

Welcome to...



<http://www.debbiesthemes.com>

The Sea of Dragons

Draconia

Created by: Jesse Salazar and Thomas McQueen

Updated for 3.5e by: Thomas McQueen

Draconia is a land ruled by Dragon kings and gods, where the heroes fight to protect what is good and seek the secrets in the history of their world.

Amidst the feuding and power plays, well below the mighty wings in the sky, are the lands of mortals; Humans, Dwarves, Lizardfolk, and Goblins all live in the protection and service of the dragons gods and their kings. Each realm partners the lordship of a dragon, whether good or evil, with the mortals within, each strengthened by the other, tied to one another.

The dragon kings' will drives the lands. Wars between realms, struggles to dominate more territory, are a way of life, particularly in eastern goblinoid lands, which are ruled by the Reds and Blacks.

But a hundred years of turmoil between the Red and Black have finally come to an end. Now the cruel gazes of Pain and Destruction look West to the lands of Blue and Copper and Gold. While not yet united, their savagery is already encroaching into other kingdoms.

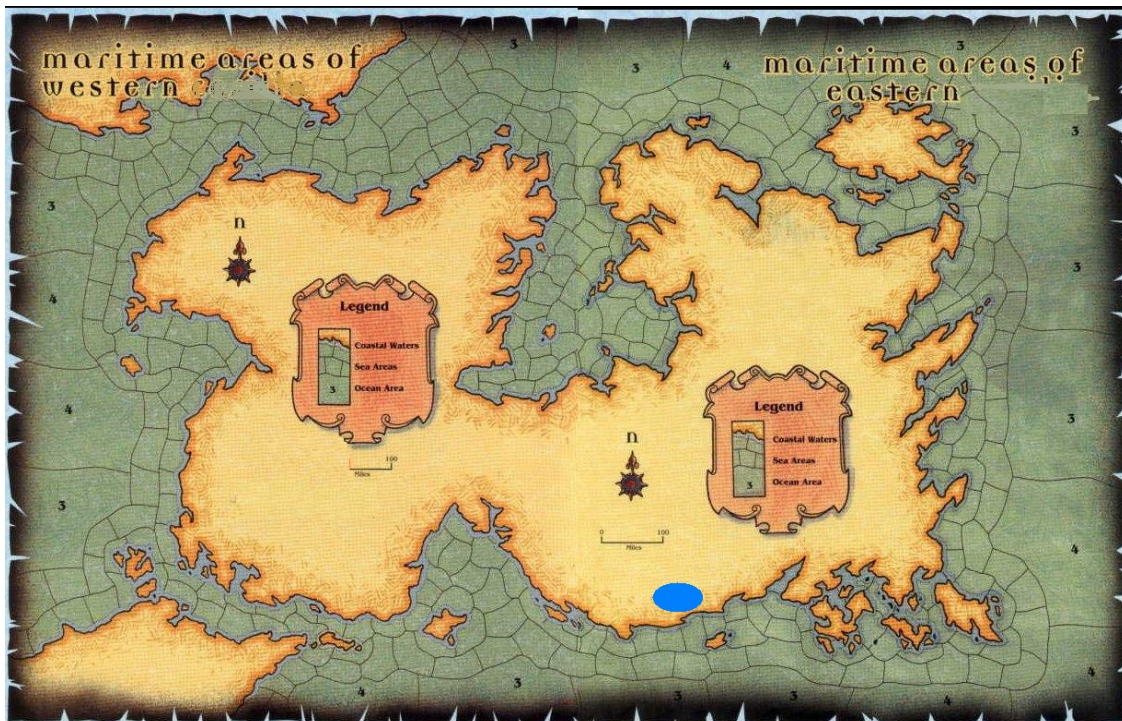
In Blue Ariya, a Khinasi seaport and eldest of the dry plains kingdoms, word has come of a plea for help from the mage-regent of the beleaguered kingdom of Mesire. Gnolls of the Black Spear Tribes flood down from the hills into Mesirean lands.

Wary of the Red Kings' armies, who recently conquered neighboring Aftane, Ariya hesitates to show any vulnerability through expending its military resources on behalf of a small ally. Now on the Eve of the Dead, Mesire has sent a secret ambassador to negotiate for aid from cautious Ariya...

Welcome Players, to Draconia!

Surely you have many questions, and hopefully we shall answer many of them here.

First let us say that the realms of Draconia are many and vast, filling the continent of Di'Dracken. The realm of the blue Ariya Dragon lies in the southern section of the continent, on the Sea of the Golden Sun.



The dragons of this land are literally divine, bound to their land through blood and power, and seen as messengers of the dragon gods. This tie seats them as the rulers of the realms, though Regents, appointed by a realm's ruling dragon, oversee most of Draconia's realms.

The social classes of Draconia are typically well defined. The learning of arcane magic is generally restricted to regent and noble bloodlines. The *tamounzada* aristocracy of Ariya for instance controls admission to the only school of wizardry, and allows admission almost exclusively to its own. The stringent theocratic rulers of Ariya, the Temple of Zyrepharadace are also selected exclusively from the *tamounzada* and the *ajazada* – lines who have earned the right to bear a family name.

The Good Dragon Gods of Draconia

Deity	Title	Pronunciation
Aurakingeiru the Gold	Lord of Purity	(aw- rock -in-gār-ū)
Umerthriinatosz the Silver	Lord of Fate & Fortune	(oo -mer- thrin -a-toss)
Nymvalabane the Bronze	Lady of Nobility	(nim- val -ah-bān)
Reoziiryym the Copper	The Guardian Lord	(ree- oz -er-im)
Ixingeir the Brass	Lord of Courage	(icks-in-gār)

The Evil Dragon Gods of Draconia

Deity	Title	Pronunciation
Gaulirualendeem the Red	Lord of Destruction	(gaw -lēr- oo -all-æn-dēm)
Zyrepfaradace the Blue	Lord of Might	(Zēr -eff- ar -æ-dās)
Ixutratain the Green	The Iron Lord	(ick- sū -trah-tān)
Urakafel the Black	Lord of Pain	(oo-rah-kah-fæll)
Turacoloth Aryxonvoarex the White	The Lady of Ice and Death	(tū-rah-kol-ath ar-icks- on-vōr-ecks)

The War of Power

It is written that long ago the Powers of Good and Evil struggled against each other beyond death. Their endless struggle brought them to our world in a timeless age, each side gathering force, and they came together and fought in the Valley of Dragons.

The Power's battle woke the wyrms, who had lain there in peaceful slumber for centuries. The Powers of Evil called upon its greatest champion, Tiamat, Queen of Devastation, sending her against the Good.

The Powers of Good called upon Bahamut, King of Justice, and set him against her. Their battle raged on, each side investing their strength into their Dragon champions, imbuing them further and further until each Dragon held all the Powers within them.

They threw themselves at each other once more, with a force that erupted the valley, rent the land and split the seas, setting our world in motion. The Dragon champions, pulsating with the Power's energy within them, burst apart, their children flowing forth, absorbing the endless power as they spread throughout the continent, a chosen few ascending beyond the material world.

Aurakingeiru – the Gold Dragon, Lord of Purity, is worshiped by diverse small groups, as well as in the gold dragon dominated elf lands.

Umerthriinatosz – the Silver Dragon, Lord of Fortune, is understandably popular in human societies ruled by silver dragons. Seen also as a guide, both for those lost and those seeking purpose, Umerthriinatosz is oft called upon.

Nymvalabane – the Bronze Dragon, Lady of Nobility & Dignity, is called on by those seeking beauty, grace, and societal power. She is worshiped both in the diverse lands held by Bronze dragons, many noble families, and those seeking to clear and calm their inner hearts.

Reoziiry – the Copper Dragon, known as the Guardian Lord, is seen as a protector, and worshiped quite widely, though particularly so in copper dragon lands, dominated by Humans.

Ixingeir – the Brass Dragon, Lord of Courage, is patron to all warriors and the under trodden of society. Wherever brass dragons rule, you will find the bravest of hearts.

Gaulirualendeem – the Red Dragon, Lord of Destruction, is favored of conquerors and glory seekers. Worshiped heavily in the goblin-filled red dragon lands, Gaulirualendeem's priests are always given a wide berth given their destructive tendencies.

Zyrepharadace – the Blue Dragon, Lord of Might, is called on by leaders seeking the strength to dominate others. The blue dragon lands, where Zyrepharadace is most widely worshiped, tend to be filled with reptilian humanoids, such as Lizardfolk, and the long-lived Kobolds.

Ixutratain – the Green Dragon, called the Iron Lord, has a diverse following, including Elves and Greater Goblins. Most evil sentient forest-based creatures are also followers, since those are the lands most dominated by the green dragons. Ixutratain is also often called upon by Elven smithies, in conjunction with Aurakingeiru to purify and grant strength to their craft.

Urakafel – the Black Dragon, known as the Lord of Pain, is seen as the enforcer of the gods. Worshiped in swampy black dragon lands, he is also called upon by torturers, sentient spiders, and cheated-on spouses.

Turacoloth Aryxonvoarex – the White Dragon, the Lady of Ice and Death, Mistress of the North Wind, Thief of Warmth and Breath, Graceful Lady of Snows, the Minstrel of Doom, is perhaps the least understood, least worshiped and most feared of the Dragons Deities. It is said all deaths by chill, each babe who dies in a crib, and every killer storm from the north is a result of a curse spoken in her name. She is worshiped through grudging respect in the freezing northlands dominated by the often-savage white dragons.

Now perhaps you'd like to know a little more how each of the races fits into the world.

- While each race – with the exception of Halflings – has its own territories, **Humans** are the most widespread. With their versatility and resourcefulness Humans have spread to some of the most inhospitable areas of Di'Dracken, as well as inhabiting the large plains of fertile ground.

The drive and sense of purpose that predominates in Humans pushes them to excel in whatever they wish to do, capable of becoming the strongest of warriors, the most devout and favored of priests, and the wisest of sages.

The three tribes of Humans that have filled the lands of Di'Dracken are:

The Anuireans – northerners whose ancestors conquered southward into the Heartlands long ago, establishing most of the present day realms of the region.

- Favored Class(es): Any & Paladin

The Khinasi – southerners with olive skin, these mystically inclined people still inhabit most of the coastal and central plain areas, and generally control river trade. With a long history of cooperation, Khinasi lands are the most diverse, both in the dragons that control them (blue, copper, bronze, brass, and even red) as well as the variety of other races that live in their cities. While their culture promotes wizardry and sorcery, there is also a strong vein of psychic awareness in the lower classes.

- Favored Class(es): Any & Wizard (noble), Any & Wilder (commoner)

The Vosbrecht – inhabiting mostly the eastern side of the continent, these dark skinned people are known for their great wisdom, passed down through an oral tradition. Many Vosbrecht mercenaries and teachers have spread to other lands.

- Favored Class(es): Any & Barbarian

- Whether high in their mountain homes, or working at a forge in a foreign land, **Dwarves** are well known for their pride and determination. They

consider themselves the greatest race ever created, perfect of build, solid and strong, like the intricate stone realms they carve out.

Dwarves have no fear and rarely desire for the arcane arts, having built up enormous resistances to them. Typically they pursue lives as craftsmen, sturdy warriors, priests of silver, brass or green, and surprisingly good rogues.

Dwarves live to be about 200 years old, hard bodies enduring like rock.
- Favored Class: Fighter

- Kin to Dwarves, **Gnomes** are noticeably smaller, and their effusive and lively personalities, including their devious sense of humor, lead them to many interesting livelihoods. Preferring to live in rocky or wooded areas, their small size keeps them suspicious of the “Tall Folk”, but their gregarious tendencies often lead them to join human communities, often as minstrels and bards.

Gnomes have developed a natural intuition for illusion magic, allowing them to perform minor magic no matter their class. Overall they make quite adept illusionists and rogues, and capable warriors and clerics.

Gnomes are one of the longest-lived races, living rarely up to age 350.
- Favored Class: Bard or Illusionist (whichever more favorable)

- Mischievous, mysterious, and good-natured, **Halflings** have few lands they call their own, and few lands try to make claim on them. Some Halfling communities are nomadic, while others integrate themselves into the culture of their surroundings, making themselves useful while keeping their distinct society alive through social events. They tend to make easy friendships with the “Tall Folk” in the good lands, but are virtually not to be found in any evil dragon lands.

Halflings are a diverse folk, easily excelling as rogues. They make surprisingly tenacious warriors as well, using their small size to their advantage. Though only rarely devout enough for an organized temple, they can on occasion be inspirational priests.

Halflings live to be about 100 years old, though it varies widely.
- Favored Class: Rogue

- Found on the oft-brutal frontier lands, **Half-Goblins** (really a cross of Humans and the more fearsome Elite Goblin) are most often just as brutal and uncivilized as their humanoid kin. Some however, whether gifted with a touch more native intelligence or raised in human society, have found a niche in the human realms. Their skin color crosses the red of their goblin heritage with their human forebears tribe, resulting in dark pinks through ruddy browns.

Inheriting brute strength, Half-Goblins go through city life primarily as warriors and bodyguards. Naturally stealthy, they are capable rogues. Sometimes an inhuman religious fervor grips them, pressing them to become fervent priests.

Half-Goblins can live to about 60 years old, though their dangerous environment, and rough behavior will often find them premature deaths. Those that do live to greater ages often find a great easing of their natural blood lust, their human sides coming out far more prominently, receiving twice the standard wisdom adjustment at each later age category.

- Favored Class: Barbarian or Cleric (whichever more favorable)

- Deep in the woodlands throughout Draconia are the **Elves**. Often savage to outsiders, Elven tribes typically are dominated by warriors, though druid circles lead some. Though their culture is diverse, the facet seen most by the outside world is their utter devotion to Purity. Elves consider both their race and the forest they make their home in as sanctuaries of Purity, and let very little interfere with that purpose. Their methods however do vary widely, working as druids, rangers, rogues, and occasionally sorcerers to defend their realms.

Elves' magical nature is tied to the rapidly evolving land. As such Elves age very rapidly, living only nine years normally. Natural intuition keeps their mental development to pace with their maturation, and their rapid lives give them a small edge in reactions with other species.

- Favored Class: Druid or Sorcerer (whichever more favorable)

- **Half-Elves** are often shunned in both human and Elven societies; in human cities because of the treacherous and brutal reputation of the Elves, and in Elven forests because of the Impurity they represent, often shunned by all but immediate family.

Whatever their own perspective, Half-Elves are widely capable, able to work well as warriors, priests, wizards, rogues. Their diversity of ability however comes at the price of their human kin's focus and drive.

Half-Elves mature by about age 10, and live to roughly 40-50 years old. Their closest kin is typically full-elf half-siblings and their descendants, their parents usually deceased before they are fully grown.

- Favored Class(es): Any Two

- High in the mountains of Di'Dracken, and deep in its many mines, you will find the **Kobolds**. Proud and respected for their kinship to the dragon gods, Kobolds can be found in many lands, though more often those of the evil dragons. Physically somewhat frail, Kobolds still display the full cunning of their reptilian heritage.
 - Favored Class: Cleric or Sorcerer (whichever more favorable)
- In the wetlands and deserts can be found the **Lizardfolk**, a proud and strong reptilian race. Rarely taken to habits of mayhem, Lizardfolk are often intermediaries between kingdoms of good and evil dragons.
 - Favored Class: Druid or Fighter (whichever more favorable)
 - ECL: +3 (2 racial HD, +1 LA)
- Often seen by others as the mortal embodiment of dragonkin, Half-Lizardfolk Kobolds are known varyingly as Lizbolds, Lizolds, and even Kofolk. Small of stature, but quite strong of body, Lizbolds make the most devoted (and some say favored) of the dragon priests.
 - Favored Class: Cleric
 - ECL: +1 (LA)

All of the races have their priesthoods, to worship and discern the Dragons' will. Though individuals and societies generally favor one Dragon or another, all are seen as contributing their gifts to the world. All priests seek further understanding of 'the dragon within', and grow better able to tap into this power as they progress.

So beginning your character's life in Draconia is simple.

- Choose your Name, Sex, and Race. Available race choices are Human, Dwarf, Half-Goblin, Half-Elf, Elf, Gnome, Kobold, Lizardfolk, and Half-Lizardfolk Kobold.

- Roll 4d6, dropping the lowest, six times and record the results. Add three “point-buy” points to increase your scores (+1 per pt. up to 14, +1 per 2pt. up to 16, +1 per 3pt. up to 18). Place these scores as you wish for your six ability scores, adjusting for race if necessary.
- Fill in miscellaneous information such as Appearance, Height, and Birthday, as desired.
- Do not record your class information or roll hit-points just yet.
- Please take a few minutes to write a brief history of your character’s early years. Be sure to include the following:
 - ▶ Environment you grew up in (school, farm, army).
 - ▶ Include family (parents, siblings, spouses, offspring).
 - ▶ What is your present situation? Where are you and what work are you doing?

Voilà! You are ready for play!

Speaking of Birthdays, did you know the Draconian week has eight days? Firlen, Relen, Dielen, Varilen, Branlen, Barlen, Mierlen, and Taelen. Mierlen and Taelen are usually considered days of rest at week’s end.

Each of the twelve months is made up of exactly 4 weeks. Beginning after the Day of Rebirth at the start of spring, the months are Sarimiere, Taliénir, Roelir, Haelynir, Anarire, Deismir, Erntenir, Sehnir, Emmanir, Keltier, Faniele, and Pasiphiel.

Of course the Festival of Haelyn comes at midsummer, between Roelir and Haelynir, the Veneration of the Sleeping lies between Deismir and Erntenir, and the Eve of the Dead comes at the onset of the coldest month, Keltier.

The Draconian Calendar			
Day of Rebirth	Festival of Haelyn	Veneration of the Sleeping	Eve of the Dead
Sarimiere	Haelynir	Erntenir	Keltier
Taliénir	Anarire	Sehnir	Faniele
Roelir	Deismir	Emmanir	Pasiphiel

Rules of Draconia

Here, without further explanation, are the general game-play rules governing in Draconia.

1. This will be a tightly knit campaign, and as such players need to be present. No character actions may take place without the player present. Three or more games missed without excuse or notice can result in replacement.
2. Clerics must call upon their god in the use of each spell, typically by name, though titles may also be used.
3. Use of DM rulebooks is disallowed during play, including the Dungeon Master's Guide, Monster Manual, etc. The Player's Handbook, this booklet, and other Draconia supplements are allowed. Penalties will amass for use of other rulebooks, or out of game knowledge.
4. Out of Character (OOC) discussions held during combat or other important moments are forbidden, and will be given only one warning.
5. Attack rolls of natural 1's are automatic misses and will incur varying results, based on a DC 10 Dex check recovery. A successful DC 20 check is a full recovery.
6. "Called Shots" will be available by a feat, with a situation dependant penalty of -2 to -20 to the attack roll.
7. Action Points will be used, each character receiving one half (round-down) of Level + 5 (i.e. 3 at first lvl).
8. Half-Goblins receive +2 to strength and constitution, and -2 to intelligence and wisdom. Kobolds -4 str, +2 dex, -2 con. Lizardfolk +2 str, +2 con, -2 int. Lizbolds -2 str, +2 dex, -2 int, +2 wis. Elves receive +2 to Initiative checks.
9. Role-playing Points (RP's) shall be given out for particularly outstanding moments of in-character actions.
10. At the end of each session, a Role-player-of-the-Game award shall be issued to the character best played that game. The reward is a bonus of 100 xp times that character's level.

Cleric Domains of the Good Dragon Gods of Draconia

Deity	Domains
Aurakingeiru the Gold	Law, Good, Glory, Healing, River
Umerthriinatosz the Silver	Law, Good, Air, Luck, Sun
Nymvalabane the Bronze	Law, Good, Knowledge, Metal, Nobility
Reoziiryym the Copper	Chaos, Good, Community, Earth, Protection
Ixingeir the Brass	Chaos, Good, Fury, Hero, Liberation

Cleric Domains of the Evil Dragon Gods of Draconia

Deity	Domains
Gaulirualendeem the Red	Chaos, Evil, Destruction, Fire, War
Zyrepfaradace the Blue	Law, Evil, Charm, Rune, Weather
Ixutratrain the Green	Law, Evil, Artifice, Trickery, Wood
Urakafel the Black	Chaos, Evil, Darkness, Madness, Strength
Turacoloth Aryxonvoarex the White	Chaos, Evil, Death, Travel, Water

Cleric Domains of the Dragon God Pantheon

Deity	Domains
All of Pantheon as a whole	Animal, Guardian, Magic, Plant, Scalykind

The Dragons also grant magical boons within the lands they dominate, varying on Dragon type.

Arcane Magical Affinities of the Good Dragons of Draconia

Metal	School	Meta-Feat	Descriptor	Effect
Gold	Abjuration	Extend	Fire & Acid	DC +1
Silver	Divination	Extend	Cold	DC +1
Bronze	Enchantment	Extend	Electricity	DC +1
Copper	Conjuration	Extend	Acid	DC +1
Brass	Enchantment	Extend	Fire	DC +1

Arcane Magical Affinities of the Evil Dragons of Draconia

Color	School	Meta-Feat	Descriptor	Effect
Red	Evocation	Enlarge	Fire	CL +1
Blue	Illusion	Enlarge	Electricity	CL +1
Green	Transmutation	Enlarge	Acid	CL +1
Black	Necromancy	Enlarge	Acid	CL +1
White	Necromancy	Enlarge	Cold	CL +1