 SIZ 42 INT 2 POW 11 CHA 2

Damage Mod.+4D6 Hit Points 42 Major Wound 15
Movement 15m (land)/23m (swim)

Armour Thick Shell (6AP)

Combat: Unarmed Combat 50 (Claw D10)

Resistances: Dodge 20, Resilience 60, Persistence 40

Skills: Athletics 55, Perception 30

The Rose Coloured Slime

STR 4 CON 11 DEX 4 SIZ 21 INT 1 POW 11 CHA 1

Damage Mod.0 Hit Points 16 Major Wound 8

Armour 0 Movement 7m (can also crawl on walls and
ceilings)

Combat: Unarmed Combat 75 (Envelop: 8pts Acid
damage per round, dissolves armour first; escape with
Dodge or Athletics check)

Resistances: Dodge 10, Resilience 60, Persistence 200

Skills: Athletics 30, Deception 75, Perception 75

Special: Immune to mind-control magi, poison, and
disease.

Can only be harmed by fire or magic. Body retains acidic
properties for CON days after death.

Envelop attack cannot be parried, but can be dodged.

The Temple Dracofish

STR 24 CON 4 DEX 7 SIZ 24 INT 2 POW 0 CHA 2

Damage Mod. +2D6 Hit Points 19 Major Wound 10
Movement 15m (Swim)

Armour Scales (AP3)

Combat: Unarmed Combat 50 (Bite 1D8+2D6), Ranged
Combat 50 (Water Jet, D6, 15m range)

Resistances: Dodge 60, Persistence 100, Resilience 100

Skills: Athletics 31, Perception 10

Special: Fly for their STR in metres once per hour. An
attacker hit by a water jet must make an Athletics test
or be knocked prone; flying creatures are even knocked
from the skies.

Immune to fatigue, disease, poison and mind control.

The Sea Ghouls

STR 14 CON 11 DEX 11 SIZ 13 INT 11 POW 11
CHA 4

Damage Mod.+D4 Hit Points 12 Major Wound 6
Magic Points 11

Armour 4 AP. Movement 15m (land)/23m (swim)

Combat: Unarmed Combat 60 (Claw 2D4, Bite
D6+D4+Poison), Ranged Combat 70 (Spines 1D6)

Resistances: Dodge 40, Resilience 30, Persistence 40

Skills: Athletics 40, Deception 60, Lore (Undead) 75,
Perception 30

Magic: Battle Magic 35

Battle Magic Spells: Detect Human, Enhance Athletics
2

Special: Can breathe underwater.

Venomous bite: Potency 22 poison, causes Paralysis for
D10 hours after a delay of D3 rounds.

Howl: Every creature in POW metres is Demoralised (as
the spell) unless he can overcome the ghoul's Persistence
with his Resilience in an opposed test. The effect lasts for
up to five rounds (with resistance needed each round) as
long as the howling continues.

The Undead Dracorians

STR 23 CON 4 DEX 7 SIZ 13 INT 2 POW 0 CHA 2

Damage Mod.+D6 Hit Points 9 Major Wound 5
Movement 7m

Armour Ceremonial Armour and Skin (4AP)

Combat: Unarmed Combat 50 (Fist D3+D6, Claw
1D8)

Resistances: Dodge 0, Resilience 100, Persistence 100

Skills: Athletics 31, Perception 10

Special: Immune to fatigue, disease, poison and mind
control.

The Zombie Swamp Dragon

STR 26 CON 4 DEX 10 SIZ 26 INT 2 POW 0 CHA 2

Damage. Mod +2D6 Hit Points 15 Major Wound 7
Movement 12m (Swim)/7m (land)

Armour: Armoured Skin (AP8)

Combat: Unarmed Combat 50 (Bite D10+2D6), Ranged
Combat 50 (Spit Acid 1D8)

Resistances: Dodge 0, Persistence 100, Resilience 100

Skills: Athletics 36, Perception 10

Special: The Swamp Dragon's acidic spit reduces
the protection of non-magical metal armour by 1 per
successful strike.

Immune to fatigue, disease, poison and mind control.

Coresta's Soul (Oceanid)

STR 10 CON 31 DEX 14 SIZ 10 INT 23 POW 24
CHA 28

Hit Points 20 Major Wound 10 Damage Modifier +0
Magic Points 14 (10 on divine magic)

Movement 15m Armour 0 AP.

Combat: Unarmed Combat 100 (Fist, D3)

Resistances: Dodge 60, Resilience 110, Persistence 120

Skills: Athletics 125, Influence 130, Natural Lore 100,
Perception 120,

Magic: Battle Magic 100, Religion (Amedia) 150

Battle Magic Spells: Coordination 4, Countermagic 4,
Dispel Magic 4, Enhance Athletics 4, Extinguish, Heal 6,
Water Breath

Divine Magic Spells: Breath Water 4, Call Undine 3,
Call Denizen of the Deep 3

Special: Coresta's soul can transform herself into an
undine by spending 1 Magic Point per point of Size the
undine has. If the undine is destroyed, she is unharmed,
but forced back to her oceanid body.

Notes: While impaled by the tridents, Coresta's Soul
cannot cast magic.

Coresta's Body (Sea Dragon)

STR 65 CON 40 DEX 14 SIZ 80 INT 23 POW 34
CHA 28

Damage Mod. +8D6 Hit Points 55 Major Wound 28
Magic Points 34

Armour 12AP. Movement 30m (swim)/45m (fly)

Combat: Unarmed Combat 125 (Bite: d10+7d6, Claw: d8+7d6, Tail: d20+7d6)

The sea dragon can make a single bite or tail attack, or two claw attacks each round.

Resistances: Dodge 60, Resilience 110, Persistence 120

Skills: Athletics 125, Influence 130, Natural Lore 100, Perception 120

Magic: Battle Magic 100, Religion (Amedia) 150

Battle Magic Spells: Coordination 4, Countermagic 4, Dispel Magic 4, Enhance Athletics 4, Extinguish, Heal 6, Water Breath

Divine Magic Spells: Breath Water 4, Call Undine 3, Call Denizen of the Deep 3

Special: The sea dragon can breathe a cone of cold 26m long and 26m across at its widest point, inflicting 4d6 damage. A dodge check is allowed for half damage. The dragon must make a Resilience test to breathe cold more than once per hour, with a -25% penalty for each use.

Notes: While being drained by the Dracorians, Coresta's body cannot cast magic.

Adventure Hooks

Claw Beach needs Money. As an aside from the Death and Taxes scenario, the player characters could be persuaded by the residents of Claw Beach to go to the recently uncovered island to raise funds for their taxes.

Plunder Rights! The smugglers of Claw Beach, the prospectors of Perilplunder and the Pirates of Megalaris all here rumours of the treasure laden temples on the Isle of the Sea Queen. They rush to stake a claim on the island, with who will the players ally?

The Dracorians Rising. A group of wicked Dracorians are seeking to reactivate the temple of Dagoloth. If this happens all manner of evil will rise from Gorga's gate, can the players stop them?

The Tormented Seas. Monsters have been rising from Gorga's Mouth and attacking local shipping. The Draxan ministers have located the source of the monsters and hire mercenaries to resolve the situation.

Coresta the Host. It could be possible that Coresta has been infected by Dracorian fertility rituals and is carrying a large number of parasitic Dracorian Larva inside her. The Dracorians would be actively seeking to harvest these, can the players help Coresta kill still slumbering parasites, before they awaken and literally eat her alive?



The Dragon Bridle

A Campaign Idea

This short campaign idea is for a group of players who have anti-draconic sympathies. However, it is best that they are not allied to the Wyrmslayers. Indeed, they could have had bad encounters with that Faction, who are inclined to bullying and violent behaviour, as well as theft.

The Agent

The player characters are contacted by a shadowy agent. This event could occur anywhere on Pherae. The woman Claudiana is a raven haired beauty, with a thick foreign accent. She looks like she can handle herself in a fight.

Claudiana appears when the players least expect her. She introduces herself by name (it's a fake anyway) and explains to the players that she is a sympathiser to their cause, she tells them a sad tale of her father's execution by Flames of Purity, the death of her valiant band at the hands of a wyrm under the Dragon Queen's control and so forth. Claudiana goes on to explain that she has discovered how to locate the Lost City of Tra'al and a Dracorian artefact, which she calls a Dragon Bridle. She explains that the magical item was used by the Dracorians to enslave dragons, and could be used against Flames of Purity.

The Truth

Claudiana is actually an agent of the Dragon Queen, and she has been assigned the duty of finding and destroying the Dragon Bridle. The Council of Khera and Wyrmslayers are also seeking the artefact. They are working against each other for the same goal. The Wyrmslayers seek only freedom; the Council of Khera seek to control Pherae. However to make the matter more complicated a foreign sorcerer, Jerikar has recently bought the only clue to the artefact's whereabouts and has disappeared.

The Scrolls Of Tarakarenis

Tarakarenis was a Khata Era scholar, who was famed for her studies of the Dracorians and their weaknesses. She was a slave in the service of a Dracorian noble and thus spent a great deal of time travelling the Dracorian Empire. In one of her scrolls she wrote an account of a visit to the City of Tra'al, where she witnessed a 'Dragon Breaking'- the taming of one of the great drakes using a Dragon Bridle.

These scrolls were missing until recently, but the legend was well known. A prospector called Marex Pittelis from Perilplunder roaming the hills around Azura found an ancient tomb in which several of the Scrolls of Tarakarenis were located. Seeking to make a quick profit, he took them not to Lord Colincles, but instead to the Artefacts Market in Khera, where the items were bought by Jerikar. However gossip about the nature of the scrolls soon spread.

The Council of Khera

Several members of the Council, including Councillor Barrista the Golden and his wife Tricidia, seek to depose the Dragon Queen from power, and have tried to purchase the Scrolls of Tarakarenis from Jerikar, but he refuses to sell, and following the pressure that they have applied to him he has left Khera for Sorg Falls. Jerikar had a substantial town house in Khera, and despite his flight south, he has left retainers at home. The Council fears that Jerikar will reveal their attempts to seize the Scrolls to the Dragon Queen and so have despatched assassins to kill him.

The Wyrmslayers

The legend of the Dragon Bridle is well known to the Wyrmslayers. Vermithana has had her spies looking for it for the last ten years. The purchase of the Scrolls of Tarakarenis by Jerikar has just come to her attention. She seeks to locate Jerikar and the scrolls by any means possible.

The Quest

The Investigation

The first part of the campaign is thus all about the race to locate Jerikar, to be first to seize the scrolls and to access the information. The players can search his town house in Khera, guarded by Jerikar's loyal warrior retainers, who don't take kindly to strangers. Still, the player characters should be able to locate Jarikar's diary or extract the information of his whereabouts from his loyal hand servant Malfas. However, they will not be the only ones looking for the information; Kheran Council agents and Wyrmslayers should also make rude intrusions into the player's investigations.

The Road to Sorg Falls

On their travels to the south, no matter how they travel the players should be hampered by the competing forces. Rockslides make roads impassable, local farmers have been informed that the players are actually wanted goat thieves, and beer is spiked with sleeping draughts. All the time the opponents are illusive.

Sorg Falls

At Sorg Falls the players finally meet with Jerikar. He has paid a large gang of local toughs to act as his bodyguards and is holed up in one of the strange tree house complexes that the village is famed for. He will not come easily, and the players will now get to meet their competitors. The Council of Khera has hired three bravos, Gedris, a powerful warrior, Galotis an articulate and cunning thief and Drabitis, a skilled sorcerer. The Wyrmslayers have sent Patris, Domin and Corvus, three of the faction's toughest warriors. The players need to use cunning to befriend, rob or coerce Jerikar into giving up his scrolls, if they do not then one of the other factions will!

'We have all the information we need!'

Once (if?) the player characters have the scrolls in their hands, they will discover that they are written in the language of the Khatan people. Claudiana can translate for them. The scrolls describe the rituals of Dragon Breaking, and place the lost City of Tra'al beneath Khera, but it claims that the city was sealed against demons and the Cylinder Key was concealed in the temple of Azura, many miles to the south.

At some point in the next day, an attempt will be made to steal the scrolls by one of the Factions; the other will simply follow the players to their next destination. If the player characters do not have the scrolls, then they can also opt to follow one of the other factions, who will now be known to them. Of course, there will be some confusion, as one of the factions will then have stolen the scrolls from the other, meaning both know where to go next.

The Temple of Azura

The trip to the temple can be as hazardous as the Game Master wishes. The Cylinder Key is in the possession of Zathustra, Leader of the Monastery. It will not be a simple task to take it from him. The wily monk knows that many compete for the key and will set a complex ritual challenge for the three factions in order for one to win it. Assaults or robberies will be met with dozens of warrior monks, and assassins hunting the assailants down with strange dragon magics. However, the Dragon Monks now have a vested interest in the Dragon Bridle; they believe they can use it to combine their energies with that of the entrapped dragon Tathas, and they will now be following the player characters as well.

Back to Khera

According to the Scrolls of Tarakarenis, the gateway to Tra'al lies deep in the sewer systems beneath Khera. However the only access point to the section they need is beneath the Draxan Embassy. The players are going to have to find a way into the embassy. Of course whatever plan they take will be greatly aided by Claudiana sending message to the ambassador to have the guards turn a blind eye.

The sewers are inhabited by a small clan of Dracorian Newts, a blind albino Swamp Dragon of huge size and several pockets of undead. It should be a glorious dungeon hack which eventually leads to the Great Gates of Tra'al.

Tra'al, Lost City of Draconic Despair

Tra'al is a huge abandoned city; it is many hundreds of meters below Khera. In its last days it was protected by a huge bubble of magic, but Khata summoned the powers of Vulkaris the volcano god to choke the city and entomb it in ash. The city remains relatively intact. Sights include its grotesque temples to bloodthirsty gods, ancient statues of Dracorian heroes and most importantly the Dragon Arena, a huge amphitheatre decorated with the bones of drakes.

The city is haunted by undead Dracorians and Dragon Ghosts that try to drive away the player characters. One of the deadliest monsters are the Ash Walkers, Dracorian undead encased in hard stone armour. All the time, the Wyrmslayers and Council of Khera forces will be in hot pursuit (even if the original opponents are deceased, there will be new ones to replace them). Eventually, the player characters will discover the Dragon Bridle, though there may be a three way final conflict to seize it.

Claudian's Treachery

Once the players return to the surface they are suddenly attacked by a group of the Ministry of Information's elite assassin/agents, aided of course by Claudiana. If she can, she seizes the Dragon Bridle from the player characters, and will try to have them arrested for treason. It will become readily apparent that she is a servant of the Dragon Queen. If the players defeat her, then they are now highly wanted criminals in possession of an artefact capable of defeating Flames of Purity. If they hand over the item, then Claudiana will be impressed and offer them 'Loyalty Conditioning' where they will be taken back to the Palace and 'helped' to love the Dragon Queen. As a reward, they can then become agents of the Ministry of Information.

Optional Twists

If the Gamesmaster so desires the Warrior Monks of Azura could turn up and defeat the Dragon Queen's agents and steal the Dragon Bridle.

Players who have encountered the Sea Dragon, Coresta could have ideas of making their own Dragon Queen under their power or even giving it to Coresta to drive away Flames of Purity.

If the Wyrmslayers seize the Dragon Bridle then about a week later the attempt their coup, Flames of Purity is overcome and Vermithana becomes the new queen. Anarchy and civil war reign.

If the Council of Kheron seize the item, they initially do

nothing with it. They bide their time and many think the item is lost. They plan strategically for their coup, acting loyally to the Dragon Queen but seeking to prove that the players are the true culprits. Over a year later the coup happens, Flames of Purity is dominated by the council, but not deposed from power, instead they control Pherae from behind the scenes.

If Flames of Purity works out who betrayed her, she makes examples of the council in public burnings.

If the Gamesmaster so chooses a foreign power could be seeking the Dragon Bridle in an attempt to invade Pherae. Jerikar could be an agent of that power.

The Dragon Bridle

Background

A cruel creation forged in ancient times by the Dracorian's evil sorcerers, the Dragon Bridle was used to control and break dragons, forcing them to become servile slaves to the overlords.

Description

A golden spiked circle of an unknown metal, from which hang two long chains. The circle is decorated with nine blood red magical jewels. The chain and the circle's spikes are extremely sharp, and easily bite into human or dragon flesh.

Creation

The way to manufacture of these evil items is long forgotten, even by the Dracorians.

Magic Powers

If thrown at a dragon with a successful Ranged Combat test vs the dragon's Dodge, the Dragon Bridle immediately clamps over the Dragon's muzzle and bites down, inflicting blinding pain. The dragon becomes subdued for one minute, during which time the user of the ring may scramble on to the dragon's back with the aid of the two chains. Once on the creature's back the possessor of the ring must match his Ride skill +50 bonus against the Dragon's Persistence; if they are successful then the dragon acts as if under the affects of a Dominate Dragon sorcery spell, with infinite duration. The effects can only be removed by a Dispel Magic 8 or similar spell.

Price

This item is priceless, and many seek to possess it. To own this artefact is treason on Pherae.

Claudiana (aka Daughter of Flames)

Initiate of the Cult of Dragon

Claudiana is a capable warrior, assassin and magician- she is a good match for any player character. Claudiana was rescued as a child by Flames of Purity from a beastman attack on her village and has been the devoted follower of the Dragon Queen ever since; she views the Dragon as a surrogate mother.

STR 17 CON 18 SIZ 12 INT 16 POW 19 DEX 21
CHA 17

Damage Mod. +D4 Hit Points 15 Major Wound 8
Magic Point 17 (2 on divine magic)

Armour: Scale Armour (4AP) Movement 15m

Combat: Close Combat 90 (Longsword 1D8+D4),
Ranged Combat 80 (Bow 1d8), Unarmed Combat 80
(Fist 1D3+D4)

Resistances: Dodge 90, Resilience 85, Persistence 90

Skills: Athletics 95, Deception 80, Influence 85, Lore
(Dragons) 60, Natural Lore 60, Perception 90

Magic: Battle Magic 85, Religion (Cult of the Dragon)
55

Battle Magic Spells: Detect Enemy, Enhance Influence
2, Fireblade, Fire Arrow, Heal 6, Protection 2, Shroud of
Silence.

Divine Spells: Fear, Find Treasure

Equipment: Claudiana carries a Potion of Universal Poison
Antidote, and one of the scales of her scalemail shirt is
actually a dragon scale from Flames of Purity and acts as
a 6 point Magic Store.

Some Epic Campaign Ideas

The Dracorians Ascendant

The Dracorians are slowly gaining a foothold in the land. A race that was thought almost extinct, they are now gathering in numbers. They have begun to uncover their ancient temples and seek the weaponry to make themselves great again. In their alien sleeping cities, the dust-covered Dracorians ancestors awake from eternal slumber. They have enslaved the hearts and minds of many beings and are slowly infiltrating every aspect of Pherae life. Soon they shall rise up and conquer the world once again. Can they be stopped? What terrors lurk in their ancient cities?

The Beastman Wars

The Beastmen have been gaining recent power; instead of the Dracorians, they could be the major antagonist in stories. Their dual nature means that they want to return Pherae to being wilderness, but they are also summoning foul demonic things to help them. Their bestial leader is trying to locate a series of magical artefacts that will summon Hallucious into the world as a huge demon. Flames of Purity would need to rally her troops, and perhaps or the Artificers or warriors of Perilplunder can truly aid her. Half-human spies, demons and bestial cultists could be hiding in the under belly of Draxa and the other major communities, seeking to overthrow the Dragon Queens rule.

The Summons of Khata

Throughout the lands of Pherae people are beginning to hear a strange song in their dreams. Wizards have been spotted in the ports and there is wild magic in the air. Common folk are developing sorcery skills with no training; young children have summoned demons in their sleep. Sorcerers seek hardened adventurers to help them explore ancient demon- haunted ruins. The Ministries and Guilds of Draxa send their agents to find out what is occurring. Warrior-Monks of Theron, arrive in distant villages with prophecies of doom and then, one fateful night, the doors of the Tower of Khata open for the first time in a thousand years.

The Dragons Arise

For a lifetime Flames of Purity has been the only dragon on Pherae, but strange draconic powers are awakening in the land. Dragon eggs are uncovered in Perilplunder and the dwarves in the north awaken a slumbering dragon. In Azura, the great crystallised dragon's eye flicks open and all the monks are struck by glorious visions and terrible nightmares. There are rumours of a strange moon shaped island that has risen from the sea in the east. Will each of the dragons carve out their own kingdoms like Flames of Purity has done? Will these draconic energies cause the Dracorians to stir and rise to power? Will this be a time of peace or war?

The Return of the Gods

For too long the gods of Pherae have slumbered, their energies drained by the actions of the Dragon Queen. Now they seek to arise, they call upon their champions to re-energise their faith, to uncover their lost artefacts and throw down the cult of the dragon. With earthquakes, storms and volcano they shall tear the land apart until their voices are heard. Will you aid them? Will you defend your beloved queen?

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