

# Draken Larh

*In a world ruled by dragons, how do you fit in.*

Human and humanoid races have been enslaved by dragon kind for over 1,000 years. There are small contingents that try to overthrow the current governmental structure.

## History and Setting.

Strength is king, every level of dragon society rules by and through power. You are always on the lookout for weakness of those above you. If a young dragon guard thinks he can rule the hamlet better than the sheriff, then she will challenge the dragon above her. The emperor has gone unchallenged for 120 years, this has brought peace to the world, but who knows, the world can be thrown into global conflict any day.

## Dragon Emperor

He is the oldest living great dragon. She rules with a iron fist and through intimidation and fear. Currently and for the last three hundred years the capitol has been located in the frozen wastes of the south, Emporia.

## Dragon Lords

Each region has a Dragon Lord, which oversees the population. The population produces offerings for the dragon Lord. The dragon emperor uses a complex system of wizards and magical devices to keep in contact with each region. Each continent has a cabal of older dragons who rule over the different dragon lords.

Each Dragon Lord has a militia that can be called up within 24 hours notice if needed. Silver coins are the largest coin that can be owned by humans, as all gold is owned by the dragon emperor, who is the king over all dragons.

Each year all members of a region must bring an offering to the capitol to be taxed. All gold must be immediately given to the sheriff of a city. The gold given in this manner is separate from any income so is not considered part of the taxes. The crime for refusing to turn in gold is death. A Dragon Lord is the only members of society that have the right to challenge the Emperor. The current emperor has kept possible challengers at bay, by significantly increasing the numbers of Dragon Lord. There use to be one or two dragon lords per continent, which allowed for greater solidification of power. This enabled dragon lords the ability to call up huge armies that could potentially challenge the emperor. Since now each dragon lord oversees less than 200 miles of area, which has been chosen specifically for the interest of keeping the lords poor. It also built strong alliances with the families that were given tracts of land to rule. There are hundreds of dragon lords that are thankful for the lift in society and respect that to challenge him would be to potentially go back to the old ways, and invalidate their individual reign.

## Dragon Cabal

There are 7 great dragons that make up each cabal. They oversee each region. They are tasked with ensuring that each Dragon Lord manages their kingdom properly. They also ensure that no uprisings take place, and will gather troops from other regions when there are uprisings to deal with. If you are a member of the cabal, you give up your right to challenge the emperor. This is achieved through the fact the cabal rules with the emperor, and in certain aspects has more power, since they deal with the operations of the world.

## Sheriff.

Each hamlet has one elder common dragon as the sheriff and that dragon may have 3 to 50 young dragons as their enforcement power. The number will be based on geographic size as well as local wealth.

## Character Creation

### 1) Roll attributes

4D6 for Strength, Magic, Intelligence, Body, Speed

### 2) Choose Race

Humans

Elves

-1 strength, +2 magic, wild invisibility, infra-vision

Elves with their natural ability to hide in natural settings were the last race to be conquered by dragon kind. Their ability to hide whole cities under the noses of the dragon masters, forced the emperor to start a campaign of eradicating of woodland and forest settings. Whole old growth forests were burned to force out the elves from their homelands. There are still a few smaller elfin cities that have grown with the forests, but most elves now live in ghettos of the human cities.

Gnome

-1 strength, +5 magic, dark vision

Gnomish society has created a special niche amongst dragon kind. Their love of digging, exploring and mining has left gnomish society almost intact. They chose not to declare war on the dragons early within our history. They struck a deal, that they will give all gold to the dragon emperor, while maintaining a sort of autonomy.

Dragon Ilk

+1 intelligence, +1 Magic

Dragon ilk are the result of a mad experiment. The hope was to raise the quality of the human population, but it did not turn out the way the Dragon Emperor wanted. So genes from dragons was mixed with human DNA. The result did make a slightly hardier human who made a good slave and look to the dragons as gods. They did not make the type of slaves the Dragon Emperor wanted. They are distrusted by humans and dragon kin alike. They tend to be outcasts from society, so they gravitate towards adventuring and piracy. Most live in Emporia.

Gold Sense(can smell gold 50 feet away.

2 Claw attacks 1d6, with the talons of their human hands.

Expedited healing. If a few ounces of gold are kept in contact with their bodies, the Dragon Ilk will heal at twice the normal rate. Only members of a guard, or a servant of a ruler may own a small necklace to show that they have the right to be tallied among dragon kind.

3) Starting money: Roll 5d6 dice, multiply by 10, that is your starting silver.

#### 4) Character Classes:

Fighters

The fighter starts with 4 feats, not including punch. That is a free feat.

Thief

The thief starts with three feats, not including punch. That is a free feat.

Magic User

The Magic user starts with three feats, with one from either the misc or combat tables minimum

#### Gaining experience

As players role play through the game masters world, they will be given experience rewards determined by the game master. This experience can be traded in to increase stats or gain new feats. It can also be used to use some feats. Below is a list of example activities that may gain a player experience.

#### Using Experience

Increasing attributes.

You may increase one attribute by one point for 500 experience points.

Buying feats.

It costs 100 times the cost of the feat.

Re-rolling dice

You can re-roll any one die for 100 experience points.

#### Checks

There will come times in the game, that a player may need to make a attribute check to determine the result of their actions. If you roll a two, then you automatically fail regardless if your check number total equals the check number.

Likely hood	Check number
Probable	10
Likely	15
Average chance	20
Unlikely	25
improbable	30
Impossible	35

In order to make a check roll 2D6 adding that number to the attribute total of the attribute the check is against. If that number is higher than the check number you have made a success. If a two is rolled, you fail automatically, even if the total rolled would allow for a pass due to having higher attribute numbers.

#### Magic

Due to close proximity of living with dragons, the humanoid races have started to evolve to become more able to manipulate the forces of the universe that come so easily to dragon kind.

In order to use this chart look up the spell, the cost is subtracted from magic attribute. The type lets you know the school of magic. This is for spells that may affect a particular school or mage classes that may only allow spells from a particular school. The attribute will let you know which attribute of the target that is impacted by the spell temporarily. The minimum magic number determines if magician can learn the spell or not.

## Spell types

- Combat spells
- Mental magic
- Arcane magic
- Divine Magic

## Feats and Spells

Most interaction with the world of Drakon Fahr is through the use of feats. As you gain experience you can choose to spend that experience on either improving attributes or gaining new feats. Each class of character initially starts with three feats or spells. Regardless of what class you choose, which comes with additional feats or skills.

## Drakon Fahr Feats and Spells

Name: Punch \*      Cost: 0      Class: ALL      Attribute: STR      Min. Attri.: 1

### Description:

Since the player is punching they will use the damage that is delivered when attacking with a fist. That damage would be one point of damage, All players get

Name: Thrust      Cost: 1      Class: ALL      Attribute: STR      Min. Attri.: 10

### Description:

Damage will be subtracted from the body of whom is being stabbed dependent on the weapon readied.

Name: Parry      Cost: 3      Class: ALL      Attribute: STR      Min. Attri.: 15

### Description:

Can negate the effect of combat damage. If a player has an action left they can choose to parry an attack. If they roll a speed check vs the combat damage rolled, The character who initiated the attack takes half the damage they would have delivered if the parry check is made.

Name: Slash      Cost: 2      Class: ALL      Attribute: STR      Min. Attri.: 10

Description:

Damage will be subtracted from the body of whom is being stabbed dependent on the weapon readied.

Name: Leg Sweep      Cost: 5      Class: Fighter    Attribute: STR      Min. Attri.: 25

Description:

The character sweeps the feet out from under defender, if character fails sweep attack they lose one action next turn.

Name: Swing      Cost: 2      Class: ALL    Attribute: STR      Min. Attri.: 10

Description:

Damage will be subtracted from the body of whom is being hit dependent on the weapon readied + 1

Name: Mltp. Attacks    Cost: 10      Class: ALL    Attribute: STR      Min. Attri.: 20

Description:

The character can make 2 attacks instead of one for this turn.

Name: Throw      Cost: 5      Class: Fighter    Attribute: STR      Min. Attri.: 15

Description:

The character deals 1d4 damage to target, moves target 5 feet and they lose footing. It will take one action for the target to get back on its feet

Name: Disarm      Cost: 10      Class: Fighter    Attribute: Speed      Min. Attri.: 15

Description:

The target losses its weapon in hand. This feat cannot be used on creatures where their weapon is part of their body, example tusks of an elephant.

Name: Ready    Cost: 1      Class: ALL    Attribute: Speed      Min. Attri.: 7

Description:

The character readies or picks up another weapon during combat.

## Misc Feats

Name: Climb    Cost: 2      Class: Thief    Attribute: Speed      Min. Attri.: 15

Description:

The player can scale ten feet of a wall or other vertical surface that has at least a rough surface or

small hand holds. The player can scale ten feet of a wall or other vertical surface that has at least a rough surface or small hand holds.

Name: Pick Pocket    Cost: 5    Class: Thief    Attribute: Speed    Min. Attri.: 10

Description:

The player can take item(s) off of any other character. To determine success there will be a Dexterity check where the opposing character rolls against their intelligence

Name: Pick Lock    Cost: 1    Class: Thief    Attribute: Int    Min. Attri.: 18

Description:

Character can open locks that have been locked using non magical means. They will do a check difficulty based on lock difficulty. Must have lock picks.

Name: Acute Hearing    Cost: 1    Class: All    Attribute: Int    Min. Attri.: 10

Description:

Character makes a likely check, if successful the characters hears what is going on where the character is listening

Name: Blind Strike    Cost: 10    Class: Thief    Attribute: Speed    Min. Attri.: 18

Description:

If target is unaware of character making the attack, the target takes double damage from attack that is stacked with this feat.

\* All players get this feat to start

## Magic User Spells

Name	Effect	Magic Cost	Type	Attribute	Min Magic
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Wellness	Regain 1D4 in body	2	Divine	Body	10
Missile	1D4 damage from magical energy.	2	Combat	Magic	10
Burn	2D6 Fire damage. Target uses combat action to keep fire from engulfing target.	4	Combat	Arcane	
Renew	Replenishes targets magic reserves.	4	Divine	Magic	
Flee	The number of targets for this spell is equal to your player level flees for three combat rounds. Cost is 2 magic per level of magic user.	x	Mental		
Vampire blade	Each point of damage dealt to target replenishes one point of body for 3 combat rounds.	5	Arcane	Body	
Who am I	Target's intelligence is reduced by casters Int score + 2 for 10 rounds. They must make a Intelligence check to remain conscious, using their new intelligence. This check is likely difficulty.	10	Mental		
Freeze	Target is unable to move for 1d4 turns.	5	mental		15
Lantern	Target object or person glows with brightness	1	Conjuring		12

	of lantern				
Detect	Determine what the abilities of an object is.	10	Arcane		20
Nighty, night	The character targets another creature. They fall asleep for 1d4 turns.	5			
Mental Blast	Allows character to make a mental attack against target. Character rolls 2d6 adds their Intelligence score. The target does the same, the loser takes the difference as mental damage. If anyones intelligence is lower than 1, they are knocked out. If their intelligence is less than 7 they are dazed for 1d6 rounds. The effect lasts until the character rests.	3	Mental	Intelligence	18
Raise Dead	The character raises the target from the dead. The old body is destroyed magically and a new body is created with the stats the target had before they died. They are not raised to full body, the body score will be One.	30	Divine	Magic	30
Fire Blast	3d6 fire damage to creatures in 5	15	Arcane		25



	foot circle up to 30 feet away from caster.				
Magic ward	Protects caster from any magic from school declared upon creation for 2 rounds. Example when magic user casts he declares arcane. That means all magic is absorbed within the ward.	10	Depends on type declaration	f	12
Astral Projection	The caster separates herself from her physical body and can move via thought in this plane and other planes of existence. If the body of the caster dies the soul will become a ghost. The caster can cast spells, but there is a 1 in 6 chance the spell will fail.	25			
Blessing	The item that is blessed with the spell becomes a +1 item.	3	Divine	Magic	10
Charm	The caster can charm any intelligence or semi intelligent creature. The requirement is that the target at least has a 7 intelligence. In order to direct the target the caster needs to	10		Intelligence	10

	<p>be able to communicate with the target. The charm lasts one week, with the target able to make one unlikely check each day to see if they can break free of the spell. If 2 sixes are rolled on 2d6 regardless of the intelligence of the target, she is able to break free from the spell. Two ones on the 1d6 automatically fails. To determine success the caster and target do opposed intelligence rolls.</p>				
Cancel	<p>Dispells spell that has already been cast and is still in effect. It cannot roll back instantaneous spells.</p>	Cost of spell being canceled			
Speak	<p>Caster uses this spell to animate a skull that will answer any question as long as creature when it was alive shared a language with the caster. The animal before death should have intelligence above a 5. The</p>	2	Necromancy.		15

	spell lasts for one day				
Animate Corpse	The caster is able to raise on corpse from the dead and the target will become a zombie under the control of the caster until it is destroyed or falls apart. Each week the zombie will lose one body each week until body reaches 0.	20	Necromancy		25
Raise Skeleton	If a corpse or skeleton is available the caster targets the skeleton and it becomes animated for one week or until it is destroyed. This skeleton will have half of all its attributes it had in life. The skeleton is under control of the caster even if they have low intelligence or never shared a language with the caster.	12	Necromancy		20
Curse	The target item becomes a -1 cursed item.	3	Divine		8
Kill	The caster targets a living creature, that creature dies automatically, no saving throw.	30	Divine		30
Belly Speak	The caster is				

<p>able to use magic ventriloquism to speak through any object it sees currently or has intimate knowledge with regardless of distance. This effect lasts for 10 minutes. The caster can carry on conversation as long as they maintain concentration. The caster can also set up a 3 minute speech with a specific criteria to e met. Example tell specific character where the caster currently is, when that character gets within so many feet of the picture that the caster has cast the spell on.</p>				
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## Combat

There are many ways that one may try to gain mastery over another, and each attribute guides that type of combat. If it is with swords, and weapons you choose to bend the will of others strength is the attribute. A magical contest, magic is used as the attribute, maybe a duel of intellect, then intelligence is used.

*Determine type of combat, and it can be mixed among the opponents. Example you may choose to attack with magic, and they may choose to respond with force.*

Then roll 2D6 and add your attribute number to the result. This is the force used. The higher force

wins, tied force results decrease body by one temporarily. Subtract the cost of the attack being made from the attribute that governs the action. Example, weapon or hand to hand combat deducts from str, missile from Dex, magical attacks from magic.

Roll for damage. Use the weapon dice, magic spell or feat to apply damage to the correct attribute. Most will decrease body, but some feats or spells will decrease other attributes.

Example One:

Player one decides to hit with her long sword, which is a strength based weapon. She rolls 2D6 adds her current strength. This total is her force that she is directing to the other character or monster. The NPC who is trying not to get hit decided he will not use his weapon or strength to defend, but will use her speed. So she rolls 2D6 and adds her speed to the result, this total is her force. The higher number wins.

Physical combat and armor

If a player is wearing armor, then the armor value is subtracted from the damage given. If the player is making a mental attack armor does nothing.

Movement

Character is able to move up to its speed in feet I one feet and do no other actions. If a character moves half of its speed in feet in a turn they may do one other action. If a feat gives you additional actions those actions only come in effect if you move half or less of your movement.

## Regaining health(body)

How to heal. Most characters will regain 1 body for each hour spent resting.

### Weapons charts

Weapon	Min. Attribute to wield	Dam	Cost
Short sword	STR(9)	2D6	30 silver
Dagger	STR(4) melee, Speed ranged	1D4	10 silver
Fist	STR(1)	1 point	
Long Sword	STR(15)	3D6	175 silver
Pole Arm	STR(14)	1D6	100 silver
War Hammer	STR(16)	2D6	

### Armor

Armor	Min. Attribute to wear	Damage Reduction	Cost
Chain Mail	STR(18)	5	3,000 silver
Leather	STR(12)	2	50 silver
Plate Mail	20		

## Appendix

### Glossary

Dark Vision, can see 30' in total darkness.

wild invisibility can become nearly invisible in woodland or forest settings  
Infra-vision the ability to see heat(black and white) in darkness.  
Force the undefinable resource that moves and shapes the universe.

## The great cities

Emporia. This cold frozen city is home to a million humanoids. It is the great city of the emperor, yet populated with dissidents and prisoners over the years in order for the emperor to keep those who may challenge his rule within direct site. Citizens are kept in ghettos unless they are in direct employ of the Dragon Emperor, Dragon Lord or sheriff.

## Attributes

Strength (STR)

Intelligence (INT)

Speed (SPD)

Body (BDY)

Magic (MGK)

## Mapping key

(from article in dragon magazine number 1)

Blue — water be used to show depth)

Light Green —Grasslands

Dark Green —Woods, forests, etc.

Blue Green —Swamp

Yellow —Desert

Light Brown —Hills

Dark Brown —Mountains

Red —Major Roads

Orange —Minor Roads

Black —Cities, towns, hamlets

And the following symbols should help:

Triangles —

Squares —

Circles —

Crosses —

Hamlets

Towns

Cities

Fortresses

In addition, stars of various sizes can symbolize different types of capitols or seats of government, while any of the above circled means a port of that size