

# HEROES

UNLIMITED

# UNIVERSE

## Companion Rules BHU17



BESTIARY 3: EASTERN DRAGONS

Superhero roleplaying in the Beyond Heroes Unlimited Universe

# Beyond Heroes Unlimited Universe Book XVII: The Bestiary Volume 3, Eastern Dragons

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## **Foreword**

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The Dragons which inhabit earth originally evolved from a species who in 100,000 BC crossed dimensions from Krynn in the Shattered Realms to earth. Arriving in what is now known as China, the majority used their shape-shifting abilities to take on human guise, hoping to infiltrate society to judge how dangerous the planet was. They deemed it safe and eventually created their own city 'Paristan'.

Since then Dragons have become legendary creatures, typically with serpentine or reptilian traits, that feature in the myths of many cultures. There are two distinct cultural traditions of dragons: the European dragon, derived from European folk traditions and ultimately related to Greek and Middle Eastern mythologies, and the Chinese dragon, with counterparts in Japan, Korea and other East Asian countries. This came about when there was a split within the Proto Dragon culture causing about half the dragons to leave Paristan to spread out over the rest of the world. The ones who remained are what are now referred to as 'Eastern Dragons'.

Despite their variety a number of traits are common to nearly all types of dragons. All species appear to be

generally reptilian or serpentine in their natural form. Except for the youngest dragons, they tend to be quite large usually at least as big as a horse, and often much larger. Most species depicted have wings and are able to fly, and nearly all are quadrupedal. Almost all species of dragon are highly intelligent (at least as intelligent as a human being) and are able to speak.

Essentially all species of dragon are said to be magical in nature, and in most species this nature is expressed as an affinity for some type of elemental power; some dragon species are naturally able to cast magical spells, as well. Most dragons have the ability to breathe or expel one or more types of energy associated with their elemental affinity, as well as bearing some resistance to damage or injury from any other sources of such energy.

Dragons are egg-layers, and most have sharp teeth, horns, and claws. A dragon is protected by its scaly hide, the colour of which is determined by the dragon's species, and which also offers a visual clue to the specific elemental nature of each species of dragon. Each species of dragon has a particular temperament associated with it, as well as a deeply rooted moral outlook derived from that temperament; these factors underlie the personality and behaviour of each individual dragon.

Dragons grow stronger and stronger as they grow older (they become bigger, more resistant to damages and magic, have a more dangerous breath, and so on). Dragons also radiate a mystical fear aura around them. After a millennium or two, a dragon reaches his maximum development. Dragons are able to eat

almost everything, but each race have a preferred diet (some prefer flesh, other prefer to eat precious metals or gems, and so forth).

Dragons are inherently magical beings, and in no case should dragons be considered reptiles, despite obvious similarities such as a scaled epidermis and reproduction by laying eggs. In fact, Dragons are more akin to feline creatures than reptiles, particularly in regards to their posture and movements, as well as being inherently warm-blooded and an eye composition similar to felines, although far more complex.

A good example of this is the placement of the legs: reptiles have their legs placed on the sides of their body, while most mammals have them placed underneath their body; dragons also tend to place their rear foot where their front foot was previously, much like most stalking feline predators. The number of eggs laid each time depends on the race of the dragon, but is usually low (between one and ten). Dragons can also cross-breed with virtually any other creature, creating a half-dragon. The most commonly heard of are in the humanoid races, particularly with human and elves.

As far as senses, which varies slightly depending on species due to each one, they are superior in most ways to other creatures; like any predator, they have exceptionally acute senses, which only increase with age. Like avian creatures, they have excellent depth perception and comparatively good peripheral vision, able to see twice as well as a human in daylight; they have great night vision, and are able to see even when conditions have no light to offer, although in such

conditions they cannot discern between colours. Their hearing is on par with human hearing, although their minds can filter what noise it hears.

Dragon taste is also refined, although they do not respond well to sweet flavours, and most dragons do not discuss the matter as to why. Of all its senses, a dragon's sense of touch is the only one to decrease throughout age, thanks mostly to the development of thick, hard scales. All dragons share a common desire to collect treasure, be it precious, beautiful, magical or just shiny - indeed, the treasure in question needn't always be Gold, and may sometimes be aesthetic in nature, ranging from popular artwork or sculptures or even rare books and tomes that might otherwise have an overwhelming monetary value.

For evil-aligned dragons, this generally directs a greedy attitude to achieve such wealth by whatever means suit them. For good dragons this lust for treasure is tempered, although they are certainly not averse to earning such wealth, and still appreciate gifts (while being insulted if offered an obvious bribe).

Being stronger, faster, generally smarter, and possessing longer life than humans and most other races, dragons tend to consider themselves superior creatures. For good-aligned dragons, this may only mean they often consider humanoid races as children, trying to take care of them and educate them; for evil-aligned dragons, they consider humanoids as mere animals, or as toys to play with; at best, they are minions and slaves. Good-aligned dragons, while concerned with defeating evil, are able to see a much broader scope of the world, and although certain crises arise that may seem

extremely important to good-aligned humans, their dragon counterparts are able to see the event as an unimportant hiccup that will pass in mere centuries; even those that adventure with others tend show a sense of incredible patience, even in situations where all others feel they've not a second to lose.

Similarly, evil-aligned dragons that are crossed by belligerent adventurers may plot for dozens of generations before exacting revenge on the trespasser's line - it is not uncommon for those descended from the mentioned adventurer to find themselves the target of a dragon based simply on their lineage.

Eastern dragons are found all over the so-called 'Far East,' including China, Korea, and Japan. In many rural areas they are revered and honoured as demi-gods mainly because the inhabitants receive no help from their government, but will receive aid from dragons so long as they offer them tribute and show them respect. Needless to say, those affected governments are extremely unhappy about these 'threats' to their rule.

All Eastern dragons have one hundred and seventeen scales total. Eighty-one of these scales are 'yang', or the active, dominant, moving force. The other thirty-six scales are said to be of 'yin', or the passive, recessive, accepting force. This is said to keep the dragon in balance.

## **The Council of Dragons**

Most Eastern Dragons are officials in the Council of Dragons, a governing body of powerful spirits headed by the Celestial Emperor. Each subspecies of Eastern Dragon is charged by the Council of Dragons to direct a particular governmental function; Chiang lung, for instance, are charged with guarding rivers and lakes and dispensing rain.

Every year, the Eastern Dragon officers journey to the Celestial Palace to file their reports of the previous year's activities and events. Rewards and punishments are distributed based on the evaluation of the reports. A corrupt or inefficient dragon may be removed and replaced by a new appointee; an industrious dragon may be promoted to a position of higher responsibility.

The Council of Dragons holds dominion over all the Eastern Dragons on earth. At the head of this, the Celestial Emperor rules. From this lofty position, he decides the path of What Has Been and Will Be. He is also the architect of the Path of Enlightenment. A master of delegation, he gives every dragon their duties, and appoint the Celestial Court—also called the Great Court of Heaven—and the Million Officials to deal with trivialities like dealing with humans. The Western Dragons as presented in BHU16 have nothing to do with the Council of Dragons or Celestial Emperor.

## **The Nine Immortals**

In addition to the subjects of the Celestial Empire and the officials of the Bureaucracy, the Celestial Emperor commands the Nine Immortals. They stand beside the Jade Throne, always ready to do as the Emperor bids as

agents of his divine will. At his direction, they command the Lesser Immortals and other officials and each take responsibility for one aspect of the Path of Enlightenment. Their duty is to embody an ideal of the Path — one of the nine core virtues of Artistry, Compassion, Courage, Fidelity, Honor, Karma, Love, Respect for Tradition, and Scholarship — and so teach by way of example.

They are also known as the Nine Great Dragons, and their responsibilities are:  
Ai Ch'ing: immortal of love and marriage.

Chan Cheng: immortal of bravery, combat, martial arts, and war.

Ch'en Hsiang: immortal of literature, music, and poetry.

Chih Shih: immortal of history, lore, and tradition.

Fa Kuan: immortal of justice.

Hsing Yong: immortal of fortune and prosperity.

Kwan Ying: immortal of compassion, joy, and mercy.

Nung Chiang: immortal of agriculture and fertility.

Shu Chia: immortal of artificers and the arts.

### **Lesser Immortals**

The Lesser Immortals are servants and aides to the Nine Immortals. They are drawn from the spirits of deceased sages, those who had in life been especially holy. The Celestial Emperor bestows on them immortality and limited powers. Under the direction of one of the Nine Immortals, they also have certain tasks to carry out, whether in Dragonspire or somewhere else on earth.

There are six main groups of Lesser Immortals:

The Moon Women have the great responsibility of maintaining Dragonspire itself. They refill the oil lamps in the Sun, polish the crystal orbs of the stars, and steer the motions of the Moon and the constellations. Since these govern the calendar, Moon Women are patron saints of festivals, portents, auspicious moments, and other matters of time.

Serving Chan Cheng, the Spirit Warriors have the duties of creating courage and resolve in those who waver, and leading armies of phantoms, the manifestation of which could swing a battle. Spirit Warriors also help those who'd fallen in battle for a good cause, escorted the spirits of heroes for judgement by the Lords of Karma, and guard the gates of the Underworld against trespassers.

Serving Shu Chia, the Jade Ladies create copper, gold, jade, silver, and other riches, and hide them in the earth for mortals to discover.

Serving Nung Chiang, the Rice Spirits govern the harvest and fertility, causing rice to grow, animals to have their young, and women to bear babies, and decide if a family should have children.

Serving Kwan Ying, the Ladies of Compassion roam everywhere to find pain and suffering and either alleviate it themselves or have the immortal do so.

Serving Fa Kuan, the Lords of Karma act as defense or prosecution for the souls of the deceased before the Lawgiver, or sit as judges themselves. Together, they decide whether a worthy soul, one who'd lived a life of goodness and merit, should be raised to Heaven to be among the Ancestors, to be

considered a Sage, or even to serve among the Lesser Immortals themselves. Those they find unworthy are condemned to remain as spirits, imprisoned in the Underworld in the day, and wandering the Earth at nights.

### **The Million Officials**

The Million Officials, also called Officers, are agents of the Celestial Empire and Bureaucracy. Many are spirit creatures and dragons; most dragons of the east are officials in the Bureaucracy. At the behest of the Celestial Emperor, they carry out his orders, bestowed rewards on the good and punishments on the evil, and filed annual reports on their work. Most were loyal and dependable, but a few could be inept, insubordinate, or outright corrupt, but these were inevitably found out and sacked by the Emperor.

The duties of the dragons are as follows:  
Chiang Lung: serve as guardians of lakes and rivers and bring rain.

Li Lung: control the powers of the earth.

Lung Wang: serve as aides to the Sea Lords and as guardians of sea creatures.

Pan Lung: serve as guardians of hidden places.

Shen Lung: serve as aides to Chiang Lung.

T'ien Lung: control the weather (not including rain).

Tun Mi Lung: unleash ocean storms.

The Yu Lung had no official position in the Bureaucracy. As a result, humans give it no offerings nor worship.

For example, the Chiang Lung work for the Ministry of Thunder, which in turn answers to the Celestial Empire. The Chiang Lung are the lords and guardians of lakes and rivers; every such body of water is the jurisdiction of a single

Chiang Lung, but they rarely show themselves to humans outside their jurisdiction. They have the duties of making or bringing rain and PPEging water flows, and are responsible to the Bureaucracy for the denizens of the water within their jurisdictions.

The Tun Mi Lung, meanwhile, are charged with causing hurricanes and typhoons, which cause much destruction in coastal lands. They can only do so on the orders of the Bureaucracy, but enjoy their jobs far too much, forgetting their plans and unleashing devastating storms in spite and cruelty. The Celestial Emperor himself finds it hard to rein these powerful dragons in and punish them.

### **Ancestors**

The Ancestors are the spirits of the worthy deceased who have been granted entry to Heaven. There, they always have delicious food and fine clothing, and enjoy eternal lives without pain, weakness, or suffering. They have the responsibility of giving advice to their still-living descendants. Each has a secret name they tell only to their most trusted child, which they can use to summon their parent to seek their wisdom.

### **Sages**

A Sage is a spirit who'd lived a life of boundless merit, purity, and resolve, with the sole goal of attaining perfection and becoming one with the will of Heaven. They come from all classes of society, from any race or kind. Sages are allowed to walk beside the Lesser Immortals, but they are not yet granted godly powers or Immortality, not until they've achieved in death the greatness they'd not yet achieved in life. However,



some great people are considered Sages while they still live, and they wander the Earth, dispensing their wisdom and teaching others through example. When they die, they are raised to the ranks of the Immortals.

Living or dead, Sages dwell apart from society, as hermits in caves in the mountains or secluded spots in the jungle, where they can seek peace and simplicity and achieve an inner harmony. This gives them knowledge, wisdom, and long life (if they still live). They also acquire mastery of elements of the material world, gaining the power to perform great feats, such as walking across hot coals, breaking swords with but a touch, and quieting typhoons and earthquakes. Sages converse with nature spirits, can command beasts to serve them, or cause monsters to retreat. Great creatures of the Council of Dragons such as dragons sometimes seek out the counsel of Sages, or merely desire to talk with them.

### **Activities**

At the beginning of the New Year, the Celestial Emperor calls his Great Court to an audience before the Jade Throne, and every one of the Million Officials gives reports on their work, their successes and failures, and even their misdeeds, as the Celestial One sees through any deception. These reports are examined by magistrates and officials, and, with each report, the Celestial Emperor gives his judgment, reward, or punishment, as appropriate. Rogue officials, those who'd proved incapable, corrupt, or ill-behaved, are formally divested of their position and powers and sent to the Underworld. Others are then appointed in their place.

When a dragon is newly appointed to the Council of Dragons, the news is conveyed to mortal humans via dreams announcing the name of the new dragon official and the date on which they commenced their duties. Mortal humans hold ceremonies and banquets of offerings in order to please them and gain their favour.

### **Worship**

In China, following the events of the Shattered Realms invasion the Council of Dragons has become very popular and strong. The Celestial Emperor has appointed each of his Immortals to oversee all the relevant matters, and humans are expected to call to the appropriate Immortal. He has also organized the Celestial Court to handle trivial matters like speaking with humans. No one prays directly to the Emperor; daring to call directly to him is seen as an act of utter impudence, one that would be answered with thunder and lightning.

## **Eastern Dragon General Information**

Eastern dragons, especially of adult age and older, tend to be solitary creatures. When multiple dragons are encountered, they are usually a mated pair and young. Mated pairs are never found together when older than mature adults, and their offspring are always young adults or younger. To determine the age of the offspring, roll D6: 1 = egg, 2 = hatchling, 3 = very young, 4 = young, 5 = juvenile, 6 = young adult.

Eastern dragons' Hit Dice and combat modifiers vary according to age category. Consult the individual dragon entries for their base Hit Die information and the table below for the modifiers. Its combat modifier applies to both attack and damage rolls for each physical attack; it does not apply to breath weapon or other special attacks.

Like other dragons, Eastern Dragons have a claw/claw/bite attack. Though claws can attack creatures to the dragons' front and sides, only certain Eastern dragons have necks long enough to enable them to attack opponents to their sides as well as to their front. Young adult and older Eastern dragons able to fly can attempt snatch attacks like or her dragons (including a 50% chance that the snatched victims arms are pinned, automatic claw damage each round if the victim is squeezed, and a transfer to the dragon's mouth if an attack roll is successful, which then inflicts automatic bite damage each round). As indicated in the individual listings, only certain Eastern dragons can attack with kicks, wing buffets, or tail slaps.

An Eastern Dragon's Armor Class improves as it ages, as does its ability to resist magic. Old and older dragons are immune to normal missiles because of their tough hides. As with other dragons, the skin of an Eastern Dragon can be made into dragon armor that grants its wearer an Armour Class of 4 worse than the Armour Class of the dragon it was taken from (though the Armour Class can be no worse than 8).

Like other dragons, young adult and older Eastern Dragons radiate an aura that may cause opponents to panic. Humans and demihumans with fewer than 8 SDC and non-aggressive creatures with fewer Hit Dice than the dragon automatically flee in panic for 4D6 minutes at the sight of the dragon. Other opponents may be panicked and forced to fight with a -2 penalty to both their attack and damage rolls if they are within the radius of an Eastern dragon's fear aura and fail their saving throws vs. petrification. Victims adjust their saving throws by the modifier indicated on the following table; the table also lists the fear aura radius for each Eastern dragon age category.

Certain subspecies have the ability of scaly command that gives them control over varying numbers of scaly creatures with animal intelligence or less (primarily reptiles and fishes) living in the water within a half-mile radius. This control lasts for 2D6 turns and cannot be dispelled. No saving throws are allowed. Creatures under the scaly command cannot fall under the control of another. Additionally, scaly creatures will never voluntarily attack an Eastern dragon with the scaly command ability.

Other subspecies have the ability to surround themselves in an aura of water fire whenever they are under or touching water. Water fire appears as ghostly, flickering multi-colored flames and causes a variable amount of damage to anyone who touches it. All Eastern dragons are themselves immune to water fire. It may be dispelled by the creator at any time; otherwise, it disappears for 2D6 turns if contacted by real or magical fire, and cannot be recreated until the end of that period.

Eastern Dragons can all become invisible and visible at will, though they always become visible when attacking. All except Yu Lung can polymorph into human form and back at will.

	Age (in years)	Hit Points Modifier
Hatchling	0-5	-6
Very young	6-15	-4
Young	16-25	-2
Juvenile	26-50	Nil
Young adult	51-100	+10
Adult	101-200	+20
Mature adult	201-400	+30
Old	401-600	+40
Very old	601-800	+50
Venerable	801-1000	+60
Wyrms	1001-1200	+70
Great Wyrms	1200+	+80

Category	Combat Modifier
Hatchling	-6
Very young	-4
Young	-2
Juvenile	Nil
Young adult	+1
Adult	+2
Mature adult	+3
Old	+4
Very old	+5
Venerable	+6
Wyrms	+7
Great Wyrms	+12

Category	Fear Radius	Fear Save Modifier
Hatchling	Nil	Nil
Very young	Nil	Nil
Young	Nil	Nil
Juvenile	Nil	Nil
Young adult	15 yards	+3
Adult	20 yards	+2
Mature adult	25 yards	+1
Old	30 yards	0
Very old	35 yards	-1
Venerable	40 yards	-2
Wyrms	45 yards	-3
Great Wyrms	50 yards	-4

**Breath Weapons:** A breath weapon is the cone or line shaped weapon exhaled by dragons. Each type of dragon has a different breath weapon. Breath weapons typically come in one of three forms -

Line: Does damage in a straight line. For example, the blue dragon's line of lightning.

Cone: Does damage in a wide cone shape. For example, the red dragon's cone of fire.

Cloud: Does damage with a cloud of gas. For example, the green dragon's cloud of chlorine gas.

**Dragon Defenses:** A dragon's Armor Class improves as it gets older and the

creature becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

**Dragon Hide:** Dragon skin is prized by armourers with the skill to turn it into shields and armor, valuable because of its appearance and the protection it affords. Dragon armour grants its wearer an Armor Rating of +4 less than the Armor Rating of the dragon it was taken from. Dragon armour is supple and non-bulky, weighing only 25 pounds.

The scales of gem dragons take on properties of actual gems; they are faceted and reflect light. They are slightly more brittle than those of other dragons, so armour made from them requires repair more often.

Dragon armour affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armour is expensive to make, based on the workmanship and protection the armor affords. Dragon skin armour can be enchanted, just as other forms of armour can.

**Dragon Senses:** All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items

hidden in darkness or fog) within a radius equal to 10 feet times their age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Some dragons are able to communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category. Refer to individual descriptions for percentages.

**Dragon Lairs:** All dragon lairs are far from mortal civilization, and they are difficult to find because the dragons take careful measures to cloak their coming and going. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and most dragons eat the few creatures that are foolish enough to remain. When a young adult dragon leaves its parents in search of its own lair, it spends a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves which can easily accommodate them as they grow. Usually by the time a dragon has reached the mature adult stage, it has selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and is loath to move it to a different location.

The location and character of dragon lairs vary based on each subspecies; consult individual dragons for specific information. However, one thing remains constant: any dragon considers

its lair and neighboring areas its domains. A creature which violates or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons create hazardous conditions within their lair to keep unwary creatures from reaching the treasure.

**Dragon Flight:** Despite their large size, dragons are graceful and competent fliers. Eastern Dragons can fly because of the powers of a magical gem or pearl that is imbedded within the brain. This object functions only for the dragon and cannot be extracted so as to confer flight on any other creature. Dragons can climb at half speed and dive at double speed.

A dragon can change direction quickly by executing a rollover maneuver. A dragon cannot gain altitude during the round it executes a rollover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving Eastern Dragons can strike with their claws with a +1 bonus to the attack roll. When engaging other flying opponents, Eastern dragons can either claw or bite, but not both. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking. When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but innate abilities can be used at any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its

flight speed on the round before it began gliding.

**Dragon Fear:** Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 10 Hit Points (as well as all noncarnivorous, nonaggressive creatures with fewer Hit Points than the dragon) to automatically flee in panic for 4D6 rounds.

Trained war mounts, organized military units, and single creatures with 1 HP or more, but with fewer SDC than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to saving throws vs. horror factor.

Creatures failing their saving throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in size and power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or a penalty as specified on the Dragon Table. All creatures with Hit Points equal to or greater than those of the dragon are immune to the fear effect.

Gem dragons are not as inherently fearsome as other dragons, so saving throws against their fear auras receive bonuses; the bonuses appear in parenthesis in the Dragon Table.

**Dragon Hit Point Modifier:** Dragon SDC and Hit Points vary between

subspecies and are modified based on age category. Refer to individual dragon entries for the base points for each species, and to the Dragon Table for the modifier based on age. The older a dragon gets, the more points it has.

**Dragon Combat Modifier:** A dragon's combat modifier varies with age category. The bonus or penalty applies to damage rolls for each physical attack. It does not apply to a dragon's breath weapon. The combat modifier is also applied to the dragon's base spellcasting level (age category), to determine the actual level at which the dragon casts spells (thus, a great wyrm casts spells at 24th level of ability).

**Dragon Attacks:** All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used once every three rounds. Dragons also employ several other attack forms which are detailed in the following text. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as the bite, against the foes they perceive to be the toughest.

A dragon's preferred attacks are usually, in order, breath weapon, magical abilities (or spells), and physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.

**Claws:** A dragon can use its claws to attack creatures to its front and sides. If the dragon kicks with one rear leg, it can attack with only one claw (the other must be used to maintain balance).

**Bite:** Because of a dragon's long neck, it can bite creatures to its back and sides.

**Snatch:** Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air.

There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of age old and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched.

A dragon can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12' long).

**Plummet:** If the GM chooses to allow plummets, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its combat modifier. The dragon rolls a

separate attack against each creature affected.

Creatures that are missed are assumed to have escaped. Creatures that are crushed must roll successful parries or be pinned under the dragon, automatically suffering crushing damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, the victims must roll a successful dodge to get free. The dragon's combat modifier applies as a penalty to all saving throw vs. the crush. A dragon cannot take any other actions when plummeting or pinning.

**Kick:** Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their PP or less on D20 or be kicked back D6 feet,+1 foot per age category of the dragon. Those knocked back must make successful parry roll (adjusted by the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can kick with only one hind leg (the other must be used for balance). It cannot slap its tail while kicking.

**Wing Buffet:** Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their PP or less on D20 or be knocked prone.

**Tail Slap:** Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts the same damage as two claw attacks and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll a successful parry

(adjusted by the dragon's combat modifier) or be stunned for D4+1 minutes. A tail slap can smash a light wooden structure and even damage a cube of force (one charge per two points of combat modifier, round down).

**Stall:** Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four legs. It can use its breath weapon instead, but this rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of trees or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded, and no spell casting is possible. The dust lasts for one round.

**Magic Resistance:** Magic resistance is given as a percentile number. For a magical effect to have any chance of success, the magic resistance must be overcome. The target (the one with the magic resistance) rolls percentile dice. If the roll is higher than the Dragon's magic resistance, the spell has a normal effect. If the roll is equal to or less than the creature's magic resistance, the spell has absolutely no effect on the creature. Magic resistance applies only if the successful casting of a spell would directly affect the resistant creature or item. Thus, magic resistance is effective against magic missile (targeted at a creature or item) or fireball (damaging the area the creature or item is in) spells.

Magic resistance is not effective against an earthquake caused by a spell. While the creature may suffer injury or death falling into a chasm the spell opens under its feet, the magical energy of the

spell was directed at the ground, not the creature. Magic resistant creatures are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell. A successful magic resistance check can have four different results, depending on the nature of the spell being resisted:

Individually Targeted Spells: By definition, these spells affect just one creature, and only the targeted creature rolls for magic resistance (if it has any). If a spell of this type is directed at several targets, each rolls independently of the others. (An example of this would be a hold person spell aimed at four creatures, with each creature getting a magic resistance roll, if they have magic resistance.)

If the magic resistance roll is successful, the spell has no effect on that creature. If the spell is targeted only at the creature, the spell fails completely and disappears. If several targets are involved, the spell may still affect others who fail their magic resistance roll.

Area-Effect Spells: These spells are not targeted on a single creature, but on a point. The spell's effect encompasses everything within a set distance of that point. A successful magic resistance check enables the creature to ignore the effect of the spell. However, the spell is not negated and still applies to all others in the area of effect.

In-Place Spells: These spells operate continuously in a particular place or on a particular creature, character, or item. Protection from evil is one example of this kind of spell.

Magic resistance comes to play only if a creature or item finds himself (or itself) in the place where the spell is in operation. Even then, magic resistance may not come into play—nothing happens if the spell isn't of a type that affects the character. Thus, a part water spell would not collapse simply because a magic resistant creature walked through the area. A protection from evil spell, which could affect the creature, would be susceptible to magic resistance.

If the GM determines that a magic resistance roll is appropriate, and the roll succeeds, the in-place spell collapses (usually with a dramatic thunderclap and puff of smoke).

Permanent Spells: Magic resistance is insufficient to destroy a permanent spell. Instead, the spell is negated (within the same guidelines given for in-place spells) for as long as the magic resistant creature is in the area of effect.

Thus, a magic-resistant creature might be able to step through a permanent wall of force as if it weren't there. However, the wall would spring back into existence as soon as the creature passed through (i.e., no one else can pass through).

**Spells:** Dragons learn spells haphazardly over the years. The GM should randomly determine which spells any particular dragon knows. The dragon can cast each spell once per day, unless random determination indicates the same spell more than once, in which case the dragon can cast it more than once a day. Dragons do not use spell books or pray to deities; they simply sleep, concentrate when they awaken, and remember their



spells. Dragon spells have only a verbal component; the spells have a casting time of 1, regardless of level. Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.



## Chiang Lung



Chiang lungs (pronounced: /tʃiɑːŋ lʌŋ/ Chee-ang Lung), also known as river dragons, are wingless lung dragons that inhabit bodies of water. A Chiang Lung lives in each river and lake in certain lands. Chiang Lungs are spirits of rain and water, patrons of the arts and scholarship, and among the most honorable and noble of spirits.

The Council of Dragons assigns a Chiang Lung to every river and lake. Chiang Lung sometimes entertain virtuous scholars and men of learning and art on lavishly decorated boats, posing as wealthy nobles or government officials. They are always attended by lesser nature spirits (who also assume human form) in their palaces and have D6 Shen Lung acting as bodyguards and aides. There is a 75% chance of having 2d4 offspring in their palaces. When encountered outside their lair, there is a 75% chance they are accompanied by D4 lesser nature spirits and a 40% chance that 1-2 Shen Lung are present. The daughters of Chiang lung are often attracted to handsome human males, occasionally resulting in secret love affairs and marriage. Such liaisons usually end sadly when the daughters return home, never to see their husbands or lovers again. Children born of such a marriage are spirit folk.

**First Appeared:** 95,000 BC

**Habitat:** River or lake. Their lairs are magical palaces located beneath the water's surface; regardless of the size of the river or lake, the palace is always opulent and immense. Unless freely given by the Chiang Lung, items taken from the palace become worthless upon reaching the surface.

**Physical Traits:** Chiang Lung resemble giant serpents; it is difficult to determine where their bodies end and their tails begin. Though wingless, they are able to fly though the power of magical blue pearls imbedded in their brains. Their bodies are various shades of blue and green; their bellies are brilliant yellow. Multi-colored beards sprout beneath the chins of young adult and Chiang Lung are often encountered in human form, which they seem to prefer over their natural bodies.

**Height:** 15 metres

**Weight:** 370 lbs

**Mobility:** Legs, coils

**Sensory Organs:** Visual

**Communication:** Chiang Lung speak their own tongue, the languages of shen Lung, fishes, and the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** Chiang Lung prefer to avoid combat, but they fight fiercely to protect their domain. In combat, they charge for a claw/claw/bite attack, maneuvering into position for a tail slap at the earliest opportunity (only adult or older Chiang Lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for D4+1 rounds).

These dragons can spit corrosive salt water in a 30 centimetre wide stream which extends 2 metres in a straight line beginning at the height of the dragon's head and travelling in the direction and at the angle which the monster's head was facing at the time of discharge. It does 14D6 +10, +5 per level.

If in human form, a Chiang Lung is automatically armed with a sword +5; this blade is so massive that others must make a successful bend bars/lift gates roll to use it.

From birth, Chiang Lung can breathe both water and air and can polymorph three times per day to any form desired. They can expel storm clouds at will, enabling them to cause rain whenever and wherever they choose. They can also lower water in a one-square-mile radius per age level at will. Any person in physical contact with a Chiang can breath and move underwater as if he were on dry land.

As they age, Chiang Lung gain the following additional abilities (older Chiang Lung have all the abilities listed in the younger categories):

Young: Bless and curse, each once per round;

Juvenile: Omen and fate, each once per round;

Adult: Dispel evil, control weather, and remove curse, each once per day;

Great wyrm: Tsunami once per day

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of (IQ + ME) x100. PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** Chian Lung can eat any type of mineral or gem, but they also have a taste for fish and sheep.

**Lifespan:** 900+5D20 years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	8	2D8+1	—
Very young	9	4D8+2	—
Young	10	6D8+3	—
Juvenile	11	8D8+4	—
Young adult	12	10D8+5	35%
Adult	13	12D8+6	40%
Mature adult	14	14D8+7	45%
Old	15	16D8+8	50%
Very old	16	18D8+9	55%
Venerable	17	20D8+10	60%
Wyrm	18	22D8+11	65%
Great Wyrm	19	24D8+12	70%

## Li Lung



Li Lungs are spirits of the deep earth, masters of the earthquake and punishers of the wicked. On occasion they are commanded to reward needy communities by revealing treasure mines or underground springs, but most often they lurk in their subterranean lairs, the farther from civilization the better. Li Lung rarely associate with other dragons and cooperate with them only on direct orders from the Council of Dragons.

**First Appeared:** 95,000 BC

**Habitat:** Li Lung lair in caverns at the end of winding labyrinths deep inside the earth, the farther away from civilization, the better. They seldom leave their lairs unless ordered to do so by the Council of Dragons, usually to punish heretical communities with their earthquake abilities, but sometimes to reward needy communities by revealing treasure mines or underground springs.

**Physical Traits:** A Li Lung has a lion's body and tail and a human face. Small black pupils are centered in its golden eyes, and colorful quills resembling the feathers of a peacock extend from its leathery wings. As a hatchling, the Li Lung's body is covered with

light green scales, but as it grows, the scales begin to darken and change into coarse fur. By the time the Li Lung grows into a juvenile, the scales are completely gone and the fur has the texture of thick wire. The fur continues to darken as it ages, turning nearly black by the time a Li Lung reaches the great wyrm stage

**Height:** 9 metres with a 2 metre long tail

**Weight:** 220 lbs

**Mobility:** Legs, mystical wings

**Sensory Organs:** Visual

**Communication:** Vocal. Li lung speak their own tongue, the language of the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 18, **PPE:** (IQ+ME) x100

**Abilities:** Li Lung prefer to avoid combat, hiding in the shadows or burying themselves in rubble until all intruders leave. If cornered or attacked, Li Lung first use their earthquake ability in an attempt to bury their opponents. If this fails, they engage in vicious melee combat, using claw/claw/bite attacks on opponents in front, kicking attacks on opponents in back (kicks inflict claw damage; victims must roll their PP or less on D20 or be kicked back D6 feet +1' per age category of the dragon and must also roll a successful saving throw vs. petrification, adjusted by the dragon's combat modifier, or fall), and wing buffets on opponents at the sides (only dragons that are young adult or older get this attack; damage is equal to a claw attack, and victims must roll their PP or less on D20 or be knocked prone). Li Lung roar continually while engaged in melee. Their raspy roars sound like metal scraping against stone and are so loud that those within 60' can hear nothing else.

These dragons can expel a rain of earth shards from their mouth which does 14D6 +10, +5 per level.

An airborne Li Lung can change direction quickly by executing a wingover maneuver, allowing it to make a turn of 120 to 240 degrees regardless of its speed or size. A Li Lung cannot gain altitude during the round when it performs a wingover, but it can dive.

Li Lung can create earthquakes once a day (as the spell but with no chance of it being dispelled) with a width and length (in yards) equal to 10 times their age level (for example, a young adult Li Lung can create an earthquake affecting an area 50 yards by 50 yards). Li Lung are never harmed by an earthquake, regardless of whether it was

created naturally or by a Li Lung; if an earthquake brings down a cavern in which a Li Lung is living, it is only affected by the inconvenience of having to dig itself out of the rubble.

As they age, Li Lung gain the following additional abilities (each useable three times per day):

Juvenile: Stone shape; Adult: Wall of stone; Mature adult: Move earth

The powerful claws of the li lung enable it to burrow through the earth at a movement rate of 9 and through solid stone at a movement rate of 1. Though Li Lung can swim, they cannot breathe water.

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of (IQ + ME) x100. PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** Li Lung mainly subsist on earth and stone, though they are fond of gold, silver, and other precious metals.

**Lifespan:** 800+5D20 years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	7	2D6+1	Nil
Very young	8	4D6+2	Nil
Young	9	6D6+3	Nil
Juvenile	10	8D6+4	Nil
Young adult	11	10D6+5	10%
Adult	12	12D6+6	15%
Mature adult	13	14D6+7	20%
Old	14	16D6+8	25%
Very old	15	18D6+9	30%
Venerable	16	20D6+10	35%
Wyrm	17	22D6+11	40%
Great Wyrm	18	24D6+12	45%

## Lung Wang



Longwang/Lung Wang (龍王) are the fierce guardians who rule over oceans and seas, and the weather. They can be ferociously aggressive, but are also a symbol of good luck. They rule over each of the four seas, those of the east, south, west, and north. Although their true form is that of a dragon, they have the ability to shapeshift into human form. Lung Wang maintain cordial relationships with other Eastern dragons, particularly Shen Lung. They are friendly with sharks, whales, and other ocean denizens on whom they rely for information. They do not get along with Mi Lung.

**First Appeared:** 95,000 BC

**Habitat:** Ocean. They live in crystal palaces guarded by shrimp soldiers and crab generals.

**Physical Traits:** A relative of the dragon turtle, a Wang (sea dragon) has a turtle's body, a crested neck, and a head like a Shen Lung (spirit dragon), complete with long, golden whiskers. Its shell is made of thick green scales with silver flecks. Smaller scales, lighter green with golden flecks, cover its neck and head. Its hind legs are little more than stumpy flippers, but its front legs are formidable weapons – each is 80% the length of its shell, ending in two razor-sharp talons.

**Height:** 14 metres



**Weight:** 340 lbs

**Mobility:** Legs, coils

**Sensory Organs:** Visual

**Communication:** Vocal. Lung Wang speak their own tongue, the languages of Shen Lung, fishes, and the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** Though unable to fly and physically unable to attack with kicks, tail slaps, or wing buffets, Wang are nevertheless awesome opponents and are especially menacing to passing ships. Wang demand tribute from every passing ship. Regular travelers often work out an arrangement, dumping a pre-determined amount of treasure overboard at a given spot to placate the Wang. If an unauthorized vessel enters the waters of a Wang, it surfaces beneath the vessel and attempts to capsize it. The chance of capsizing a ship is equal to the percentage ratio of the ship's size to the Wang's size (divide the Wang's size by the ship's size and multiply the result by 100; for instance, if a 20-foot Wang attempts to capsize an 80-foot ship, it has a 25% chance of success). This chance never exceeds 95%; therefore, a Wang always has a 95% chance of capsizing a ship the same size as itself or smaller.

Once a ship is capsized, the Wang attacks with its breath weapon and attempts claw/claw/bite attacks on all victims it can reach. If the victims are sufficiently deferential to the Wang and offer it a sizeable treasure (usually the ship's entire hoard), the Wang may show mercy; otherwise, it will attempt to slaughter all of the ship's passengers as punishment for entering its water uninvited. Wang are equally merciless to underwater intruders, attacking them in a similar fashion.

A Wang's breath weapon is a cone of steam 100' long, 5' wide at the dragon's mouth, and 50' wide at the base. Damage is D8+1 +D8 per age category over Hatchling. Victims caught in the blast get to roll a saving throw vs. breath weapon for half damage. The breath weapon is as effective underwater as it is in the open air and can be used three times per day.

From birth, Wang can breathe both water and air. They have the scaly command power over 4D10 creatures times the age category of the dragon (a young Wang, for instance, has the scaly command over 4D10×3 creatures). Wang are also immune to all heat and fire attacks, magical and otherwise.

As they age, Wang gain the following additional abilities (each useable once per day):  
 Adult: Wall of fog (obscures vision in a radius equal to 50 feet multiplied by the dragon's age category);  
 Old: Suggestion

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of (IQ + ME) x100. PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** Unlike other Eastern dragons, lung wang are basically herbivorous and prefer to eat algae and seaweed. They will, however, eat fish and minerals and have been known to consume entire ships.

**Lifespan:** 800+5D20 years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	8	D8+1	—
Very young	9	2D8+2	—
Young	10	3D8+3	—
Juvenile	11	4D8+4	—
Young adult	12	5D8+5	15%
Adult	13	6D8+6	20%
Mature adult	14	7D8+7	25%
Old	15	8D8+8	30%
Very old	16	9D8+9	35%
Venerable	17	10D8+10	40%
Wyrn	18	11D8+11	45%
Great Wyrn	19	12D8+12	50%

## Pan Lung



Panlong, the Coiling Dragons inhabit lakes (蟠龍; pánlóng; p'an-lung; 'coiled dragon') and though able to control time cannot leave water.

The gods often punish unfaithful human husbands and wives by making them minions of a Pan Lung. Pan Lung minions do not age, and are typically condemned to serve for a term in years equal to the number of tears they have caused their mate to shed. A Pan Lung's minions obey it implicitly, fighting to the death if so ordered. There is a 25% chance a Pan Lung will have slaves (equal to half the number of creatures it can control by scaly command).

Generally, they are indifferent to the affairs of other Eastern dragons and cooperate with them only if so ordered by the Council of Dragons. They particularly resent the power

and position of the T'ien Lung (celestial dragons), and they have been known to attack them in a jealous frenzy.

**First Appeared:** 95,000 BC

**Habitat:** Tropical, subtropical, temperate/Swamp and jungle. A pan lung makes its lair in the crypt or temple it has been assigned to guard by the Council of Dragons. Guardianship is passed through successive generations; it is not unusual for a family to maintain the same lair for tens of thousands of years.

**Physical Traits:** Pan Lung are a thinner and longer variety of Shen Lung. A hatchling has grey scales at birth, which change color as the dragon grows. Pan lung can be found in a number of brilliant hues, with various shades of red, orange, and green among the most common. A multi-colored mane surrounds its neck, and dark whiskers grow from its snout. Pan Lung scales are naturally oily, which makes them gleam in the sunlight. Though wingless, pan lung have magical blood-red pearls imbedded in their brains that give them the ability to fly.

**Height:** 17 metres

**Weight:** 330 lbs

**Mobility:** Coils

**Sensory Organs:** Visual

**Communication:** Vocal. Pan lung speak their own tongue, which they share with the shen lung. They also speak the languages of fishes, reptiles, and the Celestial Court.

**Reproduction:** Sexual, egg.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** Pan Lung prefer to appraise their adversaries before attacking, usually by casting ventriloquism or phantasmal force spells to distract them or by ordering minions to engage them in combat. Once the pan lung have evaluated their enemies' performance, they attack savagely, using claw/claw/bite attacks along with tail slaps (only adult or older pan lung can attack with a tail slap, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for 1d4+1 rounds).

Instead of a tail slap, a pan lung that is adult or older can enclose a victim in its tail, automatically inflicting 2D6 points of constriction damage per round (though there is a

50% chance that an encoiled victim's arms are pinned, making him unable to attack the dragon).

These Dragons can spit electrical bolts from their mouth which do 14D6 +10, +5 per level.

From birth, pan lung can breathe both air and water and can cast charm monster spells three times per day. Additionally, they have the scaly command power over D10 creatures per age category of the dragon (a young pan lung, for instance, has the scaly command power over 3D10 creatures). They also can produce water fire that inflicts D6 points of damage from pan lung of age hatchling through young adult, 2D6 points of damage from pan lung of age adult through very old, and 3D6 points of damage from pan lung of age venerable through great wyrm.

As they age, pan lung gain the following additional abilities (each usable three times per day):

Young: Bless or curse.

Young adult: Ventriloquism.

Mature adult: Phantasmal force.

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of (IQ + ME) x100. PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** Pan lung prefer to eat fruits and vegetables, often maintaining elaborate gardens that are cultivated by their minions.

**Lifespan:** 900+5D20 years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	8	2D8+1	Nil
Very young	9	4D8+2	Nil
Young	10	6D8+3	Nil
Juvenile	11	8D8+4	Nil
Young adult	12	10D8+5	25%
Adult	13	12D8+6	30%
Mature adult	14	14D8+7	35%
Old	15	16D8+8	40%
Very old	16	18D8+9	45%
Venerable	17	20D8+10	50%
Wyrm	18	22D8+11	55%
Great Wyrm	19	24D8+12	60%

## Shen Lung



Shenlong, are Spiritual Dragons (神龍; shénlóng; shen-lung; 'god dragon'), thunder gods that controls the weather, the wind and the rain. They are intensely loyal to their Chiang Lung and also maintain close relationships with nature spirits. Most are fascinated by humans, often taking human form to mingle in human villages. Humans, in turn, view Shen Lung as messengers of the gods and bringers of good fortune, constructing ornate shrines and staging elaborate ceremonies to gain their favour.

**First Appeared:** 95,000 BC

**Habitat:** Shen Lung are most commonly encountered in the company of the Chiang Lung they have been assigned by the Council of Dragons to assist and guard; D6 Shen Lung usually accompany a single Chiang Lung. Shen Lung lair in modest but well-kept mansions of stone at the bottoms of rivers and lakes, usually not far from the palaces of their Chiang Lung.

**Physical Traits:** Shen Lung are slender and bright-eyed, with spiked tails, ridged backs, and two sharp horns rising from the tops of their heads. Golden whiskers grow from their snouts. The scales of hatchlings are dull shades of red, blue, green, orange, or any combination of these colors; the scales brighten into brilliant hues by the time a Shen

Lung reaches the age of young adult. Though wingless, Shen Lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the T'ien Lung.

**Height:** 14 metres

**Weight:** 340 lbs

**Mobility:** Legs, mystical wings

**Sensory Organs:** Visual

**Communication:** Vocal. Shen Lung speak their own tongue (which they share with pan lung), the languages of Chiang Lung, fishes, reptiles, and the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** Unless the opponents are openly hostile, Shen Lung usually parley before combat. If the opponents are resistant or their responses are unsatisfactory, Shen Lung engage in vicious melee, augmenting their attacks with water fire, assaults from the companions under their scaly command, and, if available, ice storm. Unlike other Eastern dragons, Shen Lung can perform claw/claw/bite/tail attacks; the powerful spiked tail can easily reach opponents to the dragons' side and front. Shen Lung can also attack with tail slaps (only adult or older Shen Lung can attack as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for D4+1 rounds) and kicking attacks on opponents in back (kicks inflict claw damage; victims must roll their PP or less on D20 or be kicked back D6 feet +1 foot per age category of the dragon and must also roll a successful saving throw vs. petrification, adjusted by the dragon's combat modifier, or fall).

These dragons can emit a sonic screech which does 14D6 +10, +5 per level.

From birth, Shen Lung can breathe both water and air. They have the scaly command power over 2D10 creatures times the age level of the dragon (a young Shen Lung, for instance, has the scaly command power over 6D10 creatures). They also can produce water fire that inflicts 2D6 points of damage from dragons of age hatchling through young adult, 3D6 points of damage from dragons of age adult through very old, and 4D6 points of damage from dragons of age venerable through great wurm. Shen Lung are also immune to lightning and all forms of poison, but suffer double damage from all fire-based attacks, magical or otherwise. No insect, arachnid, or arthropod can approach a Shen Lung within a radius of 60'.

As they age, Shen Lung gain the following additional abilities:

Young: Bless and curse, each once per day; Young adult: Ice storm three times per day;

Adult: Control weather three times per day.

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of  $(IQ + ME) \times 100$ . PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** Shen Lung sustain themselves on any type of precious gems, although they also enjoy fish and rodents.

**Lifespan:**  $800 + 5D20$  years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	8	2D4+1	Nil
Very young	9	4D4+2	Nil
Young	10	6D4+3	Nil
Juvenile	11	8D4+4	Nil
Young adult	12	10D4+5	20%
Adult	13	12D4+6	25%
Mature adult	14	14D4+7	30%
Old	15	16D4+8	35%
Very old	16	18D4+9	40%
Venerable	17	20D4+10	45%
Wyrm	18	22D4+11	50%
Great Wyrm	19	24D4+12	55%



## T'ien Lung



Tianlong (Chinese: 天龍; pinyin: Tiānlóng; Wade–Giles: T'ien-lung; lit. 'heavenly dragon'), are the celestial dragons who pull the chariots of the gods and guard their palaces. T'ien Lung are thought to be among the most favored officials of the Council of Dragons; true or not, T'ien Lung do little to discourage their reputation. Pan lung in particular resent the power and position of T'ien Lung and have been known to attack them in jealous frenzies. Though such battles can last for weeks, the powerful T'ien Lung usually triumph in the end.

**First Appeared:** 95,000 BC

**Habitat:** T'ien Lung live in resplendent castles in cloud banks and on high mountain peaks. Male T'ien Lung never remain with their mates, and females banish their offspring as soon as they reach the age of young. Adult and older T'ien Lung have a 50% chance of being accompanied by D4 air elementals (of 8 Hit Dice) that act as their servants and bodyguards; these elementals unquestioningly obey their masters, defending them to the death if necessary.

**Physical Traits:** A T'ien Lung's scales are dull gold at birth, but brighten to a brilliant yellow when it reaches the young adult age; orange and light green varieties have also been seen. Multi-hued manes surround their necks, and similarly colourful whiskers branch from their snouts and rise over the tops of their heads like antlers. Wispy golden beards dangle beneath their chins. From the age of young adult and up, their scales give

off a sweet aroma resembling that of cherry blossoms. Though wingless, T'ien Lung can fly through the power of a magical yellow pearl imbedded in their brains; the pearl is similar to that of the Shen Lung.

**Weight:** 220 lbs

**Mobility:** Legs, mystical wings

**Sensory Organs:** Visual

**Communication:** Vocal. T'ien lung speak their own tongue, the languages of air elementals and the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** Whenever possible, T'ien Lung attempt to warn away potential opponents with a fiery blast from their breath weapon. If their warnings go unheeded, they fight ferociously. T'ien Lung prefer to fight from the air, circling their opponents and attacking with their breath weapons, then swooping for snatch and claw/claw/bite attacks when given an opening. T'ien Lung can perform tail slaps (only adult or older T'ien Lung can attack with tail slaps, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for D4 +1 rounds) and can kick opponents behind them (kicks inflict claw damage; victims must roll their PP or less on D20 or be kicked back D6+1 per age category of the dragon and must also roll successful saving throws vs. petrification, adjusted by the dragon's combat modifier, or fall).

A T'ien Lung's breath weapon is a cone of fire 90' long, 5' wide at the dragon's mouth, and 30' wide at the end. Victims within the breath weapon cone must save vs. breath weapon for half damage. A T'ien Lung can use its breath weapon once every three rounds.

From birth, T'ien Lung can breathe both water and air. They can cast control weather a number of times per day equal to twice their age level.

As they age, T'ien Lung gain the following additional abilities:

Young: Pyrotechnics three times per day;

Adult: Suggestion three times per day;

Old: Fire storm once per day.

**Feeding Habits:** T'ien Lung enjoy eating opals and pearls and look kindly on any mortal who gives them such delicacies. Farmers who rely on the good will of T'ien Lung for good weather often make sizeable offerings of these precious gems.

**Lifespan:** 800+5D20 years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	8	2D10+1	—
Very young	9	4D10+2	—
Young	10	6D10+3	—
Juvenile	11	8D10+4	—
Young adult	12	10D10+5	30%
Adult	13	12D10+6	35%
Mature adult	14	14D10+7	40%
Old	15	16D10+8	45%
Very old	16	18D10+9	50%
Venerable	17	20D10+10	55%
Wyrn	18	22D10+11	60%
Great Wyrn	19	24D10+12	65%

## Tun Mi Lung



Tun Mi Lung, also known as typhoon dragons, have been charged by the Celestial Emperor to dispense destructive hurricanes and typhoons, a task they greatly enjoy. Though Tun Mi Lung are only supposed to cause storms when directed to do so by the Council of Dragons, they often ignore their orders, launching into rampages of destruction to ravage the coasts of warmer lands out of sheer maliciousness. Such is the power of the Tun Mi Lung that the Celestial Emperor must send T'ien Lung to rein them in. Tun Mi Lung shun the company of other creatures, including other Tun Mi Lung.

**First Appeared:** 95,000 BC

**Habitat:** Nothing conclusive is known of Tun Mi Lung lairs, though it is believed that they maintain lavish palaces on the ocean floor. Because they are disliked by the more peaceful and cultured creatures of the sea, their lairs presumably are located in remote areas of the ocean. Tun Mi Lung spend most of their time roaming up and down the sea coasts or circling in the skies above the open ocean, usually in the centers of divine winds of their own creation, which move with them as they travel.

**Physical Traits:** The largest of the Eastern dragons, Tun Mi Lung have long, sinuous bodies covered with thick scales in a variety of colors, with blue-green, dark red, and violet among the most common. They have dark beady eyes, stringy beards dangling from their chins, and enormous jaws lined with hooked teeth as sharp as razors. Though wingless, Tun Mi Lung can fly from the power of a magical black pearl imbedded in their brains.

**Height:** 18 metres with a 7 metre long tail

**Weight:** 390 lbs

**Mobility:** Legs, mystical wings

**Sensory Organs:** Visual

**Communication:** Vocal. Tun Mi Lung speak their own language, the languages of all sea creatures, the Sea Lords, and the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg. Female Tun Mi Lung abandon their offspring as soon as they hatch; infant mortality is high, accounting for the relative scarcity of this subspecies.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** If possible, Tun Mi Lung will always attack with their divine wind power, supplemented with lightning bolt spells as needed. Otherwise, Tun Mi Lung resort to melee combat, first casting darkness (if available), then ripping and snapping with claw/claw/bite attacks. Tun Mi Lung can attack with tail slaps (only adult or older Tun Mi Lung can attack with tail slaps, inflicting damage equal to two claw attacks and affecting as many opponents as the dragon's age category; those within the sweep of the dragon's tail must roll successful saving throws vs. petrification or be stunned for D4+1 rounds).

These dragons can exhale a blast of wind with a speed of up to 120kph. This can knock people and objects over, causing loss of initiative and at least one attack. Any hit cant attack, cast spells, speak, etc and are hurled 2 metres into the air for every 10kph of speed. Any caught in it also take 4D6 per round.

From birth, Tun Mi Lung can breathe both air and water and are immune to all water-based and air-based attacks. Additionally, they can summon a divine wind of great strength once per week. These winds automatically capsize small boats and have a 70% chance of capsizing large boats, a 70% chance of snapping tree trunks, a 70% chance of knocking man-sized victims to the ground (victims suffer D6 points of damage for every 10' blown by the wind). Flying victims are blown backward 50-100', and all victims exposed to the winds suffer D10 points of damage per turn. The radius of the effect (in miles) equals five times the dragon's age level. The duration of the effect is 6D4 hours.

As they age, Tun Mi Lung gain the following additional powers:

Juvenile: Darkness with a radius equal to 50' times the dragon's age level, once per day;  
Adult: Lightning bolt 20' long that inflicts 6D6 points of damage, three times per day (increasing to six times per day for dragons of venerable age or older)

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of (IQ + ME) x100. PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** When it comes to food, Tun Mi Lung are the least choosy of all Eastern dragons, equally fond of fish, precious gems, and capsized ships.

**Lifespan:** 1000+5D20 years

<u>Age</u>	<u>AR</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	8	D6+1	Nil
Very young	9	2D6+2	Nil
Young	10	3D6+3	Nil
Juvenile	11	4D6+4	Nil
Young adult	12	5D6+5	25%
Adult	13	6D6+6	30%
Mature adult	14	7D6+7	35%
Old	15	8D6+8	40%
Very old	16	9D6+9	45%
Venerable	17	10D6+10	50%
Wyrm	18	11D6+11	55%
Great Wyrm	19	12D6+12	60%

## Yu Lung



Yu lung, also known as carp dragons, live in all types of fresh water rivers and lakes. They have no positions in the Council of Dragons; instead, they metamorphose into other subspecies upon reaching the age of adult and are then relocated and charged with specific duties as determined by the Celestial Emperor. Reclusive and shy, Yu lung are the smallest of the Eastern dragons and the most docile. They peacefully co-exist with all forms of aquatic life. Yu lung occasionally befriend humans, and these friendships are notable for their longevity; a Yu lung's bond with a human persists even after its transformation into another subspecies.

**First Appeared:** 95,000 BC

**Habitat:** Yu lung lair in small mansions made of mud and stone located deep in the murkiest waters of the lake or river they inhabit. Though neat and well-built, yu lung mansions are crude by Eastern dragon standards. They are also relatively barren, as yu lung do not collect treasure.

**Physical Traits:** Yu lung have dragons' heads and the bodies and tails of giant carp. Their scales are blue-gray with variously colored markings. They have two arms, long wispy beards, and bright yellow eyes resembling those of cats. They cannot fly and are able to move on land only by dragging themselves along the ground with their claws.

**Height:** 3 metres with a 2 metre long tail

**Weight:** 220 lbs

**Mobility:** Legs, mystical wings

**Sensory Organs:** Visual

**Communication:** Vocal. Yu lung speak their own language, the languages of all fresh water creatures, and the Celestial Court, and all human languages.

**Reproduction:** Sexual, egg. They are good parents, but believe their young should fend for themselves as soon as they become young adults. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation.

**IQ:** 13+2D6, **ME:** 13+2D6, **PS:** 50+5D6, **PP:** 13+2D6, **PE:** 26+4D6, **MA:** 13+2D6, **PB:** 13+2D6, **SPD:** 4D6/12D6 flight/20D6 swim, **SDC:** 100 +5D20, **AR:** 19, **PPE:** (IQ+ME) x100

**Abilities:** The timid Yu lung shun combat. If provoked or threatened, Yu lung attack with their claws and bite; if their opponents withdraw, Yu lung seldom pursue. The Yu lung's tail is too flaccid for tail slap attacks, and they are physically unable to perform kicks or snatches.

Unlike other Eastern dragons, Yu lung are unable to polymorph or turn invisible. They can breathe only water, although they are able to exist on land for up to one hour, after which they have a 5% cumulative chance per round of suffocating. At the age of very young they acquire the ability to cast bless and curse, each once per day. Juvenile and young adult Yu lung can exhale a ten-foot-diameter cloud of gas that has the same effect as a potion of healing (restores 2D4+1 hit points) on all those within its area of effect; they can breathe these clouds once per day.

When a Yu lung reaches the age of young adult, it can unhinge its jaw like a serpent and swallow a victim whole (the victim can be no larger than a small man). A swallowed victim suffers bite damage, plus 1 point of damage per round thereafter from the Yu lung's digestive juices. The victim also has a 5% cumulative chance per round of suffocating. (When the Yu lung loses 50% of its hit points, the victim can be freed. The swallowed victim suffers a - 2 penalty to his attack rolls when attempting to cut himself free; thrusting and stabbing attacks originating from outside the Yu lung have a 20% chance of striking the swallowed victim.)

At the age of adulthood, they metamorphose into an adult of another Eastern dragon subspecies, determined randomly as follows (roll percentile dice):



<u>Roll</u>	<u>Result</u>
01-30	Shen lung
31-50	Pan lung
51-65	Chiang lung
66-80	Li lung
81-90	Lung wang
91-95	Tun mi lung
96-00	T'ien lung

This transformation, which occurs exactly at midnight on the dragon's 101st birthday, is instantaneous and accompanied by a loud crack of thunder. The newly transformed dragon is then relocated to a new domain and given an assignment by the Council of Dragons befitting its new status.

Lung dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural PPE at a rate of  $(IQ + ME) \times 100$ . PPE is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

**Feeding Habits:** Yu lung are scavengers, eating the organic and inorganic matter dug from the ooze at the bottom of their lake or river.

**Lifespan:** 100 years

<u>Age</u>	<u>AR</u>	<u>Magic Resistance</u>
Hatchling	16	Nil
Very young	17	Nil
Young	18	5%
Juvenile	19	10%

## Dragonspire



Paristan was the name of the overall territory claimed by the Council of Dragons back in the era of Atlantis. Though Paristan is long gone its one lone yet great city, Dragonspire, remains.

The stone towers of Dragonspire are predominantly tall and graceful in appearance, though some of those used by dragons take the shape of fantastic creatures or forms found in nature. The "naturally-grown" structures of wood and plant life, formed by use of dragon magic are among the most breath-taking in all the world.

Cobbled streets wind through the city, running in-between the ground-level buildings of dragon design and

picturesque glades and city parks. Embedded within the roads are markers for the levitation pillars, shafts of magical energy that can lift an individual to the skybridges and elegant treetop dwellings set within the canopy of the city.

Magical enhancements are prevalent throughout Dragonspire to the point of being excessive. The city's skyways are illuminated by subtle magic fields of light resembling that reflected by the moon and spellfields that function for its citizens' amusement. The villas of nobles eschewed the use of "normal" glass, preferring theurglass that can be altered by mere touch.

The council of dragons established a complex network of underground pumps, that provide its citizens with a reliable source of fresh water, and many of the city's beautiful fountains guarded by naiads. Among other wonders of technology are the sophisticated air vent systems that run through all the levels of the city, the many winding walkways around the main Castle, as well as the ingenious "liquid fire", used to illuminate the streets, catacombs and other city districts.

Dragonspire is constructed around two tributaries that come together to form a major river which flows south. Just north of the city proper is a network of crypts and tombs built beneath an old battlefield, and the Shrine of Gaea. The western half of the city is the older of the two, home to the "Old City" of dragons as well as the "Temple" and "Lake Wards"; while the eastern half, features numerous parks, gardens, and other sites of natural beauty, along with the homes of non-dragon citizens. The two

approximate halves are linked by the large curved bridges that span the streams that run through the city in a north-south direction.

Throughout its history, Dragonspire has been ruled by the Council of Dragons. They are aided in their duties by the arms-major and spell-major, the empire's greatest warrior and mage respectively, along with two Court Sages, chosen from among the most wise and elder of the ASPDathors. The authority of these leaders is each embodied in one of the three Elfblades, the Rulers' Blade, the Warblade, and the Artblade.

Composed of the heads of Dragonspire's Elven noble houses, the Nobles' Council meet regularly to discuss any issues or laws that concern them. They meet with the council at least once a year to offer their voice and advice to the council's rule.

The laws of Dragonspire follow the "Code of the People", a simple and elegant ideal that a crime against one of its citizens is a crime against all. The code is enforced either by the Council or an Elf from one of the city's noble houses. The punishment varies on a case-by-case basis.

Dragonspire owes its defense to the great army of Akh'Velehr along with its many great and powerful mages of the Akh'Faer. The fabled ASPDathors of the Guard served as the city's elite protectors, some of whom practice a unique form of sword magic.

Service in the military is a life-long dedication, symbolized by the permanent tattoos inscribed upon a soldier or mage's hands and forearms. The city

enjoys bolstered protection from the War Wizards along with contingents of Dragons.

Within the city, guilds were formed with the goal of sharing information and knowledge between the various races of its citizenry.

While Dragonspire is the exemplification of tolerance between the races, there are some cultural traditions that separate the Dragons from non-dragon citizens. For example, many Elves only speak to others of their own kind unless they are specifically addressed. Noble-born Elves are always granted right-of-way, even in the case of personal flight, and are never to be looked at in the eyes, unless they do so first.

One of the festivals of note that are celebrated is the Midsummer Firemeet, legendary for the lavish celebrations and exquisite silken banners and decorations draped across Windrider Glade.

Though having remain secluded for thousands of years, since being exposed to the rest of the modern world due to the Shattered Realms invasion, Dragonspire now once again attracts artists, scholars and craftspeople from all across the known world. A person is just as likely to find a learned sage or world-traveled bard as they are to encounter an artificer of fantastic magic items.

**Coordinates:** 29.6472° N, 91.1174° E

**Area:** Land 16,411 km<sup>2</sup>  
Water 2321 km<sup>2</sup>

**Climate:** Due to the magic of the dragons Dragonspire enjoys exceptionally pleasant weather. It

	remains free from extreme heat or cold, and is immune to natural disasters such as storms and forest fires.		grapes, cattle, sheep, chickens, horses, turkeys, mink fur, fox fur, brewing, buckwheat, canary seeds, confectionary, dairy, distillery, eggs, seafood, forage, pears, peaches, plums, apricots, nectarines, sweet cherries, wine grapes, canola, hemp, honey.
<b>Created:</b>	100,000 BC		
<b>Technology:</b>	Level 3. Medieval; Algebra, books, steel weapons; body armour; castles, windmills, anatomical science, mathematics with zero, lances, flails, crossbows, amputations and crude prosthetics.	<b>Resources:</b>	Diamonds, gold, iron, copper, zinc, titanium, silver, magnesium, nickel.
<b>Culture:</b>	Standard	<b>Hazards:</b>	None. As mentioned in the climate entry the entire city is hermetically protected by magic which prevents any natural disasters
<b>Languages:</b>	Dethek, Espruar, Mandarin (though many other languages are present to differing degrees depending on who is staying in the city at the time)	<b>Industries:</b>	Farming, hunting, fishing, textiles, weapons, magic schools, magic objects
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy	<b>Energy:</b>	PPE, elemental furnace
<b>Government:</b>	Council	<b>Transport:</b>	River and ocean going sailing ships, horseback with saddle and stirrups, horse and cart
<b>Population:</b>	5187 Dragons 51,889 Elves 2471 Humans	<b>Currency:</b>	Platinum, Gold, Silver, Electrum, Copper
<b>Military:</b>	26,903 Elves	<b>Treaties:</b>	South Korea, Taiwan, Thailand, Nova Sauropolis, the Fey Kingdoms, the Gaea Alliance, the Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Religions:</b>	Gaea, Seldarine pantheon, Buddhism, Taoism, Catholicism	<b>Disputes:</b>	People's Republic of China, Russia, North Korea, Vietnam, the Underkingdoms
<b>Exports:</b>	Magic items, scrolls		
<b>Imports:</b>	Various foods		
<b>Agriculture:</b>	Rapeseeds, dry peas, lentils, oats, wheat, barley, soy, maize, potatoes, flax, sugar beets, tomatoes, apples, carrots, beans, chickpeas, rye, onions, cabbages, cranberries, blueberries, mustard seeds, mushrooms, truffles,		