

Glorantha

THE SECOND AGE



DRAGONHEART'S

A GUIDE TO THE ERAVSSARR

WORLD OF GLORANTHA
RuneQuest
DRAGONHEART'S



DRAGONEWTS

A GUIDE TO THE ERAVSSARR

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Credits and Contents

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INTRODUCTION

'Several Revealer groups have spent in excess of a century, combined time, studying, analysing and collating every shred and scrap of information about this damnable species. Each has admitted defeat. Their behaviour is unfathomable; their lifecycles implausible; their gods non-existent; and their myths impenetrable. For every conclusion we reach, another dragonewt emerges to confound it. Every time we gain agreement on some facet of their species, they wilfully contradict it. One day we will be welcomed as old friends, only to be chased away with klanths the next. Three of the Shelnesta Revealers died in this way. One was eaten alive.

We simply do not, cannot and, most likely, will not understand them. They defy everything we have spent three centuries mastering and my recommendation to the Imperial court is that we cease these futile endeavours and let these would-be dragons (again, their claim: we have no evidence for it) continue in whatever bizarre manner they wish.

It's not as though they're very important, is it?'

— Spolorfal the Arranger

So said Spolorfal the Arranger, Dean of Pythos University, in his report to the court of Emperor Ilotos. He was speaking of dragonewts; or rather, he was speaking of the God Learners' inability to fathom them. To a dragonewt, no fathoming is needed. Everything is clear. Everything is cyclical and everything has its purpose. There is no need for rationalisation because rationality is a human concept that strains to impose itself on all that is not. Dragonewts simply are. They

understand their place in Time and they understand their destinies with absolute clarity. Humans are inconsequential, even those who have split their tongues to speak Auld Wyrnish. There are only two things of consequence: the egg-nest and the cosmic dragon. All else is ephemera, there to be used or ignored as one feels at the time.

Though the God Learners never grasped this deceptively simple concept, it is there for all to see in the dragonewt prayer, uttered by every dragonewt as it emerges from the egg, or opens its eyes to the morning sun, or slices through another foe, or simply for the joy of it: the OUROBOROS mantra:

—	Silence. The infinite. The stillness. The unhatched egg.
O	Zero. The exclamation. The first movements within. A struggle. A peace.
OU	The cry of pain. The ego. First understanding of all that lies before. The Awe.
OUR	Collectiveness. Plurality. Understanding that you are not, and never shall be, alone.
OURO	Collective Emptiness. Understanding that you are alone within many. A single scale.
OUROB	Creation. Life. The crack of the shell beneath the egg-tooth.
OUROBO	Closed infinity. Beyond the egg. Being. Existing. Moving and waking in the World.
OUROBOR	Birth. Moving from shell to nest. The feeling of the sun and the rain and the stirring.
OUROBORO	Nothing. The emptiness. What is left behind and before. The ephemera.
OUROBOROS	'S'. The Voice. The sound that starts and ends in one breath but echoes infinitely.

About this Book

This book aims to succeed where the God Learners have failed. It explores dragonewts: their characteristics as an elder race of Glorantha, their behaviour, their relationship to True Dragons and the Cosmic Dragon, their myths and, naturally, how they interact with the Empire of Wyrms' Friends.

This is also the first detailed study of dragonewts, their societies and their philosophies. Guidance is given on creating dragonewt Player Characters with special rules designed to handle their reincarnation through different stages of being.

Chapter One: The Essence of Dragonewts
The essential things to understand about dragonewts; how they came to be and how they understand themselves. This chapter explains dragonewt motivations on a stage-by-stage basis and how this relates to their detailed mythical background.

Chapter Two: Myths
The creation myth as the dragonewts understand it, relating how the True Dragons came into being, how Chaos was defeated, and what role the dragons played in the education of the other gods of Glorantha.

Chapter Three: Dragonewts in the World
A detailed examination of dragonewts across Glorantha, their cities and settlements, their motivations and achievements and their relations with the two great Empires of the Second Age.

Chapter Four: Dragonewt Characters
A discussion of dragonewt physiology, including the importance of the egg and reincarnation, and expanded rules and notes on creating dragonewt Player Characters.

Chapter Five: Dragonewt Cults

A detailed discussion of the True Dragon cults worshipped by the dragonewts beyond those of the Empire of Wyrms' Friends, and the myths supporting them.

Chapter Six: Dragonewt Magic

The basis of all EWF draconic magic is discussed in this chapter, showing how dragonewts use magic differently from all other species.

Chapter Seven: Dinosaurs and Dream Dragons

Dinosaurs are important to dragonewt societies and this chapter describes the varieties found in dragonewt regions of Glorantha. The nature of dream dragons, perhaps the closest most will ever come to a True Dragon, is described.

Chapter Eight: Dragonewt Voices

In which a dragonewt from each stage and the different regions of Glorantha talk of their ways, their hopes and their fears. An insight into the dragonewt mind.

The Rune of DRAGONEWT



THE ESSENCE OF DRAGONEWTS

There is no more misunderstood or misinterpreted race anywhere in Glorantha. Dragonewts intrigue, perplex and provoke everyone they come into contact with. The God Learners cannot understand them because dragonewts refuse to let them get close enough to try. The Empire of Wyrms' Friends believes it understands them through its own path to draconic enlightenment, but it has barely scratched the surface and already the frailty of their grand plan is causing the dragonewts to reveal less and less of what they know of both the present and the future. To the Old Ways traditionalists, dragonewts are in league with their enemies and were enemies before even that. Their god, Orlanth, slew the first dragon and dragonewts have resented that superiority ever since.

The truth of it, as with all things, is far more complex, but also deceptively simple. To understand the essence of dragonewts one must appreciate several key concepts.

- ▲ Immortality. Despite being able to die, every dragonewt is immortal. Death is but a minor inconvenience and, often, not even that. Unlike humans who might be granted or attain immortality, they do not need to unlearn mortal thoughts, feelings and constraints. Indeed, dragonewts do not even consider their immortality. It is as natural as breathing, eating and sleeping (although some dragonewts do none of these things) and therefore requires no understanding or explanation.
- ▲ Time does not exist. To an immortal being, time is irrelevant. It matters only to mortals or those who have attained immortality somehow and are therefore still shackled to all the restraints time imposes. To dragonewts there is only *existence*, a framework in which things can be accomplished or experienced. Dragonewts have little concept of the passage of time. Indeed, the most mature dragonewt stages are aware of all parts of existence simultaneously.

- ▲ There is no such thing as success or failure. These are, again, mortal constructions. To a dragonewt a thing is either done or not done. Not doing something does not equal failure; nor does doing something equate success. It is simply a state of being.
- ▲ There is no separation between the mythic and the mundane. Dragonewts do not distinguish between myths and current events. These are, again, mortal concepts and redundant in dragonewt philosophy.
- ▲ Experience is *everything*. To deny experience, whatever its extreme, is to be unfulfilled. Mortals deny certain experiences because they are bound by the strictures of Time and notions of success and failure. Dragonewts are free from such things. To experience something is to gain understanding from it. To deny experience is to deny nature. Experience is Right Action.

The God Learners fail to understand dragonewts because they failed to codify and then grasp these simple precepts. It is not hard to understand why; mortality imposes restraints and forces the mind to develop systems to explain why those restraints should be in place. Dragonewts, free from mortality, have no such barriers. Their actions can be as logical, illogical, cruel or kind as they wish because there is simply no need for any form of restraint. This is not to say that dragonewts are ignorant or unappreciative of consequences: to a dragonewt, the consequences of an action are merely another experience. Restraint denies, and there is simply no need for denial.

Right Action

Dragonewts follow a code of honour known as Right Action. Right Action varies immeasurably between dragonewts because Right Action is, quite simply, whatever is right at the time for the dragonewt based

The Eravssarr

Dragonewts speak draconic, of course. Draconic language is difficult for humans to both hear and to pronounce. Any draconic sound translated into human language is, at best, an approximation of the actual sound. People who have their tongue and brain split through the Waltzing and Hunting Ceremony are the only people who have no difficulty, and can understand the sound and meaning without trouble. Most humans, however, have considerable difficulty and generally use their own descriptive terms, such as scout dragonewt.

That said, the draconic word for themselves is Eravssarr, where the double-s indicates a protracted sibilance. The single-r is a rolling r, and the double-r is an extended sound too.

They also have words for their own various stages and kinfolk, roughly transliterated as follows:

Ffss, scout

Kikimadu, warrior

Nnass, priest

Ooamassarrava, king

Avssamamu, dragon

Orroborr, True Dragon

Badu, Thunderbeast (dinosaur, in general)

on its understanding of the world. This is therefore not a social code in the conventional sense, although all dragonewts are expected to experience certain mythical and mundane concepts before moving onto the next cycle of their life. What these precise concepts are is personal to each dragonewt and they are wired into the dragonewt psyche at the time of its birth. A newborn dragonewt knows that it needs to experience everything. As it makes its way through life it knows it needs to experience fewer things. The more it experiences the more it understands and the closer it becomes to True Dragonhood. Thus, all dragonewts define themselves in terms of what they need to do instead of what they have done.

Right Action is therefore the principle of attaining experience and developing a sense of responsibility for their future actions. It is not a moral code of right or wrong. Right Action contains no interpretations of morality. It *does* contain concepts relating to control and restraint, but not restraint in mortal terms, which inevitably are based on morality and denial. Instead, dragonewts interpret restraint as being aware of whether or not the time and emotional state is right to pursue an experience; it is not whether or not the experienced *should* be pursued.

But Dragonewts are not infallible beings. Sometimes Right Action fails, and where it does fail, it can be catastrophic for a dragonewt. Failing to restrain oneself, or failing to learn and gain understanding from an experience, is dishonourable and considered Wrong Action. The outcomes may be identical to those if Right Action had been followed, but that is not the point. If there is no logical (from a dragonewt perspective) justification for a course of action, then the action itself was wrong and should have been postponed until it was a Right Action.

Duty and Honour

These are of paramount importance to all dragonewts and act as a guide to Right Action. Dragonewts who cannot abide by duty and uphold honour become outcasts, excluded from the draconic lifecycle.

Duty to the Ancestors

This takes two forms: duty to the Ancestral Dragons, who taught the gods, and duty to the ancestors of the colony, who have shaped all that is now. The distinction is clear in the minds and attitudes of dragonewts but not necessarily in action. Essentially it is worshipping

One Called Running

One day, a Crested dragonewt called One Called Running came across a young griffin that had fallen from its aerie. One Called Running had been searching for the centre of the sky, so it might know the Air Rune and had grown fired. Knowing that the griffin might carry him to the centre of the sky, it taught the Sky Centre Myth chant, One Called Running used his magic to heal the young griffin's torn wing and fed it a human he'd caught the day before. As the griffin crunched on a leg, One Called Running performed the Stone Dance so he might meditate on the Right Action. To find the centre of the sky he needed to be in the sky. He could see it, but it was too distant. He might find another way of reaching the sky but here was an opportunity that seemed like a Right Action. One Called Running finished the Stone Dance and taught the griffin the Sky Centre Myth chant while the creature ate the head. 'That is a griffin song,' said the young griffin. 'And I know where the centre of the sky is because I have been there.'

'Ah,' said One Called Running. 'So you can describe it to me.' And because the griffin had been fed and had its wing mended, it did. One Called Running sat back, grateful for the wisdom. He let the griffin fly back to its aerie and One Called Running returned to his nest.

When One Called Running recounted the nature of the centre of the sky to Cold Fire Apparelled First Born, the ruler of the nest, he realised his mistake. Cold Fire Apparelled First Born pointed out, in words of broken flint, that neither the location nor the description of the centre of the sky were important. What was important was that One Called Running visited it and could retrace his steps, leading other members of the nest who would be required to describe it. One Called Running had committed Wrong Action and had told a griffin the sacred Sky Centre Myth chant thereby revealing Cold Fire Apparelled First Born's innermost desires. This was dishonour. One Called Running would not achieve warriorhood until he had found the young griffin, killed it, and allowed himself to be eaten by its mother three times in succession. This atonement was Right Action, and, chastised, One Called Running set off to find the young griffin in a much wiser, though less honourable, state of mind.

dragons and striving to complete the cycle through rebirth and progress towards dragonhood. Where this ceases to be a priority, or where the faith in the ancestors is lost, dragonewts are in danger of being excluded from the draconic lifecycle because they are incapable of Right Action.

Duty to One's Lord

Lordship is not simply one who owns land or controls a colony. Lordship is dependent upon certain physical and personal traits being present in an individual dragonewt and is, in reality, a temporal device. A Lord might be a dragonewt given a specific task to complete, supported by assistants chosen for that role; equally it might be an honoured figure that has consistently achieved Right Action through its lifecycle thus far and so embodies the truest essence of the draconic way. On many occasions it may simply be a matter of charisma and leadership qualities. Individual dragonewts may

have several Lords for different things and loyalty and duty is expected for each. This might lead to conflicts of interests and seemingly contradictory agendas but to dragonewts this is simply Right Action.

Duty to Repay Debt

If a dragonewt accepts a favour, it incurs debt. Debt is burdensome because it must always be repaid - no matter how long it takes or what the cost is. This might take many incarnations and often impedes the progress of the dragonewt through a particular stage. Thus dragonewts are inherently cautious of accepting favours unless there is absolutely no alternative and, even then, a dragonewt will spend an inordinate amount of time analysing what the consequences of the debt will be and how it must be repaid. As repaying a debt might incur Wrong Action, and considerable amounts of it, favours are thus considered entanglements to be avoided.

Ouroboros

Fundamental to all these concepts and to the nature of dragonewts themselves is the relationship with the Cosmic Dragon. The form and nature of the Cosmic Dragon is expressed in the OUROBOROS mantra, but that is not, as some have thought, the Cosmic Dragon's true name. The mantra simply enables a basic understanding and vocalisation of what the Cosmic Dragon did, does and is. The Cosmic Dragon is therefore very much a philosophy that guides dragonewts through their lifecycles and is a focus for their actions. The Empire of Wyrms' Friends believe that the Cosmic Dragon can be created through focused worship, extensions of territory and powerful magics; they believe that the OUROBOROS mantra can be rendered into a physical, mythical being capable of reshaping the world and creating a new cycle of time. Dragonewts know different. They know that the Cosmic Dragon can have no form because none is required. Forms are ephemeral. The true power of the Cosmic Dragon lies in its ideas and the ability of those ideas to transcend physical substance and shape reality, rather than assuming a shape dictated by it.

The dragonewts have tried to communicate this to the EWF and have grown tired of the misunderstandings. The EWF thus mistake this as a sign that they are close to realising the Cosmic Dragon and, perhaps terrified of being usurped in importance, the dragonewts are withholding the final, crucial details needed to give the Cosmic Dragon form and substance.

In short, OUROBOROS is the dragonewt lifecycle. It is a compression of the Creation Age into a single, utterable sound: both a prayer and an explanation. It describes and determines what dragonewts and dragons are and will be. From the silence, through to the 'S' sound that indicates a complete cycle, OUROBOROS is drawn as a dragon swallowing its own tail.

Reincarnation and Advancement

When a dragonewt colony has an Inhuman King, or Dragonet, presiding, its members reincarnate. When

old bodies die the soul migrates back to the original birth-egg and the dragonewt is reborn, sometimes into a new body stage, quite often in the same, but always with a new level of maturity and understanding; this is another step forward towards True dragonhood. Where there is no Inhuman King, reincarnation does not happen and dragonewts are doomed to mortality.

The God Learners have three burning questions.

- ☆ Why is reincarnation necessary?
- ☆ Why do so many reincarnations not result in a new stage of development?
- ☆ Why is the Inhuman King essential to reincarnation?

The answer lies in what each stage of dragonewt existence represents, and what each stage understands of themselves, of reality, and of the cycle. It is irrevocably tied to OUROBOROS.

The Dragonewt Stages

The path to dragonhood is nothing less than a personal, microcosmic replaying of the God Time of Glorantha and the ages within it. Each stage represents one or more of the God Time ages and the understanding of a dragonewt in each stage reflects the events of that age. Consequently, Right Action at each stage is defined by the mythical necessities of a particular Gloranthan age, and it is necessary for each and every dragonewt to fully understand and experience the nature of the age before it can reincarnate into the next stage of development.

Personality Traits

Each stage of development is characterised by a series of inherent personality traits that must be mastered and controlled before advancement to the next stage takes place. The ultimate aim of every dragonewt is to act with conscious deliberation at all times, and this means choosing how to act rather than allowing instinct to determine it. The personality traits that must be mastered at each stage are discussed in each stage of development. How these are defined in *RuneQuest* terms is explained on page 65 of the *Dragonewt Characters* chapter.

Crested

This stage is known also as the Scout or First stage and, amongst dragonewts, as Orxiliate. This stage represents the Creation and Green Ages where all was new and the Prime Runes had been meditated upon and brought into existence by the Cosmic Dragon. Each Crested dragonewt is innately tasked with understanding the Six Actions and the Prime Runes. The Six Actions are:

- ▲ Silence: maintaining it when the compulsion is to make oneself heard
- ▲ Secrets: maintaining them when the compulsion is to tell all one knows
- ▲ Being: understanding what one is when it is clear one is incomplete
- ▲ Experience: gaining it, but doing so honourably and with understanding
- ▲ Thought: learning to use the fledgling mind to form and use thoughts
- ▲ Spirit: learning to replace the instinctive with the rational



Thus Crested dragonewts are immature and struggling with the conflicting natures necessitated by creation: their own and the creation of the world. It takes at least six reincarnations before the Crested stage is complete and usually many more because this involves gaining a mastery of the Six Actions and understanding the power and magic of the Prime Runes. From the Crested perspective the Prime Runes are: Air, Beast, Chaos, Darkness, Disorder, Earth, Fire, Harmony, Illusion, Infinity, Law, Magic, Mastery, Movement, Plant, Spirit, Stasis, Truth, and Water. At the Crested stage the key task is to understand the Six Actions and commence the journey of understanding the Prime Runes.

Crested dragonewt (and, indeed, all dragonewt) behaviour is thus dictated by a combination of which of the Six Actions it is understanding, which Prime Runes it has already understood, and which Runes it is in the process of learning. Orxiliate dragonewts can only learn the magic of the Prime Runes which they must then forget to advance to the next stage. At this point Dragon Magic is forbidden to them.

The task of understanding the Six Actions is known as Orxilius, after the enemy of the Cosmic Dragon, Orxili. This six-limbed, no headed monster attempted to disrupt the Cosmic Dragon's meditations and was dismembered, limb by limb, as the Cosmic Dragon itself became aware of, or created, the Six Actions. The dismemberment of Orxili allowed the Six Actions to come into being and from the monster's body came the Cosmic Egg, from which all True dragons, and thus dragonewts, hatched. Orxilius is the primal process of understanding one's nature and the nature of reality. Once accomplished, the Crested dragonewt has quested through the Creation and Green Ages and enters the Beaked stage.

The Crested dragonewt has five personality traits to master as part of Orxilius. These are the most primitive emotions and traits, key to differentiating the dragonewt from all other creatures:

- Aggression and Passivity
- Bravery and Cowardice
- Energy and Laziness
- Stubbornness and Docility
- Dependability and Unreliability

Beaked

Known also as the Warrior or Second stage and, amongst dragonewts, as Golden Shadow, this stage represents the Golden and Dark Ages of Glorantha. In these ages civilisation and rational thought took hold only to be plunged into shadow by the Lesser and Greater darknesses, known as the Age of Terror. In this stage of advancement Beaked dragonewts are equipped, mentally and physically, to both build and destroy. They are architects and soldiers, the raisers of the dragonewt cities (under the direction of more advanced stages) and fighters in their defence against Chaos, Time and mortal meddling.

Having passed through Orxilius Beaked dragonewts now learn to master draconic magic, having forgotten all other magic, though a residual memory of its power is retained. For the Beaked stage Right Action is to begin the mastery of Dragon Magic and to both build and fight. Its motivations are concerned exclusively with these three things, which can only be accomplished with any degree of effectiveness if the Six Actions of Orxilius have been understood and assimilated into its consciousness.

Newly incarnated Beaked dragonewts embody the Golden and their skins glisten with gold and amber. They are builders and in so doing learn to use the weapons of their stage: the klanth, the korff, the gami and the utuma. As they gain mastery of these weapons, which they view as tools rather than instruments of death, the golden hues are replaced by greys and blacks representing the shadows of the Darkness Ages. They become more warlike and less concerned with construction and more with defence.

Shadowed Beaked dragonewts devote their thoughts almost wholly to defeating Chaos and re-enacting the principle of Utuma: the dismemberment of enemies and the sacrifice of the self. This echoes the sacrifices made by the Cosmic Dragon, the Ancestral dragons and the gods who died during the Darkness Age. A Beaked dragonewt who does not achieve Right Action is expected to commit Utuma as both an act of atonement and of cleansing. It reincarnates as a Beaked dragonewt if its Wrong Action was not sufficiently serious. If the Wrong Action was acute it reincarnates as a Crested and must retread Orxilius so that it may know Right Action once more.



Knowing this, Beaked dragonewts are careful and cautious despite their increasingly warlike natures. It is not shameful to undergo Orxilius once more but is a significant delay in attaining full dragonhood. Wrong Action is considered to be the victory of Chaos and darkness over reason. Beaked dragonewts who have regressed to Orxiliate thus tend to be focused on mastering, again, the Chaos and Darkness runes so that they will be equipped for victory when they return to the Golden Shadow stage.

Those Beaked dragonewts who build cities, defend them and defeat enemies are ready then to leave the Golden and Darkness Ages behind them, committing one final act of Utuma to attain the next stage in their progression.

There are, again, five personality traits requiring mastery before the next stage of development. These are concerned with leadership and lordliness, inherent qualities of the Noble stage:

Curiosity and Apathy
Leader and Follower
Impulsive and Cautious
Calm and Nervous
Trusting and Suspicious

Noble

Also known as Tailed Priests, this stage represents The Great Compromise, when the gods had to finally communicate with each other and learn restraint. It was necessary for all the gods to understand the mortal world and how to interact with it. Thus, Noble dragonewts are communicators and leaders. Of all the dragonewt stages they are the best equipped to deal with other races and to embody the notions of peace, negotiation and compromise.

Thus Noble dragonewts are to be found abroad, acting either as emissaries to other races, as wanderers learning more of the mortal world, or, and particularly important during Glorantha's Second Age, as advisers to the humans of the Empire of Wyrm's Friends.

All Noble dragonewts are obsessed with language and how to use it as a tool of communication. They call this process Tongue Talking. Right Action is determined by how their communication is perceived by those they interact with and understanding the consequences of this responsibility. Nobles are known to commit Utuma because of mortal failings and this is something humans, in particular, have difficulty in comprehending. If the underlying reasons were to be studied, and they rarely are, even in the EWF, it

would be apparent that a Noble dragonewt commits Utuma because its ability to communicate with non-dragonewts has resulted in consequences that the Noble failed to foresee. Reincarnation following such Utuma is always in the Noble stage but all powers of language and communication must be relearned so that future communication will be clear and its consequences anticipated accurately.

The story goes that I Can Say And You Can Understand, a Tailed Priest advising Genderson Greyscale, a Wyrm's Talon Disciple, remarked that Genderson's wife must be very beautiful because she was married to such a successful and articulate man. Genderson, being irrationally jealous of anyone who noticed his wife's undoubted beauty, considered I Can Say And You Can Understand's comments as a sign of physical attraction, and had a mask, wrought from iron, clamped around his poor wife's head. Satisfied that now none but himself could admire his wife's dazzling attractions, Genderson prepared to engage in a meaningful debate on draconic philosophy with his adviser only to watch, slack-jawed, as I Can Say And You Can Understand disembowelled himself. The dragonewt, intending to compliment both Genderson and his wife, had failed to understand the human's capacity for jealousy and suspicion. It was necessary for him to commit Utuma because, not only had his comments resulted in the Wrong Action of the wife's masking, it also signalled a lack of appreciation of how compliments can be taken as slights.



To become a Ruler, or Full Priest, Nobles need to have mastered the following personality traits:

Honour and Dishonour
Generosity and Greed
Patience and Impatience
Extrovert and Introvert

Having mastered both these and the skills of communicating with a wide variety of different races, the Noble dragonewt feels the first signs of wing-growth as its skeleton and muscles begin to reform.

This is painful physically for the dragonewt but is also a time of great joy. This signals the final act of Utuma for this stage and reincarnation as the next.

Ruler

Known also as Full Priests, Winged Priests and, amongst dragonewts, Sky Destined. This stage represents and mirrors the return of light to the world and the ascendancy of the sun to the sky. Upon emerging from the egg the newly incarnated Ruler immediately performs the Sun Dance symbolising its emergence from the darkness of its previous incarnations and its newly developed glimpse of True Dragonhood. It is accompanied in the dance by all the dragonewts of the nest and is a time of great rejoicing and gladness. The Sun Dance is both ritualistic and practical; as the Ruler dances its wings dry and the bones strengthen, allowing the wings to be unfurled fully at the climax of the dance. Ruler dragonewts are always incarnated during the Fire Season and when nothing obscures the sun. The Sun Dance always ends as the sun sets, culminating in the unfurling of the new wings.

Once the dance is completed Utuma is immediately committed by the new-born Ruler. The old body is burned and at dawn of the next day the Ruler hatches again, with an identical body, but this time carrying the emotional and mental understanding of what it now needs to be accomplished during this stage if it is to achieve dragonhood.

The Ruler must master the following personality traits defining Full Priest status. These are traits that allow the world to be understood and shaped; their mastery is essential for every Inhuman King and True Dragon.

Clever and Dull
Innovation and Conservatism
Optimism and Pessimism
Construction and Destruction

Rulers are tied to their nests and spend a large amount of time sleeping and dreaming. In their dream state they interact with all stages of the nest, offering guidance and overseeing the progression of the lesser stages through Orxilius, Golden Shadow and Tongue Talking. When awake, they listen to reports from the lesser stages and make decisions based on how they view things from a draconic perspective. Tailed Priests reinterpret these musings in ways the lesser



stages can understand and ensure the Ruler's wishes are carried out. For a Ruler dragonewt Right Action is interpreting things from a draconic perspective rather than a dragonewt perspective. They must thus look down upon the world rather than looking around or up. If their perception is accurate, the lesser stages will act correctly and Right Action is achieved. If direction is given that does not take into account every conceivable angle, opportunity, outcome and nuance, it is Wrong Action. Utuma naturally follows and the reincarnation may well be at the Noble stage, indicating an essential, undraconic immaturity that must be overcome through further communication and exposure to the wider world. Wrong Action amongst Rulers is very rare because, from the vantage point of looking down, all things are visible and can be explained in a variety of ways. Only when consequences cannot be explained draconically, mythically or in mortal terms is Wrong Action determined.

When not dreaming to survey the dragonewt community, Rulers often involve themselves in dream-based draconic HeroQuests to further their understanding of True Dragonhood. These quests not only retread the deeds of the Cosmic and Ancestral dragons, but also project forth to participate in quests to come. This prepares the Ruler for the

true, Inhuman King stage, whilst also consolidating and supplementing the dreams of True Dragons. FutureQuesting also trains the mind in the frightful complexities of existing outside Time, and perceiving all things simultaneously. A succession of HeroQuests need to be completed successfully before the Ruler can dream itself into a FutureQuest and, even then, FutureQuesting is undertaken tentatively as even the immensity of the Ruler's mind is fragile when contemplating a reality unconstrained by the linear and the ultimate separation between cause and effect. However, the experiences and knowledge built-up through the preceding stages have been designed to prepare the Ruler dragonewt for such an existence and its FutureQuesting enables it to mould its psyche into a form capable of functioning fully in the God Plane.

As Rulers mature they become more abstract in their communications and thought processes. This progressive tendency towards abstraction finally culminates in all thoughts coalescing into the Egg Dream where the Ruler simultaneously relives its past lives and both absorbs and is absorbed by its own egg. The Egg Dream grants the Ruler the ultimate powers of creation and reincarnation and, at this point, the dragonewt pauses in its schemes for it is on the brink of Dragonet status. As it is traditional for a dragonewt society to support only one Inhuman King, it must wait, and dream the Egg Dream while it waits, until it can finally hatch in the penultimate stage before True dragonhood.

Dragonet

Known also as Inhuman King, this is the stage aspired to by all Ruler dragonewts dreaming the Egg Dream. Only one Inhuman King can incarnate for its society (although several dragonewt societies exist and thus there are several Inhuman Kings).

Dragonets have achieved almost total dragonhood. Their powers of understanding and mastery of Dragon Magic gives them complete control over their society. Dragonets enable reincarnation; the Egg Dream has granted them the power, wisdom and insight to decide which lesser stages should reincarnate, when, and into what form. They arbitrate Right and Wrong Action and manipulate the eggs of the colony to produce the reincarnated dragonewts at a stage of existence and experience that matches their needs and those of the colony. Dragonets can produce more eggs,

which always give birth to new Crested dragonewts, and both watch and judge the souls of those they are responsible for. Dragonets are incapable of Wrong Action. Their minds exist out of Time although their bodies exist within it. They do not dream because it is unnecessary. All things are known to them and all actions and consequences are simultaneous. They do not need food because they have absorbed their own egg through the action of the Egg Dream and are sustained for eternity. All that stands between them and achieving True Dragon existence is the will of the Cosmic Dragon itself, so each Inhuman King serves that will unbendingly.

This service is called The Unknowable Secret. Dragonets refer to it but never explain it or reveal it. It is what the humans of the EWF strive to attain but cannot because they are not dragonewts and have not progressed through the essential stages to be able to comprehend and comply with the will of the Cosmic Dragon. Only Obduran the Flyer, a human, has ever come close to knowing the Unknowable Secret, and in this he may have had the help of the Inhuman King, but that help would have been given only because the Cosmic Dragon willed it to be.



No Dragonet in human reckoning has made the final change to True Dragonhood. In fact, no dragonewt or True dragon would ever reveal that the change has been made for fear of exposing the will of the Cosmic Dragon to outside influence. For this reason it is unknowable if the Inhuman King of a dragonewt colony is the same one that has been there all along, or a new Inhuman King incarnated from a waiting, Egg Dreaming, Ruler. Dragonewts do not care: the existence of the Inhuman King is symbolic and they instinctively know that to contemplate its nature is Wrong Action. Only humans, trapped by the curiosity that is a product of living within Time, feel the need for conjecture, thus incurring impurity of thought and motive. This is why no human can ever become a dragon: wanting to know The Unknowable Secret renders the secret meaningless and closes the path to dragonhood.

Those colonies that have, for one reason or another, placed themselves beyond the draconic cycle, are denied an Inhuman King. Their Rulers either do not start the Egg Dream or find themselves trapped within it. Breaking this cycle requires a draconic HeroQuest that is undertaken by Ruler dragonewts, and this might even be a FutureQuest, only enabling a new Inhuman King to be incarnated at a distant point in the future when it serves the purposes of The Unknowable Secret. Without an Inhuman King, no dragonewt can reincarnate, and because the Rulers are likely to be bound in their Egg Dream, there is little guidance to prevent Wrong Action and maintain Right Action. Thus do such isolated colonies of dragonewts become less draconic and condemn themselves, certainly in the knowable term, to mortality. These are the Sundered Colonies.

Dragonewt Eggs

The source of all draconic life, the egg is the most sacred symbol, magically, spiritually and physically, of all dragonewts. The First Egg was created from the body of the monster Orxili by the Cosmic Dragon, and from that came the Ancestral Dragon, who used the halves of the shell to create the Inside and the Outside realms.

The first dragonewt eggs were laid by the Wondrous Mother of Many, who took many mates but cleaved to none of them. Thus was the precedent set. Dragonewts are born from eggs and, like them, the eggs are immortal. They are more than a protective layer for gestation; each egg is deeply magical and tied to the will of the Cosmic Dragon through the protection of the Inhuman Kings.

Dragonewts are destined to be born many times and always from the same egg. After each hatching the egg reassembles itself and awaits the next hatching. They shell is hard and leathery, growing more so with age, but never deteriorating. Eggs can be harmed but they always repair if not totally destroyed. The withdrawal of the Inhuman King's will, severing the spiritual bond between dragonewt and egg, preventing further rebirths and condemning the dragonewt to mortality, also results in the destruction of an egg.

Dragonewts arrive in the world as adults; there is no physical maturity from an infant through childhood to adulthood. Mentally, new-born dragonewts are innocent to the world, but their egg has equipped them with the primal drivers for survival and progress. Higher dragonewt stages provide education and guidance, but the egg creates the template.

Every dragonewt is aware of their egg constantly. They instinctively know if their egg is being threatened and dragonewts fight ceaselessly to protect them. All the eggs of a dragonewt settlement are gathered in a single nest. Thus, in cities such as Dragon's Eye in Dragon Pass, or Absolute Circuitous Fortuity in Ormsland, nests number thousands of eggs. Every nest is guarded by Beaked dragonewts but magical protection exists as well, and of the kind that is truly draconic and merciless. The misguided fools who believe that a fragment of dragonewt egg can give eternal life, or cure the most foul of Chaos taints, never live to discover the truth of it. As the Inhuman King of Dragon Pass once confided to Vistikos Left Eye, *'One who harms an egg is treated as Orxili was treated. Its limbs are ripped off and its soul devoured. The carcass is thrown to the Ancestral Dragons who make it a plaything and a slave, denying it death but ensuring eternal torment. Only thus is a shell-defiler guaranteed immortality.'*

MYTHS

Herein are described the dragonewt cosmology and key myths – as they would explain them to humans of the EWF (when they actually deign to do so). It is important to understand that dragonewts simply do not cleave to cosmology and religion in the same ways as humans; thus, to try to convey such critical and complex ideas, the information presented here is greatly simplified.

These are the creation myths as understood by the True Dragons, Dragonets and Ruler dragonewts. Through its own Dance of Life and Egg each dragonewt becomes steadily more involved in each myth, in the order described here, and thus attains the enlightenment of True Dragons. The myth cycle reflects and is OUROBOROS; a constant state of rebirth, life, utuma and Right Action.

Infinity and The Cosmic Dragon

Infinity came first. It was perfect and complete, giving simultaneous existence to all that surrounded it, binding all together with no beginning or end. Some called this the God Time but dragonewts and dragons know that the God Time came after.

Something broke infinity. Perhaps it spun too fast or made too much at once, but it became broken. One end became the head of the Cosmic Dragon and the other its tail. Knowing it was a broken infinity, the Cosmic Dragon's first task was to heal itself and restore infinity but this required meditation. As the Cosmic Dragon meditated, the monster, Orxili the Disturber, arose to plague the Cosmic Dragon's meditations. With six limbs and no head all it could do was prod and grasp at the two ends of the Cosmic Dragon attempting to pull it apart as it coiled around itself.

This was but a minor irritation for the Cosmic Dragon but of great consequence for the universe. From its mouth the Cosmic Dragon spoke the first word, which was Silence, and Orxili could not utter its blasphemies to disturb the Cosmic Dragon's thoughts. One of the limbs was severed and was cast into the Void. Next Orxili tried to probe the secrets of the Cosmic Dragon's meditation and was bitten

again, its limb tumbling to the Void. So was born Secrecy. Again Orxili tried to disrupt and lost another limb: this was called Being and it would be retrieved by the Cosmic Dragon later and used to make the sky and the world. On its fourth attempt Orxili lost another limb and this the Cosmic Dragon swallowed and thus gained Experience. On the fifth disturbance the Cosmic Dragon tore away Orxili's limb and absorbed it with its mind: this became Thought. Finally Orxili sought to tear at the Cosmic Dragon's soul but it lost again and the final limb became Spirit.

The Cosmic Dragon took the helpless body and the third limb from the Void. From the limb it made the world and the sky, keeping the two apart by the breadth of the limb's fingers. With the world made, the Cosmic Dragon placed Orxili's body at its centre and wrapped around it, setting it spinning, thus isolating it from the realms beyond reality. The body became the Cosmic Egg and etched upon it were the Prime Runes. As it spun, so it hatched. From it was born the Grand Ancestral Dragon.

The Cosmic Dragon had no use for the limbs it had severed from Orxili and regurgitated the pieces into the Void so it might resume its meditations upon infinity. To purge itself the Cosmic Dragon swallowed its own tail; in so doing, infinity was remade and the Cosmic Dragon was at its heart. The limbs of the Disturber were cast to the Nothingness but would one day return; although it could not disrupt infinity now it was remade.

The Grand Ancestral Dragon

The first action of the newly hatched Ancestral Dragon was to meditate and contemplate the universe. Because the Cosmic Dragon had severed the limb of Orxili that tried to steal secrets, the Ancestral Dragon could see into the secrets of the universe and it noted them all as treasures to be shared only with those that were like itself.

Because it was alone in the world, its second action was to make servants, which it did from the two halves of the Cosmic Egg, calling one Inside and the other Outside.

Its third action was to make real the six principles of Orxili's disturbance so that they would not interfere with the workings of the world but also to make the world whole again. Thus were born the Six Actions of Orxilius and the Ancestral Dragon created guardians for each of them, which were made in his own image.

Its fourth action was to return to meditation, now that all was guarded. But while it dreamed the limbs of Orxili returned from the Void and tried to interfere with the world. One limb became the Oozing Chaos which lapped at the Ancestral Dragon's feet. The Ancestral Dragon took the Disorder rune from the Inside and gave it to the Guardian of Being, who used it to fight back the Ooze. From this battle was born Nakala, the Primal Darkness, and the Guardian of Being fashioned a race from it and called it to life with part of the Cosmic Dragon's mantra using the OU and the S sounds. The new race, which chose to dwell beneath world, at the Ancestral Dragon's feet, misheard the partial mantra and named itself uz.



The First Utuma

When its meditations were complete the Ancestral Dragon sliced open its loins and created the seas and oceans of the world, which flowed freely in defiance of the Oozing Chaos - which was now defeated. Then the Ancestral Dragon cut open its belly and gave power to the world through the first gifts of Life, thus defeating the body of Orxili forever.

Next the Ancestral Dragon removed and dismembered its head, creating the Sun, the Stars and the Gods with each of its eyes, and the skull of the Ancestral Dragon became the God Plane, where their powers would flourish in noble fashions.

From its brain came new servants, identical to the Grand Ancestral Dragon, who taught the Gods how to know and use their powers and how to keep the Oozing Chaos at bay. They taught the gods through the First Dance, from which all other dances are derived. The First Dance took place at Dragon Pass and now it is sacred to gods, dragons and the uz, who guard its gateways from the Chaos Ooze. When the First Dance was finished, the Ancestral Dragons each laid an egg and the gods returned to the God Plane made from the Grand Ancestral Dragon's skull.

From these eggs hatched the True dragons, which were mighty beings and had substance and form. The Ancestral Dragons, their dance complete, returned to meditate with the Grand Ancestral Dragon and still watch the world through the secrets of the universe, accepting worship from the True Dragons and their offspring.

Thus the first utuma of the Grand Ancestral Dragon brought life and order to the world and established the sacrifice of the self, and subsequent rebirth, as the Dance of Life and Egg, which all dragonewts follow. From utuma comes the egg, and from the egg comes life. Its cycle mirrors the actions of the Cosmic Dragon, but is real in the world. And, because the Cosmic Dragon defeated Orxili and remade infinity, so is the Dance of Life and Egg infinite.

The True Dragons

Here are the names of the True Dragons. The list is incomplete because many True Dragons have no need for names or have forgotten those given to them by the Ancestral Dragons. They figure in the myths of many cultures and are venerated as gods by the dragonewts.

- ⚡ **All Eyes Open But One**, who advised Genert and was the first dragonewt to become a True Dragon
- ⚡ **Arangorf**, lover of Drolgard, who found peace with Orlanth
- ⚡ **Adamantine Truth Redoubtful**, known also as **Diamond Storm**, who taught Mostal and made the imperishable stones
- ⚡ **Earth Dragon**, who taught Asrelia and protected her as the First Friend
- ⚡ **Green Scaled Father**, who taught Flamal and purged the earth with fire to make it fertile
- ⚡ **Night Dragon**, who taught Dame Darkness of the uz
- ⚡ **Sun Dragon**, who taught the Sun God
- ⚡ **The Emperor of Wisdom**, who taught wisdom to the gods and saw it squandered
- ⚡ **The Imperial Fountain of Peace**, known also as **Aroka**, who guides the waters of the world and was also slain by Orlanth
- ⚡ **The Mover of the Heavens**, known also as **Sh'kaharzeel** and was slain by Orlanth
- ⚡ **Wondrous Mother of Many**, who is the Mother of the dragonewts and venerated by all of them

All Eyes Open But One

When the god Genert required an adviser, he turned to a dragon because he had heard of their wisdom. He hunted through the dragon lands and met many dragons who scorned his attempts to find counsel, each declaring that they had nothing left to teach to gods and wished to sleep. Eventually Genert found a dragon lazing on its back, belly exposed to the sun,

with all but one of its eyes wide open. Genert was intrigued and asked why it did not close all its eyes. 'So I can be both asleep and awake at the same time, and thus miss nothing,' the dragon replied. Genert knew he had found his adviser.

Arangorf

Drolgard, who spoke the dragon language, was taken as a lover by Arangorf. When Orlanth, who had slain Sh'kaharzeel and Aroka, wanted to make peace with the dragons, called Drolgard to his stead, she brought Arangorf with her. Arangorf took revenge by eating and drinking everything Orlanth owned and then tearing away the roof of the great hall. Arangorf expected Orlanth to fight him but no fight came. Drolgard had urged Orlanth to speak with the dragon and taught him the dancing-praying-chanting language that gave the Storm God the draconic tongue. He and Arangorf then spoke and peace came between the gods and dragons once more, although later Orlanth forgot his oaths and that peace was broken. That is why dragonewts and humans find it so difficult to talk now, and must entrust their communications to the Tailed Priests.

Adamantine Truth Redoubtful

Adamantine Truth Redoubtful sought Mostal so that he might teach him how to forge the unbreakable stones, also known as diamonds, which are dragon's tears. Mostal thanked Adamantine Truth Redoubtful for the secret and imprisoned him so that he might make as many diamonds as he needed for the World Machine. Instead, Adamantine Truth Redoubtful slept and dreamed, his eyes firmly shut, so that Mostal would be denied diamonds. That is why diamonds are so rare in Glorantha when once they were abundant.

Earth Dragon and the Protection of Asrelia

When Gata birthed her daughters, Asrelia and Ty Kora Tek, Asrelia was deformed and ugly in the eyes of her mother and could not possibly be a creature of any good for the world. Earth Dragon found Gata abandoning the child in the mouth of a cave, perhaps in the hope she would be eaten by monsters from Chaos. Earth Dragon was sad and angry but did not want to confront Gata because he loved her also. Instead he took Asrelia deep underground and left her with Dame Darkness. Earth Dragon told many lies when questioned over what had happened to the unwanted child but he never revealed her presence. As she grew, Asrelia prospered

in spirit and kindness, mastering the art of wealth and bounty. She learned to give to the world and to share what was sharable. Earth Dragon understood this and was pleased. Dame Darkness understood it and thus so did the uz. Thanks to Earth Dragon's protection Asrelia dwells deep underground even now, but shares her wealth with all the peoples of the surface. Though Earth Dragon sleeps, his tail is coiled around Asrelia's hearth; whilst he endures, nothing can harm her.

Green Scaled Father

Green Scaled Father stole the Plant Rune from the Inside of the Cosmic Egg and gave it to Flamal. Flamal ate it and developed roots. The roots moved into the earth, disturbing the children of Dame Darkness; she sent Zorak Zoran to see what was happening. By this time Green Scaled Father had been caught by the Ancestral Dragons and could not protect Flamal. Thus, while Flamal's roots were devoured by Zorak Zoran, the Green Scaled Father was punished for creating the first Wrong Action.

Night Dragon and the Teaching of Dame Darkness

When Night Dragon hatched, he went beneath the world to thank the new race who had defeated the Oozing Chaos. Dame Darkness welcomed him and told him the name of her people. He gave her the Man rune so that she might create her race from flesh; with it, Dame Darkness created Kyger Litor, who bore Korasting. With the Man rune they created more children who became the Sacred Ancestors of the uz.

Sun Dragon

With scales of burning amber, the Sun Dragon taught the Sun God to move across the sky and how his light gave life to the world. After this time of teaching the Sun Dragon told the Sun God it was time for him to leave, but the Sun God made eloquent petitions; so the Sun Dragon stayed and resides there now, where he acts as a benevolent emperor in the court of the Sun God.

The Emperor of Wisdom

The Emperor of Wisdom flew to the Gods Plane carrying the Spirit rune, so that the gods might know inner peace and the harmony of considered responsibility. But the gods, being young and foolish, turned down this gift. Only Asrelia accepted the gift of wisdom and engendered the beginnings of First Friendship. The gods laughed and danced about the Spirit rune and so squandered the gift of wisdom. The

Emperor of Wisdom flew away, disappointed in the frivolity of these children.

The Imperial Fountain of Peace

Orlanth hated dragons after his fight with Sh'kaharzeel and sought out more to challenge them. One was Aroka, who controlled the waters of the world. Aroka was unafraid of the blustering Storm God and fought Orlanth with rain, storms and floods, turning Orlanth's powers against him. Having bested Sh'kaharzeel, Orlanth was wise to dragon tricks and used these on Aroka, besting him also. He placed Aroka's skeleton in the sky. Aroka was so big and mighty that its head did not fit in the sky dome and so forms a different pattern of stars which is known as Orlanth's Ring.

The Mover of the Heavens

Sh'kaharzeel flew first to the sky where he surveyed the world below and decided to change parts that were not his liking. This angered certain gods who had been making the world to *their* liking and amongst them was Orlanth. The Storm God challenged Sh'kaharzeel and they fought across Glorantha and into the God Plane and then back to the sky where Orlanth was victorious. He placed the dragon's soul in the sky and imprisoned his bones in Dragon Pass.

Wondrous Mother of Many

Wondrous Mother of Many was the last of the True Dragons to hatch and was so eager to mate that she did so before she was ready spiritually or physically. She mated with many dragons and laid many clutches of eggs across the world. Some did not hatch, but most did. From them came the first dragonewts who were, like the Wondrous Mother, imperfect. They knew this and petitioned the Wondrous Mother for succour, but she was too involved in her mating to listen and so the dragonewts had to learn the ways of dragonhood for themselves. They did this through talking to gods and True Dragons, who described to them how the only way they could attain True Dragonhood was to re-establish the relationship with the Great Ancestral Dragon. The only way to do this would be to re-enact the full draconic being, from the actions of the Cosmic Dragon onwards.

This is why dragonewts are as they are, and why they do what they do. The Wondrous Mother of Many, who is still loved by all her offspring, has never returned to instruct them herself and that is why she is sometimes known as Mother Forgotten.

How Orlanth Slew Sh'kharzeel

A mixture of draconic and Old Ways traditionalist myths.

One morning Sh'kharzeel awoke to find the world not as he had left it. Behind him was a mountain that soared to the sky and he did not like it. He took to the wing and soared to its summit, finding that it was Kero Fin, a goddess. Sh'kharzeel wanted to eat her but she was too big, so instead he looked about him at the way the world had changed and saw Kero Fin's son, Orlanth, busy at the plough and making new lands for his tribe.

Sh'kharzeel went to undo these labours, ignoring Kero Fin's warnings. He blasted the crops with fire and ate all the grain in the barns. Next he drank dry the lakes and streams and then went in search of Orlanth.

The Storm God had heard of dragons but had never seen one. At first he thought Sh'kharzeel was Eumal the Trickster and so taunted him awhile. The dragon spat fire and convinced Orlanth he was real. He protested over the reshaping of the lands and how this was unwise because it was not a part of the Cosmic Dragon's designs. Orlanth said he had never heard of this Cosmic Dragon and demanded proof but Sh'kharzeel could offer none because the world had been reshaped many times since it had been the Cosmic Egg. Orlanth shrugged and returned to his ploughing. Angered, Sh'kharzeel burnt Orlanth's plough.

Enraged, Orlanth went to his hall and fetched Death, the weapon he had stolen from Humakt. Sh'kharzeel countered with tooth and claw, and their battle raged across Dragon Pass, which was not known by that name then. Orlanth used the sky as a shield when Sh'kharzeel breathed fire at him, and the dragon used the mountains to parry Orlanth's blows with Death. Their fight lasted three days and three nights, and around them the earth was undone. When Sh'kharzeel knocked Orlanth flat with a blow from his tail the Shadow Plateau was made; and when Orlanth put out one of the dragon's eyes, Skyfall Lake was created.

At last both began to tire. Sh'kharzeel, because he had not eaten for a long time, wearied first, and left his spine open to Orlanth's blade. Death cut deep and Sh'kharzeel fell. Orlanth fetched his nets and bound-up the dragon's soul within it and flung it high into the sky, which was dark. The net broke open and scattered the dragon's soul as stars, which can be seen even now.

Orlanth left the dragon's body where it was because it was too heavy to carry away and burn. He hoped monsters would eat it. But Sh'kharzeel instead turned to stone, and formed the Rockwood Mountains. The cleft made in the dragon's spine by Death is now the place we call Dragon Pass, and it amuses Orlanth that, in death, the dragon provides a gateway to the lands it tried to unmake.

How Orlanth Killed Sh'harkazeel

The Orlanthi Myth variation.

Sh'harkazeel - the Mover of Heavens - was the primal Cosmic Dragon and older than the gods. Sh'harkazeel beget itself and dwelt coiled around the world, with its tail in its mouth. The Mover of Heavens was so powerful that it refuted the divine laws of the Cosmic Court, confounded the machinations of Zzabur and devoured the spirits.

Orlanth and his new tribe of unruly gods disturbed the inner parts of Sh'harkazeel and troubled the Cosmic Dragon. Moving, running about, and creating new things, they gave the Mover of Heavens reason for concern, for their clamor gave the Cosmic Dragon pain.

When Orlanth killed the Emperor, Sh'harkazeel made ready to devour the gods to silence their clamor. The Primal One prepared to attack. The coils of the Mover of Heavens enveloped the Sky Dome, and when the Emperor's sons learned of this, they became numb with fear and fled.

Seeking a champion, the gods assembled at Orlanth's camp, full of fear. They came before the Slayer of Yelm and asked him for his protection and aid. Without fear, Orlanth agreed to face Sh'harkazeel. The gods rejoiced and acclaimed Orlanth as king of the gods. They bestowed upon Orlanth his regalia, his matchless weapons of war, and the irresistible thunderbolt. Orlanth filled his body with breath for a year and a day, made ready his weapons, took up his sword with his right hand, set lightning before him, called forth the Six Winds and various hurricanes, and mounted his irresistible chariot of storm with four steeds, whose names were Crisis, Rage, Wrath and Havoc; he placed Humakt on his right and the shield of Aran on his left, a nimbus of lightning around his head, garbed in armor; with a magic word clenched between his teeth, a healing plant pressed in his palm, Orlanth leapt into the heavens to face Sh'harkazeel.

A snorting world serpent, hissing, having thunder, lightning, mist, and hail at his command, Sh'harkazeel, the Mover of Heavens without hands or feet, pronounced an incantation; and it terrified all three worlds.

But Orlanth was not terrified and the storm god let fly his breath that poured into the Primal One's belly, so that its courage was taken from it and its jaws remained open wide. Great Orlanth let lose his irresistible thunderbolt and smote to death the firstborn of Dragons. Orlanth with his own and deadly weapons cut the Mover of Heavens into 49 pieces. The spine he cut into two and fashioned the Dragonspine mountains. Sh'harkazeel's blood flooded the seas and swore revenge. Its ribs were used to hold up the Sky Dome after the Mover of Heavens had attacked the sky.

Orlanth inhaled the last breath of the Primal One and with that breath learned the Four Sacred Breaths: the Calm Breath that clears the mind, the Storm Breath that gives one might, the Healing Breath that restores life, and the No Breath that gives insight and wisdom.

Finally, Orlanth decapitated the corpse of Sh'harkazeel and, with his left hand, took its head as the source of his Power over Dragons. He fashioned his great hall out of its skull and, with his left hand, carries the Green Head of Sh'harkazeel to confound and terrify his foes. In the heavens, Orlanth's Ring is preceded by the Green Dragon's Head, the source of Orlanth's Dragon Power and his residence on the Other Side.

Hykim and Mikyh

Dragonewts trace all animals and natural creatures to a pair of similar, dragon-like ancestors called Hykim and Mikyh. Both hatched simultaneously from eggs laid by the Wondrous Mother of Many, but were not dragonewts or dragons, although they could take the form of the latter and duly did.

These egg-born creatures, which were not dragons but had dragon form, were the result of the Wondrous Mother mating with the Beast Rune, which she took to be a sort of dragon. Hykim and Mikyh are thus creatures of the Beast Rune and, through subsequent matings with a variety of gods, gave birth to all the beasts of the world. Each has a kernel of dragonhood at its heart, as do all things.

The division between Hykim and Mikyh is unclear. Neither is thought to be male or female but it is considered that Hykim laid eggs, and all creatures born from it lay eggs too, whilst Mikyh begets live young and so do her offspring. Once their propagation of the world was complete, Hykim and Mikyh formed together into a single being and retired to the celestial temple of the Grand Ancestral Dragon, there to watch the world and contemplate it.

Dinosaurs

Some of the eggs laid by the Wondrous Mother did not hatch properly and create dragonewts. For whatever reason, these eggs created the dinosaurs which now roam Glorantha and are considered to be a degenerate dragonewt species that can never attain the draconic path. The God Learners, in formulating their monomyth, claim that dinosaurs are traceable to the Hykim myth, but this is disputed by dragonewts, who have a natural kinship with all dinosaur species.

This kinship has been put to good and constructive use. Dragonewts have always herded dinosaurs and used some of them as mounts or beasts of burden, but with the rise of the EWF, dinosaurs have been put to use in the Dragon Armies, forming cavalry units and shock troops, striking fear into the hearts of enemies as ranks of triceratops thunder across the battlefield whilst controlled velociraptors and even tyrannosaurs, prowl the flanks, tearing into opposing forces with bloodthirsty abandon.

Days of Strength and Weakness

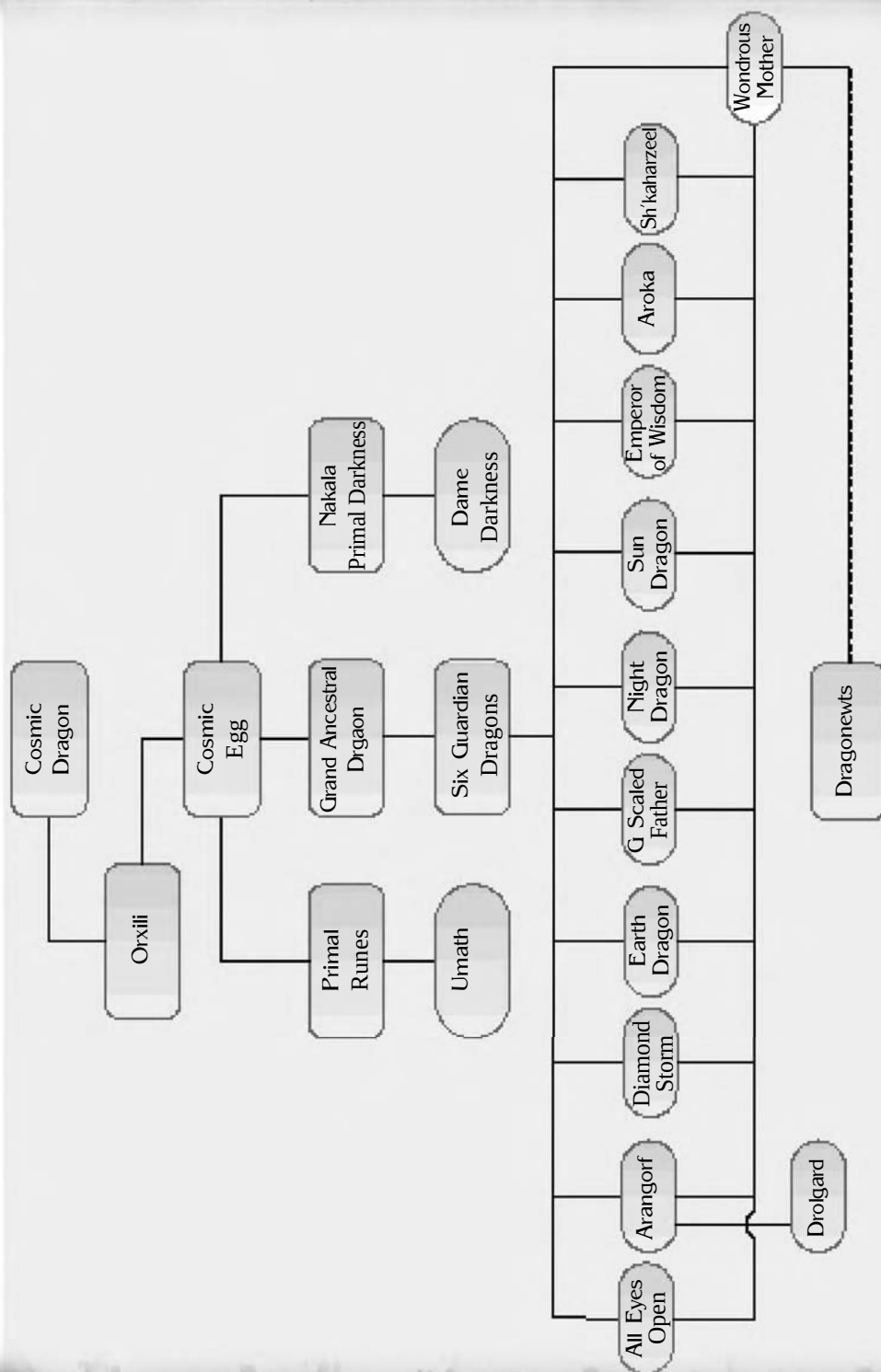
The God Learners would have the world believe that the dragons and dragonewts did nothing when Disorder and Chaos invaded the world, but dragonewt myths tell otherwise. Their stories tell of Night Dragon, in particular, fighting against the Chaos invasion. The Night Dragon cult actively seeks out and challenges Chaos, reinforcing the dragonewt myth rather than the passivity so eagerly postulated by the Justeli (most likely in another attempt to discredit the entire notion of draconic superiority).

What is agreed upon is that Chaos killed large numbers of dragonewts. To the dragonewts it was simply Right Action to allow this to happen, since it hastened the rebirth of the slain into the next stage of development. The egg nests were always protected from the ravages of Chaos, and so the carnage was only ever temporary. Yet there were two main pockets of resistance against the incursions of Chaos: one of Strength and one of Weakness – again, both approaches were viewed as Right Action by the dragonewts.

Strength was found in Kralorela, where all followed the draconic ideal and could form iron-clad alliances. All creatures, dragonewt, beast and human, banded under the aegis of the Inner Circle of Wisdom, which countered the threat of Chaos with a mixture of powerful philosophy, True Dragon magic and the cleansing flame of the Night Dragon, who revelled in destroying Chaos.

Weakness was found in Dragon Pass, where the gods squabbled and had thus created a sundered land. The dragonewts were part of that sundering and allowed Chaos to take a certain amount of their number. However, one dragonewt Ruler, who took the name Heart of Weakness, decided upon a different strategy and risked entangling his settlement (now thought to be Ghosts Around) in the paths of the other races, humans included. Thus were formed loose alliances and dragonewts marched to the I Fought We Won battle, where victory over Chaos was assured.

This action by Heart of Weakness ensured dragonewt equality with all other races, particularly the uz, but more critically allowed dragonewts to escape the strictures imposed by Time when the Age of History began.



myths

The Six Dragons and the War Against Chaos

Another Creation Tale

in the beginning, when there was nought but the void,
neither men, gods nor the world existed, nestled both within
and without the vast emptiness was only Ouroboros,
the infinite dragon who existed before even chaos.

Ouroboros had many thoughts though we know only one,
called the dance of six dragons. At first they danced only with
each other but their music disturbed the silence of chaos
and there rose a being whose existence was begun only to end,
that of the dragons.

Orxili is the best known name for this ancient enemy,
headless, its six limbs grappled with the dragons to destroy
them but the power of the dragons is as unchangeable as the
void and they tore the giant Orxili asunder. They ripped his
limbs from the body and cast them into the darkness of the
outer emptiness. Each limb later returned, garnering names of
their own, but they were met by other foes than the dragons.

The body of Orxili was placed in the centre of the emptiness
and set to spinning on its tip like an egg. The dragons
gathered around and fanned it with their wings until a world
settled into quarters, each of which was an element. Inside of all
was the yolk of the egg, a new being.

Under the thoughts of the dragons, yolk-child grew and
matured within its shell to become the creature called the
Dragon Guardian. Its first act was to break open the shell
thereby loosing all of creation by dividing the cosmos from
itself.

After the world was begun this entity, the Dragon Guardian,
came to be known as the Cosmic Dragon. He is known as the
watchman of the interior and sometimes as the master of the
cosmos.

The Cosmic Dragon appointed six other dragons to be his
assistants. These others are the founders of the real dragons in
Glorantha and are the race of dragons which warned against
the old giants in the days when the goddess Glorantha
was but a child.

DRAGONWEPTS IN THE WORLD

'The Inhuman Kings are what we should all aspire to be. They have travelled to the Outside and understand it, embrace it. They have taken the wings of the dragon and flown far and wide. They know the thoughts and dreams of the Great Dragon and help shape them. Inhuman Kings have wisdom, shape worlds and command gods. If it is our destiny to raise the Great Dragon we must shrug off this earthly form and learn to fly.

Only then will we Claim the Scales.'

— Harvensan Greyscale, Wyrms' Fang Exultant

This chapter offers an overview of dragonewts in Glorantha and then in the heartlands of Dragon Pass, Ralios, Kralorela and, to a lesser extent, Slontos. It examines their worldview and interactions with those who share their lands. Place is important to dragonewts because these landscapes were shaped by the Ancestral Dragons and the True Dragons. Relationships are important to them because depth of relationship is essential to dragonhood. And, as we shall see, there are some non-dragonewts who are actively striving to enter the same cycle of being and create a similar relationship.

Dragonewts in Glorantha

The heartland of dragonewt civilisation is, and always will be, Dragon Pass. The First Utuma and the First Dance were performed here and it is where the Wondrous Mother of Many laid her first eggs. Dragon Pass is also the birthplace of many gods and, in Kero Fin, where the earth and the sky touch and become one. Dragon Pass is thus deeply sacred to all dragonewts, even those who have never visited it.

But there are dragonewt colonies everywhere. Ormsland in Ralios supports the second largest community outside Dragon Pass and its Inhuman King, the Second King, opens his eyes towards the Jrusteli and the EWF, watching closely. An Inhuman King rules in Kralorela, where men have conversed with dragonewts for longer and with greater eloquence than the Wyrms' Friends, and the paths of humans and dragonewts remain divided, as they should be.

Sundered colonies – those that are Outside the draconic cycle – have no Inhuman King and follow their own ways, which are alien to all. On the island of Teleos the dragonewt colony tampers in the affairs of humans for reasons difficult to quantify. In Carmania, a small colony of dragonewts assist the renegade, apostate One Tongues against the EWF and its Ruler dragonewt advises the Shah on a sporadic basis, fuelling rifts between the Inhuman Kings of Dragon Pass and Ralios. In Tarinwood a tiny colony of dragonewts assists the elves directly, defending the sacred temple complex of Hrelar Amali, which is a haven for Old Ways traditionalists.

In Dara Happa several dragonewt colonies, including some sundered colonies, have moved closer to the thriving metropolis of Yuthuppa, so that they may perfectly venerate the Golden Dragon Emperor, who has emerged from Yelm's kingdom and wrapped itself around the Sun God's temple.

Dragonewts view Glorantha as their world, with all other inhabitants merely as tenants. The greatest issue the dragonewts have with humans is their constant interference, either to become like them, as with the EWF, or to study and plunder, as with the God Learners. The Elder Races, aldryami and uz, have no such compunctions, content to understand or not understand the dragonewts.

There is considerable consternation amongst some colony Ruler dragonewts that the EWF has been

successful in awakening several True dragons, such as Adamantine Truth Redoubtful, the Diamond Storm God and the Golden Dragon Emperor. But the Inhuman King of Dragon Pass has reminded each colony that these awakenings are but nothing compared with the purity of the path to dragonhood; they are merely parts of the endless replaying of the God Time, when the Ancestral Dragons educated the gods. Now, in Glorantha's Second Age, it is humans who need to be educated and who better to do this than the True Dragons who have slept for so long whilst humans have pursued their mortal follies?

Dragonewt Roads

'We used measuring magic and alchemy and myth-dousing. The results are incontrovertible. Each pillar is positioned in an absolutely straight line. There is no deviation; not the slightest. There are no straighter lines in the whole of Glorantha. When I tried to shift one of the pillars just a fraction, well, you can see what happened.'

— Almakoth Armless, Logistics Faculty Head of the Shelnesla Revealers, reporting to the Imperial Court in Jrusfela

The cities of the dragonewts are connected by the magical Dragonewt Roads. No physical road or pathway exists, but the connections are made by the square stone plinths that are positioned every thirteen kilometres in an absolutely straight line between each city. Each plinth is made from polished obsidian, rune-covered on every surface, and seemingly immune to weathering and deliberate attempts to damage them. All plinths are inherently magical and were, according to the dragonewts, made by the True Dragons from discarded scales following their matings with the Wondrous Mother of Many.

All dragonewts are able to walk the Dragonewt Roads linking their cities without any need to use their own magic. Stepping onto a road places the dragonewt on both the Inside and the Outside of the shell of the Cosmic Egg. In this way it takes no more than an half an hour to move between pillars enabling vast distances to be traversed with ease. Users of the dragon roads

do not see the mundane world beyond; instead they are aware that they walk the roads of the God Time and see all around them the world as it was when the Ancestral Dragons taught the gods and the first True Dragons were born. Wandering the Dragon Roads places the walker into a mythical context, although he cannot interact with it beyond observation. Stepping off the road is to tread the mundane world again and to quickly forget the wonders of the God Time.

Using a Dragon Road is easy for dragonewts but less so for other races. It requires the blessing and teaching of either a Ruler dragonewt or the Inhuman King to learn the secret of the Road Dance, which permits access to the road and, even then, those taught the secret are bound by dragonewt honour never to reveal it to another. A few have broken that oath and been hunted by Dream Dragons, always to a pitiful end.

Non-dragonewts using the roads are susceptible to great danger. Dream Dragons and, occasionally, True Dragons use them. If these creatures encounter one that is not of their kin, the reaction is invariably hostile. And, if the wanderer is lucky enough to avoid such contacts, other, draconic spirits lurk along the roads, waiting to prey on impure travellers. These powerful spirits are thought to be the restless



spirits of dragonewts who have died and were not reincarnated because they are outside the draconic lifecycle. This rumour is likely to be true. These unquiet dragonewt spirits are vengeful and cunning, laying traps and ambushes because, lacking true enlightenment, they are angry at the mundane world and seek constant vengeance.

Other denizens of the roads are the Lost Spirits; those non-draconic travellers who wandered for too long or lost their way. Their physical bodies have faded into a grey abstraction but their wills are strong and they seek a way back to the mundane world. They fear dragonewts because they have no power over them, but humans and uz are favoured vehicles for possession. The minds of these lost spirits are insane and, even when free of the Dragonewt Roads, they wander the mundane world aimlessly, shunning all sustenance, using the host body until it dies of either hunger, thirst or exhaustion.

Dragonewts and Aldryami

The dragonewts and the elves maintain a respectful distance from each other but have both fought and been allies in the past.

For the most part dragonewts have little interest in plants or greenery, being more concerned with their own development, but, on occasion (such as at Contemplative Rest in Dragon Pass), certain dragonewts have developed a fixation with things that grow. This has mystified, intrigued and alarmed the aldryami in equal measure; when dragonewts develop a sudden interest in something they are prone to meddle with its nature, often producing strange or unwanted results. The aldryami are often unsure of what the dragonewts intend by this: sometimes, as on Teleos, the dragonewts seek to imitate the elves. At other times they seem to be investigating the very essence of plant life so that they might distance themselves from it as much as possible.

As a fellow elder race, dragonewts view the aldryami with reasonable respect. The elf forests pose little threat to dragonewts as long as territorial boundaries are

respected. On the occasions where elves and dragonewts have been enemies it has been for trivial reasons and resolved without any unacceptable degradations in relations. Dragonewt emissaries to elf lords are fairly common, although this is not generally reciprocated. The aldryami find dragonewt cities overwhelmingly perplexing and only send emissaries to them when absolutely necessary.

Dragonewts and Uz

Dragonewts believe that the trolls were created by the Grand Ancestral Dragon as part of the creation of Nakala, the Primal Darkness. The trolls, of course, protest this, and have their own creation myth sidestepping the dragonewt beliefs although they do not doubt that, in the God Time, dragons shared power and wisdom with Dame Darkness, and thus should command a measure of respect as an elder race.

The uz and the dragonewts have restricted dealings. Ezkenkekko, the Only Old One, has maintained cordial relations with the Inhuman King of Dragon Pass for centuries and emissaries from both races pass between Shadow Plateau and Dragon's Eye regularly. The Inhuman King, it is said, taught the Only Old One the magic of the Dragonewt Roads, but if this is so, Ezkenkekko rarely uses them.

Like most races, the uz consider dragonewts unintelligible. They can grasp the peculiarities immortality brings but they have difficulty understanding the sometimes capricious nature of the dragonewts. Uz value consistency whilst dragonewts often seem to deliberately rail against it. Usually that could be considered a sign of Chaos, but uz know dragonewts are anything but Chaos-tainted and so find it hard to rationalise dragonewt behaviour.

At the end of the Second Age the trolls will aid dragonewts against the Invincible Golden Horde that will march against the dragonewt cities of Dragon Pass, sending warriors from both Dagori Inkarth and the Shadow Plateau against the humans. Perhaps the Inhuman Kings and the troll Lords have been sharing secrets: both the EWF and God Learners would pay dearly to know.

Dragonewts and the EWF

'Even your most eloquent and enlightened speak our tongue as though taking a blunt, iron axe to a stone-tree. The sparks and flints scald our eyes and ears, but we resent this not, for all communication and the efforts made to do it should be treasured and swept to the soul.'

'But think not that the stone-tree can be felled or the axe sharpened. Even with split tongues and minds you are, and always shall be, wielders of a blunt instrument.'

— *Truth's Sharp Endeavour, Noble of Absolute Circuitous Fortuity to a gathering of EWF Auld Wymish scholars*

For centuries the dragonewts have been the benefactors of EWF society and wisdom. They granted knowledge to the EWF that has been granted to no one else, and gave the Original Twelve access to powers reserved previously for Inhuman Kings. As the EWF has progressed, the dragonewts have come to view the Empire with a mixture of incomprehension, admiration and suspicion. By and large the conversion to the draconic path is welcomed because it displays an enlightenment rarely seen amongst humans. But this enlightenment is treated with a distinct unease. The EWF is hungry for secrets and the dragonewts are not ready to share many of them. Several of the Original Twelve, especially Vistikos Left Eye, claim to have had mystical communion with the Cosmic Dragon, and this is not something most dragonewts view with much favour. All dragonewts struggle on the path to dragonhood; for a human to claim such a relationship seems both odd and inconsistent to them. It might even be equated to jealousy, if the dragonewts were capable of such an emotion.

Because the Inhuman Kings have decreed co-operation with the wyrmfriends, the dragonewts comply, but do so at their own speed and to their own agendas. From what they know of humans, even dragon-enlightened

ones, they are an impatient race eager to know before they understand. There is no human equivalent of Orxilius and, as this is the first stage all dragonewts must master, they find it difficult to understand how the human draconic path can be anything but flawed.

Of deeper concern is the haste to create the Great Dragon to Be. Raising or creating dragons fits completely with the dragonewt psyche and they welcome the project on that basis. But dragonewts are an unhurried race, untroubled by the strictures of Time. The EWF exhibits an indecent amount of haste in wanting to create their dragon, and dragonewts proceed down a path of perfection before being ready to make the final metamorphosis to complete dragonhood. The EWF wants to circumvent that process. Parts of it have achieved the necessary wisdom and perfection (as far as they can, trapped in the same body), but most of the EWF is considered unprepared for what they are attempting. The EWF exhibits a flawed understanding of draconic nature that is obsessed with personal power and a desire to remake the world in a different image. That is not the dragonewt way. Whilst dragonewts grow more powerful with each new stage, their lifecycle is dedicated to retracting that power from the material world and channelling it into deep contemplation, just as the Cosmic Dragon contemplates deeply. Humans, as a race, seem incapable of such contemplation. And, as the Inhuman King of Ormsland has noted more than once, the Cosmic Dragon entered into only one true act of creation, and that was to create the world from the remnants of Orxili. Might the EWF be in danger of reversing that divine act?

As the EWF races towards completing its dragon, whilst attempting to hold the outline of the Great Dragon together, there is a growing unease and fear amongst the dragonewts that what will arise will not be a dragon at all, but a resurrection of Orxili itself, whose body was used in the creation of the Cosmic Egg. Some of a less pessimistic disposition believe that the body of Orxili will not be resurrected, but some of its limbs, taking dragon form, will be. These thoughts have never been articulated to the EWF at any level, but they are real and troubling. The Ruler dragonewts and the Inhuman Kings have thus been engaging themselves in FutureQuests in a bid to foresee the truth of the dilemma and thus decide on a course of action. They are close to an answer and the signs are not good. Only the Inhuman Kings know

for sure what the outcome of the Great Dragon project would be if allowed to come to fruition, and they are not sharing that knowledge, but it is clear that some form of defence is being prepared against the EWF's future actions.

Already the Inhuman Kings have decided to share no more secrets with the EWF. Dream orders have been made to limit communications to the mundane and to retract further magical teachings. EWF magicians eager to learn new Dragon Magic are finding it difficult to engage teachers. Certain EWF mystics, unrelated to the Guiding Council and the Original Twelve, are being offered hints and insights into a potential doom in the hope that they can exert some influence and steer the EWF faithful away from a more tragic course. Petitioning the Guiding Council and Original Twelve is futile: both are entrenched in their obsession and cannot be swayed from realising their impatient vision. It must fall to others who have shown a less obsessive insight to avert the impending tragedy. If they fail, or if the Guiding Council ignores the warnings, then the final acts of dragonewt defence will need to be initiated.

The Guiding Council is aware of this change in dragonewt behaviour and is concerned by it. Dragonewts have always been secretive and impossible to really understand, but there has always been a level of co-operation and mutual trust that is now being eroded. The Guiding Council interprets this change and new secrecy correctly, but for the wrong reasons. They believe that the dragonewts are withholding secrets because the Great Dragon to Be is nearing completion and they wish to seize its immense power for themselves. They genuinely believe that the dragonewts wish to dominate the World to Come and not to share it. The EWF has genuinely failed to appreciate that the dragonewts foresee not a dragon, but a monster, as the result of the project. They have failed to understand that making a dragon of the earth is to tap into the substance of the Cosmic Dragon's enemy and to possibly resurrect it. If the dragonewts are right, and Orxili is created in draconic form, imbued with all the wisdom and knowledge it sought to steal from the Cosmic Dragon before the universe was created, it will spell doom for all. In their haste and immaturity, the EWF lacks the subtle insight and understanding dragonewts have spent an eternity developing.

We dream a great hunger arising in the heart of all that can be satisfied in one way only. We wrestle with instinct but this time it will not be controlled and the hunger is Right Action, though many will regret it. We seek the wisdom of the Cosmic Dragon but it hungers also and channels its needs through us. We are powerless to resist.

It will take time to prepare, this need for satisfaction. Though we cannot suppress our instinctive desires we can exercise our patience. This is Right Action.

I cast my eye over their boundaries and see fraying folly and immature impatient minds, lost in the wilderness of their own power. I listen to their petitions and smile at their promises, so empty and frail like their minds and hearts. I think of them as neglected pets.

If they would pause to listen the hunger might be averted yet, but they are incapable of hearing. I feel pity for them. I return to my dreams and see a field of Gold awaiting consumption and I join with the True Brothers in crossing the Deathline and reclaiming what has always been ours.

— The Inhuman King of Dragon Pass

Thus, EWF and dragonewts are set for a collision, fuelled by suspicion and fear on both sides that can have only one outcome. The dragonewts have never exhibited the full extent of their powers, but in 134 years' time, they will do so, marching in open revolt against the EWF. In the year 1120, the Inhuman Kings will raise their Deathlines to protect their cities from the Invincible Golden Horde and that will signal the beginning of the Dragonkill. The Ruler dragonewts and Inhuman Kings have already seen parts of this tapestry infolding in their dreams and FutureQuests. They would seek to avert it, but most likely understand that it is inevitable and they must, instead, simply prepare for it.

The EWF sees only the signs of a growing treachery amongst the dragonewts. They lack tangible proof, and need the dragonewts to complete their project, so their actions must be subtle and carefully staged. But the doubt is there. Distrust is beginning.

The glorious Empire of the Wyrms' Friends will not be destroyed by the God Learners. It will implode in the most spectacular and tragic fashion, almost mirroring the Cosmic Dragon's dismemberment of the troublesome Orxili.

Dragonewts and the Middle Sea Empire

If Malkion had a plan for dragonewts and their scaled kind, why is it not detailed in The Abiding Book? If dragonewts are the true children of dragons why do they not rule Glorantha? Where is their supposed wisdom? Where is the trade? Why are they not listed amongst the eight pure races? Why did that primitive pagan storm god kill dragons? Why are there no dragonewts in Justela?

These are false brethren! A trick! They were born during the Great Darkness and did not precede it. The wyrmsfriends have been beguiled into false beliefs – see how their Empire is already crumbling! See how the gap widens between them and the race they so want to emulate!

Raze Dragon's Eye! Raze Absolute Circuitous Fortuity! Kill them all!

— Fluilea Gencourt, Arch Proselyfizer of Dangk

The God Learners harbour a natural suspicion of anything unable to comprehend the true greatness of Malkion and the overarching authority of The Abiding Book. They dislike and fear anything they

cannot understand and codify, and everything about dragonewts falls into all these categories. To the Justeli, dragonewts present a danger of unknowable proportions. Clearly they are the architects of the EWF's power and in this capacity must be enemies. Their cosmology defies everything the God Learners know and understand about the God Time and subsequent ages; it proposes a creation myth that can have little meaning in the physical world but seems to underpin it. As the EWF is an impenetrable enemy, the God Learners seek to impose some semblance of order on draconic cosmology by subtly guiding the founding principles of the more malleable Kralori, who are all too trusting despite their heretical, draconic beliefs.

Fluilea Gencourt's rantings are echoed throughout the Middle Sea Empire. Dragonewts cannot be trusted and have no definable place in the world. Many seek their destruction for the simple reason that they fear what they do not understand, and, in the God Learner Empire, understanding is everything. Fanatics like Gencourt advocate holy war against the dragonewts and have already launched unsuccessful attacks against the dragonewt heartland of Ormsland. They blame the dragonewts for allowing the EWF to press its heretical borders into Middle Sea territory, bringing with it their hated Hunting and Waltzing bands. The God Learners see the Inhuman King as the architect of this plan, a scheming semi-dragon with insane ways, attempting to destroy the Middle Sea Empire with a war of steady attrition but followed soon, no doubt, by some kind of all-out strike.

Conversely the dragonewts throughout Glorantha have little or no interest in the God Learners. There is no new knowledge they can gain from the Justeli because they are mere amateurs in the art of understanding gods. Dragonewts know that the True Dragons taught the gods in many ways, battled them, killed some and were killed. Dragonewts and True Dragons know more about the ways of gods and how they act better than even the most powerful Justeli sorcerer. This knowledge is passed to them gradually through dreams and experience. Each new stage of dragonewt development reveals some new knowledge, precisely the kind coveted by the God Learners, and so the dragonewts learn all they need to know about the nature of gods one step at a time.

But the dragonewts are not ignorant to the threat the God Learners pose. On several occasions dragonewt armies have marched and fought against Jrusteli incursions. They have won each encounter, but they know more will come. In Kralorela, where the God Learners have managed to establish their doctrine of Immanent Mastery and thus get close to the essence of draconic human thinking, the dragonewts have responded by simply sealing their cities against any form of intrusion. The Kralori Inhuman King has not yet erected a Deathline to slay any who might move against Fanzai but would have no hesitation in doing so should the need arise. However the God Learners exercise a certain prudence in the eastern provinces. Their experiments require the assistance of the Kralori, and the Kralori would certainly rush to the aid of the dragonewts if their cities were threatened. Thus the God Learners are prevented from violent conduct towards the dragonewt cities and must content themselves with their futile attempts to assemble their monomyth in a way that can account for, fully explain, and thus neutralise, draconic power.

I heard a rumour once that the Clanking City is building its own dragon to battle the wyrmfriend's monster, when they get round to summoning it. It is made of bronze and gold and is twice the size of the island. It is powered by steam and thaumic energy and its jaws will slice through diamond. It flies without needing to beat its massive metal wings but does so to make the sky crack and bring thunder in its wake. They call this beast The Scaled Machine, but I call it an abomination. Everyone knows the wyrmfriends will fail. What True Dragon would allow itself to be commanded by humankind? What sort of god allows its faithful to command? Our Scaled Machine will not be needed. It might not even work...if it exists at all.

— Bruyant Openwing, Openwing Revealers, discussing the secrets of the Clanking City with friends.

Dragon Pass

Nowhere is more sacred to dragonewts than Dragon Pass. These are the ancestral lands where the Cosmic Egg first hatched and from where the Grand Ancestral Dragon performed First Dance. It is here that the True Dragons came to teach the gods and here where they will lie. The Inhuman King knows that here, too, is where the True Dragons will take a mighty revenge against humans for their presumptuous ways and in response to a treachery yet to be committed.

There are more dragonewts in Dragon Pass than anywhere else in Glorantha and their ways are more obscure and impenetrable owing to the considerable essence of pure dragonhood that permeates the soil, hangs in the air and charges every boulder, stone and pebble with its energy. This energy powers the magic of The Great Dragon Project, helping EWF cities such as Orfanmangostobos and Markanbandanstaros thrive and mutate in the eyes of the non-draconic. The spirit of Sh'kaharzeel rumbles beneath the ground occasionally, angry because Orlanth slew him. Dragonewt Roads criss-cross the basin between the three major colonies.

In Dragon Pass the dragonewts thrive and the three major colonies of Dragon's Eye, Contemplative Rest and Ghosts Around are the largest seen since before the start of Time. The EWF has helped return much draconic power to this land and the dragonewts are grateful for it, though they are wary of how far and how inaccurately the EWF dabbles with it.

Contemplative Rest

Known also as Somnalafinalost this, the second largest dragonewt city, is located on the Solfint River amongst the foothills of the Indigo Mountains. Contemplative Rest sprawls across three hills, rising and falling with the landscape, its low, elongated buildings like barnacles clinging to the side of an upturned ship.

It has no wall, Contemplative Rest, but is ringed by many obsidian pillars marking its perimeter. Trees wind around the buildings, so there are no streets as such, just a maze of copses and barnacle buildings, dappled by the sunlight threading through the canopy, shaded and sheltered from non-dragonewt view.

Dragonewt Cities of Dragon Pass In the Second Age



There is an innate peace to the city, hence its name, and it lacks the strictures of Dragon's Eye or the insular animosity of Ghosts Around, but this is still a dragonewt city and that makes it inherently different. The dragonewts here are fascinated by the interaction of the trees with the city itself and many of the Crested dragonewts are skilled arborealists either with a natural talent for the forest or they have learned from the elves that sometimes visit Contemplative Rest.

The Solfint River flows softly by, but the observant may notice that on every other day its current reverses and it seems to flow uphill. The dragonewts are responsible, of course, but never explain the magic employed in changing its course, save to cite the kiss of the Aroka, the Imperial Fountain of Peace, who they claim mated here with the Wondrous Mother to produce the eggs from which the city is built.

The dragonewts are largely ambivalent to non-dragonewt visitors. When the EWF emissaries arrive, as they frequently do, lodging is offered in one of the

outlying buildings and they are kept fed and watered, and regarded often as they might regard trees. Waiting for an audience with the Ruler, Lord One Ex, can be a lengthy business. Lord One Ex spends a great deal of time either dreaming or FutureQuesting and, when engaged with the mundane world, has little time for mortals save those who can bring news that interests him.

Lord One Ex is highly respected amongst his peers. He holds counsel with both the Inhuman King of Dragon Pass and the Second King of Ormsland. Like his subjects, he is fascinated with trees. His skin is covered with moss and is curiously bark-like in texture. He communicates through several Nobles, each called Jkurl, but each emulates the bark of a different tree. Silver Birch Jkurl speaks to non-dragonewt visitors who have blond or grey hair. Oak Jkurl speaks to those who have brown or black, and Cedar Jkurl speaks with those who are bald or who wear hats. The first question asked of every visitor is how many trees they can name: every answer is always wrong, because the

dragonewts have given every tree in their forests its own, unique name and none, save perhaps aldryami, can question each and every tree.

Lord One Ex claims to have seen a future when the whole world will be a single forest, even the seas, and is guiding Contemplative Rest towards that far-off day. EWF scholars interpret this as a sign that the whole of the forest, the earth, and the Indigo Mountains are, perhaps, the outer trappings of Aroka but this has never been confirmed nor denied by the Jkurls.

The Beaked dragonewts guard Contemplative Rest with the same zeal of any warrior dragonewt, but they shun the usual steeds of demi-birds and dinosaurs. Instead they ride tamed boar, which have been magically manipulated to grow to twice the usual size. The boar's tusks are traditionally studded with small blades of flint, making them savage natural weapons, and some of the boar-riders have developed tusks themselves, but they can never be mistaken for Tusk Riders.

The eggs of Contemplative Rest are deep underground. When a dragonewt is born or reborn, it must struggle to the surface breaking through the soil emulating a newly grown sapling. Elves find this practice distasteful, believing it to mock Aldrya. The dragonewts do not understand why such offence is so easily taken, but are not about to change their habits.

Contemplative Rest is renowned for its healing. But this is healing of an unconventional, dragonewtish kind. The sick or injured are literally planted in the earth and watered daily. An acorn or seed is slipped under the tongue of the patient and they are instructed to remain still, silent and not to chew. After several days the patient finds himself growing out of the ground, his ailment, be it disease or injury, fully cured. But there is a downside to this healing. The seed or acorn is absorbed into the body during the healing process and, perhaps months or even years later, the healed part of the body, or a random area, if it was a sickness, begins to bud and then sprout a twiglet. This is not painful and the twig may be snapped off, but it always regrows. If left, it forms a full branch, in time, and, given long enough, the entire mortal body takes root and becomes a tree, absorbing the remains of the host. This seems grotesque but happens steadily and in tandem with the failings of old age. As the body

withers, the tree takes over, creating a new life from the one that is passing.

Dragon's Eye

Known also as Darfostalabos, but only in the scraping tongue of human-spoken Auld Wyrnish, Dragon's Eye is the first and foremost city of the dragonewts. It was built during the First Dance and it dances still, its buildings, streets and avenues calmly shifting their shape through various configurations and forms directed by the dreams and desires of the Inhuman King and the Ruler dragonewts. It can never stop changing, never stop being reborn, because that is its nature, like the First Dance and like its inhabitants. This mutability of form is disorienting to the non-dragonewt mind but each and every dragonewt understands the truth of it and can easily navigate the reforming streets without any difficulty, reading the underlying shadow paths as accurately as any fixed map.

The outer walls of the city rise for fifty metres and then curve inwards, gracefully, like the bowl of an egg, for a further twenty. The wall shimmers with a rainbow iridescence hurtful to non-dragonewt eyes and the grand gate, shaped like a dragon's maw, shifts ominously as though awaiting new food. Humans find the appearance of the gate oddly disturbing; dragonewts are often amused at their reaction.

The buildings are made from obsidian and glass and have a poured look to them. The city is arranged as a series of concentric bands radiating from the palace of the Inhuman King at the centre. Those closest to the outer wall are single-storey and egg-like, belonging to Crested dragonewts. The second is the province of the Beaked dragonewts who maintain the city and defend it. Here are found the earthshaker pens where the demi-birds and dinosaurs are kept, a vast array of corrals and huge enclosures echoing with the snorts and roars of the triceratops, tyrannosaurs and stegosaurs held within. Some of these dinosaurs have been given a rudimentary intelligence by the Inhuman King and permitted the power of speech. Those that can be trusted are allowed to roam free and so they do, but are still under the command of the Beaked dragonewts who bred them.

The next band is home to the Nobles and hence to the temples of the city. A thick band of creamy-white, oddly regular structures that serve as temples, homes



and places of conference, depending on what is to be discussed. All visitors, but especially non-dragonewts, must report to The Welcoming Maw of Adamantine Truth Redoubtful where Hust'akalarazing, foremost of the Tailed Priests, counts, measures and scores all visitors according to a scale of his own devising. The procedure involves being weighed against a demi-bird feather, then measured with a tapeworm, and then being subjected to a series of mental tests involving backwards riddles, paint-blot interpretation and what Hust'akalarazing refers to fondly as his 'Waiting Game'. This involves remaining stock-still whilst several klanth-wielding Beaked dragonewts dance around the individual making mock strikes with intensifying ferocity and accuracy at random parts of the body. Those who scream, flee or weep are deemed to have passed the test and won the game. Those who stand stock-still, showing no fear, receive a frown, are offered their tape measure to eat, and then weighed again. This can take days. Eventually, and with no apparent reason, Hust'akalarazing allows the visitors to go after having stamped their left foot with his own personal seal.

The temples are numerous. The largest venerates The Wondrous Mother of Many, built in the shape of a clutch of giant eggs, encircled by a loving tail of immense size; but almost all True Dragons and the Grand Ancestral Dragon have temples dedicated to them. Some are small and discreet but others are brash and imposing. Tailed Priests wander amongst the temples, perform their meditative dances in the plazas in between, or engage in bizarre acts (to non-dragonewts) mimicking utuma or the dismemberment of Orxili (using live props).

At the centre of the city is the palace of the Inhuman King and the Nest. The palace soars skyward for a

mile and a half, but is not visible from outside the city wall. It is a glistening needle structure of amber and gold fashioned after the left incisor of the Grand Ancestral Dragon. At its base the towers of the Ruler dragonewts (and there are several) compete for space and the buildings, shaped like dragon scales, creak as they inch ever nearer to the fluid walls of the palace.

The Inhuman King is known by no other name, even to Ruler dragonewts. He is rarely seen outside the palace but occasionally takes to the wing from the highest parapet, soaring down and through the city surveying its activities. On days when he feels like it – and Hust'akalarazing seems the best judge of these – the Inhuman King accepts visitors and will listen to petitions, give advice or ignore them completely. All such meetings are conducted by one of Hust'akalarazing's lieutenants, all experienced communicators with non-dragonewts, who are used to interpreting the Inhuman King's often impenetrable musings or confirming to unbelieving ears the astounding clarity and profundity of a particular vision or gobbet of wisdom.

The palace is largely hollow, save for the audience rooms at its summit, and lacks stairs. Access to these areas, for those without wings, is provided by a series of levitating blocks of obsidian that continually rise and fall from the ground level, sometimes halting abruptly and forcing a leap to another, or rising straight up at gut-wrenching speed to the Arrival Lounge beneath the great throne room. Most dragonewts have no need to come here because their needs are attended to by the Ruler dragonewts or through the Inhuman King's own dreams, but emissaries from the EWF are frequent and the Inhuman King has permitted a small enclave, rather like a rather richly appointed shantytown of tents and small buildings, to be erected around the edge of the ground level, surrounding the rising and falling blocks. No one is permitted to rise to the Arrival Lounge without Hust'akalarazing's express permission and that usually requires measurement and testing although not necessarily through the Waiting Game. Questions must be asked in advance and answers might be offered immediately or take days to arrive depending on the Inhuman King's other duties.

The leader of the palace EWF settlement is Vandenplas Wyrmingfriend, a somewhat pompous Wyrms Hand Triumphant originally from Pald. He claims to have

the Inhuman King's ear and a deep, abiding friendship with Hust'akalarazing, and there is no doubting his fondness for eating tape measures (which he likes deep-fried). All audiences with the Inhuman King are supposed to be approved by him first but it is common for Hust'akalarazing to overrule him and even openly contradict him. He occupies a tent made from samite, which has been given the grand title of First Awning of the Imperial Dance. His pomposity is despised in the Grand Council of EWF, but there is little doubt about his skill in proselytising, and positioning him here panders to his yearning for personal dragonhood

whilst distancing him from the true matters of running the Great Dragon Project.

Beyond the palace, and guarded by demi-bird and dinosaur riding Beaked dragonewts, is the Nest. This immense, domed building is where the egg of every dragonewt native to Dragon's Eye, is kept. There are thousands of eggs, some unhatched, some newly hatched, some rehatching and some broken into shards – marking a dragonewt who has fallen from the draconic path and been expelled. The Nest has an overwhelming smell reminiscent of burnt almond and

Tower of Original Twelve and Vistikos Left Eye

At one edge of Dragon's Eye, but shifting from time to time in response to his dreams, is the self-generated tower of Vistikos Left Eye, First wrymfriend. The tower is a double helix connected by slivers of gleaming mother of pearl, tapering to a graceful spire that sits in the full shadow of the Inhuman King's palace. This is more than symbolic. There are no guards around the tower; none are needed. The ghosts within take care of all intruders by eating their minds.

Over the centuries of the EWF's ascension the Original Twelve dragon speakers have become less engaged with the mortal world and now never leave their tower. Only Vistikos Left Eye retains anything of the human condition and even that is merely a shell. Of his eleven companions, only their names remain, and these names roam the helix in search of people to tell themselves to. Sometimes they appear as shadows of their former selves, but for the most they are a gaggle of whispers that float through the labyrinthine passages of the tower in draconic meditative conference. Their material forms are irrelevant since they will one day be reborn into something beautiful. In the Dragon's Eye Nest, eleven newly laid eggs stir and rest again, hinting perhaps at the transformation they are undergoing.

Vistikos occupies the central suite of the tower. He is always naked, skin leathery and parched like dying leaves. His eyes no longer perceive the mortal world and peer instead into the unutterable Void where Orxili waits to repeat its torments of the Cosmic Dragon's meditations. Vistikos tries in vain to contact the Cosmic Dragon once more, to finalise the stages for raising the Great Dragon, for bringing apotheosis to an entire Empire. The Cosmic Dragon never answers. Now and then a tantalising vision brightens Vistikos's half-dreams and he begins the Ouroboros chant, but it always eludes him and he is plunged into the Void once more.

The Inhuman King visits Vistikos Left Eye via dreams and the two share a dialogue of sorts where the Inhuman King shares news from the Empire whilst Vistikos pleads for guidance and enlightenment. The dreams of the Inhuman King occasionally reveal something of the grand plan as retrieved from a FutureQuest and Vistikos weeps silent tears. The Inhuman King pats its belly where a new, bright egg is beginning and assures Vistikos that all will be well.

These are not comforting dreams or thoughts. The path to draconic enlightenment is a long one and filled with torments. There are no short-cuts. The dragonewts know this and now Vistikos, who has sought short-cuts all his life, is beginning to know it too.

no non-dragonewt is ever permitted entry to the Nest as it is the most sacred and private place in the whole city. Those who stray too near are quickly intercepted and warned with a violent, but non-lethal response. Further transgressions are rewarded with a deepening brutality and outright persistence leads to death. The Beaked guardians make no effort to communicate with non-dragonewts, save to attack them. Those who reside in the EWF settlement within the palace know better than to approach the Nest but sometimes fail to warn newcomers, as a harsh experience is often the best teacher.

Ghosts Around

Seated at the top of the Feyghost River, Ghosts Around is off-limits to even the Dragon Speakers of the EWF. Like Contemplative Rest, it is a forest-bound city but it does not radiate the strange calm of its more northerly cousin, being fiercely protective of its woodlands and letting non-dragonewts enter only on pain of death.

The 'ghosts' of Ghosts Around are the dragonewts. This sorrowing enclave laments the neglect of the Wondrous Mother of Many, considering themselves lost in times when direction and guidance are paramount. The human gods are blamed for this. According to the myths of Ghosts Around, the Wondrous Mother was driven away when Orlanth slew Sh'kaharzeel and she cannot return while Orlanth still lives. Humans, Orlanthi in particular, are viewed with much hatred, so much so that the Ruler dragonewt, *I Am Ghosts*, has sanctioned raiding parties of Beaked dragonewts to use the Dragonewt Roads to roam far and wide, taking revenge against any and all Orlanthi they can find.

The cult of Orlanth the Dragon naturally wishes to dispel this worldview and show that Orlanth made peace with the dragons and learned the dragon tongue; but the last emissary they sent to Ghosts Around returned neatly packaged in six small wicker baskets, his soul flaked in a wineskin. Petitions are now made more circuitously through the Inhuman King and sympathetic Tailed Priests who can enter the lands of Ghosts Around unharmed.

The city is gloomy and small. Magic keeps the skies overcast directly above it, in mourning for the dead Sh'kaharzeel. The buildings are made from black rock, each shaped like a dragon talon, and pointing

inwards to the Skull Pavilion, the Ruler's home, which is fashioned in shape of Sh'kaharzeel's skull in miniature. The city is filled with constant wailing as the lesser stages of dragonewt are led in screaming and sobbing prayers for their lost father and mother. Utuma is a daily occurrence amongst the Tailed Priests as they enact Sh'kaharzeel's death throes. Effigies of Orlanth hang from the trees all around Ghosts Around, used as target practice by the dragonewts and each enchanted to thunder an apology for killing a dragon and driving a mother away with each weapon strike. The effigies act as sentries for the city. Anyone passing within a metre or two of a hanged effigy causes it to begin sobbing and apologising, the volume rising every few seconds until its voice can be heard in the city itself.

Beaked dragonewts patrol the stretches of the Feyghost River on demi-birds, awaiting the apologies of the effigies. These are fierce and uncompromising fighters seeking constant revenge against humans and human gods; humans, even wyrmfriends, can expect no warning of an attack and no mercy.

Inside the city the dragonewts are divided into the Father and Mother castes. Father castes venerate Sh'kaharzeel and perpetually mourn his death. The Nobles and Ruler are creating a spell to resurrect him from the mountains, almost in parody of the Great Dragon Project. They seek the bones, blood and skin of Orlanthi to complete it. Enigmatic hints have filtered from Dragon's Eye that the Father caste knows it can gain some drops of Orlanth's blood and are preparing HeroQuests to get it.

The Mother caste venerates the Wondrous Mother of Many, lost now as she hunts for dead Sh'kaharzeel. Its members re-enact the many matings of the Wondrous Mother sometimes using Orlanthi females (Ernaldans and Vingans are preferred for this) as surrogates for the Dragon Mother. Eggs do not result, of course, but dragon mating is dreadful to behold and involves much blood. The Mother caste has a HeroQuest of its own in preparation; to find the Wondrous Mother and make her return to Ghosts Around to guide her children. The HeroQuest they prepare involves re-enacting the myth of the Wondrous Mother's first skin-shedding and requires some of her scales, thought to be hidden somewhere in the Skyfall Lake. Beaked and Crested

are sent there regularly to hunt for the scales so the HeroQuest can begin.

I Am Ghosts is a forthright and zealous leader of his nest. He has no trust of the EWF and arguments with the Rulers of other cities are frequent. Having dealings with humans is Wrong Action in his jewelled eyes and thus Wrong Action in the minds of all Ghosts Around dragonewts. The EWF, if it is to attain any credibility, should spend an eternity of pain for seeking to emulate dragonewt ways and in no way can their Great Dragon Project be considered atonement for what they have done to dragon kind. His dreams are dire warnings of a massacre on a scale unseen since the God Time when all True Dragons (and he considers his own apotheosis close) will descend upon the region and take revenge for Orlanth and the EWF's sins. Grim mutterings of a Golden Tribe filter out from Ghosts Around and both intrigue and alarm the EWF. The Inhuman King has ceased to understand I Am Ghosts' motives and leaves him to pursue his own course, much to the annoyance of the EWF, which sees I Am Ghosts as a painful barrier to their long-term aims.

High Wyrn

Perched high in the Quivin Mountains High Wyrn, or Qui'qui'quiandalost, is carved from the rock of Wyrn Peak and completely encircles the summit of this mountain. It is hidden by clouds and has no physical paths linking it with the lower reaches; the only access is via Dragonewt Roads, which require no physical landscape for their routes.

The city threads deep into the peak itself, but the outside rock – almost a kilometre of it – is intricately carved with the complete draconic creation myth in runes no larger than fingernail. These carvings are unbroken, forming a single, coiled strand of writing that winds to the summit where a mighty plinth of granite bears the culmination of the mantra: OUROBOROS. Crested and Noble dragonewts maintain the carvings, cleaning them, re-etching them, making corrections, so that the outer rock face is always a hive of activity with dragonewts either clinging to meagre handholds while they work, or supported by wood and bone scaffolds. The sound of chiselling and scratching echoes around High Wyrn, reaching down below the clouds, where the unwitting might take it to be the sound of wyrn claws tapping impatiently on the summit.

Beaked dragonewts ride pteranodon, caught in the higher peaks of the Quivin range, but demi-birds are bred in the inner caves of the city and used on the Dragonewt Roads when passage needs to be swift. The pteranodon cannot be persuaded to fly into the Dragonewt pathways, fearing what they will encounter, but demi-birds lack their wit and go where their riders tell them to.

High Wyrn has three Rulers: Lords *I Follow You*, *You Follow Me*, and *I Follow Both*. They are all enthusiastic, or as enthusiastic as any dragonewt dares to be, indulgers of the EWF. I Follow You believes the Great Dragon will want High Wyrn as its roost, and so the creation myth must be continually etched until it is perfect. You Follow Me is sceptical of this, but likes the patterns of the carving; and I Follow Both is engaged on a prolonged FutureQuest to see the outcomes of the new Dragon Empire when the EWF's plans come to fruition. EWF emissaries are thus frequently sent to High Wyrn to question the Tailed Priests and see if I Follow Both has returned with news.

The sole speaker for the city is called High Born Last Passing, noted for his fledgling wings, indicating an imminent rebirth into the Ruler stage. His tail is long and whip-like and it has been tattooed with an exact replica of the carvings on the outside of the mountain. Several Crested dragonewts are in constant attendance, amending and maintaining the tattoo to perfectly mirror the work on the rock. This is no easy task as High Born Last Passing is constantly on the move, either parading around the inner caves or abroad in Dragon Pass visiting Dragon's Eye or Contemplative Rest. High Born Last Passing enjoys discourse with humans, especially on draconic matters, and seeks news of the Empire's fortunes in Ralios. He is also oddly sympathetic to Ghosts Around, despite their opposing views, and believes the dragonewts of that city have misunderstood the mythical reasons for the Wondrous Mother's absence and Sh'kaharzeel's death at Orlanth's hands. 'Lord I Follow Both should have the answer very soon, when he finishes his FutureQuest', he promises. 'And then I can follow utuma and become 'Lord We Are All The Same', he adds, cryptically.

The lesser stages of the city are actively engaged in a hunt for... something. High Wyrn dragonewts are often found abroad in Dragon Pass, nets and sacks in hands, peering under rocks, climbing trees, knee-

deep in marshes or studying individual dirt-trails for hours – sometimes days – on end before scooping a handful of dust into their bags. The activity seems to particularly concern Crested dragonewts although Beaked dragonewts join in the search with equal enthusiasm. High Born Last Passing claims to have no idea what it is they search for, save for something that is lost, found, and then lost again, perhaps by I Follow You or You Follow Me. If disturbed in their searching the dragonewts are likely to become violent; either that or they begin a minute scrutiny of whoever has disturbed them, perhaps trying to put them in their sacks or nets. In the centre of the Grand Hall Cave of the city is a great pile of detritus collected from across Dragon Pass that a small army of dragonewts sifts through and then stacks neatly into a seemingly random order that clearly means something to them.

Sundered Colonies

There are four smaller dragonewt cities in Dragon Pass that are sundered colonies; that is, their members have exiled themselves from the draconic lifecycle and condemned themselves to mortality. There are no nests of eggs, no rebirth, no Inhuman King. One might expect these sundered colonies to be miserable isolated places, and to most dragonewts they are, but to other races they are far more accessible and easier – sometimes – to understand than the main cities.

The EWF in particular finds the sundered colonies attractive for gathering insights into the draconic mindset. The protocols are more relaxed and, sensing mortality, dragonewts of different stages are prepared to enter into dialogue.

Marsh Reach

This small colony of mostly Beaked and Noble dragonewts has taken over an abandoned fortress – or built one so that it appears to be an abandoned fortress – on the southern bank of the Krikans River between Bevjarn and Orin Jistrel. The outer walls are tumbledown and moss-covered whilst the inner structures are clean and in good repair. It is home to two or three hundred dragonewts who follow a path they call No Gods Allowed. Their central tenet is that the Cosmic Dragon has been killed by Orxili and thus Glorantha is adrift in Time. This, they claim, is why the EWF has risen to power. It is why the Wondrous Mother deserted the dragonewts. It is why Chaos came when the sun died. To them, all gods are dead and the

dragonewt progression to True dragonhood is a false path, a metaphor for a lingering death.

The beliefs of Marsh Reach are heretical to dragonewts and its Ruler, Uh'tharaston Unblinking, understands the dichotomy. When he was reborn as a Ruler dragonewt the scales fell from his eyes and he could see that they were alone in the world. He shared his thoughts with some of the priests of Dragon's Eye and a few agreed. They shared their thoughts with a few Beaked and Cresteds, and they believed also. There was no option but to leave Dragon's Eye (and this exodus took place five hundred years ago) and found their own settlement.

In the intervening time Marsh Reach has been relatively prosperous. It attracts the godless of all species, who come here and receive enigmatic reassurance from Uh'tharaston that, indeed, all gods are dead and that mortality is a full stop to existence. Occasional attacks by wrymfriends have been avoided because Uh'tharaston pledges dragonewt troops to the War Dragons every so often. Uh'tharaston is actually sympathetic to the EWF message; he hopes a new god will be created to replace the ones that are dead and fight Orxili.

But Uh'tharaston has also welcomed God Learners. The Justeli spy and assassin, Mother Jheugar, has visited Marsh Reach to learn secrets that can be used against the EWF and has learned much. She wanders Dragon Pass in disguise and returns to Marsh Reach now and again for fresh news. She is a dangerous dog in the midwinter because her ultimate agenda is to slay the Original Twelve.

Khovoralost Pax

A ragged and sprawling enclave in a lost valley of Orogvalteland, Khovoralost Pax (We Have No Place Our Minds Have Broken) is a city occupied solely by Crested dragonewts who have not mastered their instinctive urges and are continually engaged in Wrong Action. This is a city of feral exiles who are, in dragonewt thinking, little better than savages. They have developed some unhealthy human ways, such as wearing clothing and engaging in a semblance of a mating ritual, and they choose to eat whoever strays into their valley. They herd triceratops and consider all, save dinosaurs, to be enemies.

As creatures of pure instinct their aggression is assured, but their motives are as unfathomable as any dragonewt. Leaders are selected by trial of combat and replaced continually. They exist in a state of constant war because they lack higher stages to guide their actions. They worship a triceratops god, Thunderhead Horned Thrice, but only when it suits them.

It is said that the Crested of Khovoralost Pax know the secrets of Whitewall ruin and can communicate with the spirits guarding it. Warrior dragonewts from other cities sometimes come here to challenge the strongest in order to test their fighting skills. Most win, but those that don't are eaten and their bones made into the Scarecrow Fence that surrounds the valley, alongside the bones of the dead leaders.

For some reason the dragonewts of Khovoralost Pax value seashells, which they wear about their necks like strings of pearls. It is thought these shells somehow power their magic, which is weak compared to Dragon Magic, or simply remind them of their birth eggs, from which they are now irrevocably distanced.

Wyrms' Foot

In the shadow of the Rockwood Mountains, due west of Nevelmarkan, Wyrms' Foot is an uneasy mixture of dragonewts and Old Ways traditionalists. These dragonewts have accepted Sh'kaharzeel's slaughter at Orlanth's hands and thus completely fallen from the draconic path. The city, which was built by righteous dragonewts who abandoned it for Ghosts Around and Dragon's Eye, is well protected by a high wall of obsidian and frequent patrols of Renderer-riding Beaked dragonewts. Whilst it is very much a dragonewt city, it clearly displays Orlanthi trappings. There is a great hall, a Lhankor Mhy shrine, and various totems, carved of brontosaur bone, representing the various gods of the Storm Tribe.

The dragonewts believe Orlanth proved dragon mortality and that this is no longer the time of dragons or dragonewts. Moving outside the draconic cycle is therefore Right Action because it confers mortality, just as Sh'kaharzeel discovered when he tried to reshape the world and was opposed by Orlanth. Thus the EWF are the enemy, and the Wyrms' Foot dragonewts delight in the failure of the EWF's plans and are heartened to hear that the edges of the Empire are fraying.

The nominal ruler is a Tailed Priest called Forktongue Alacrity. He communicates with the human members of the settlement because, naturally, few of them speak Auld Wymish. He has stopped short of joining one of the Old Ways cults, but happily tolerates their existence within the walls of Wyrms' Foot and appears intrigued by the Storm Tribe myths.

But dragonewts are still dragonewts, and the humans find it impossible to understand their practices. Every few days Forktongue Alacrity or another Tailed Priest begins a dance that soon engages every member of the dragonewt colony which becomes ever more feverish until it abruptly stops. Everyone stands stock-still for a day and a night making an odd gulping sound. Eventually the colony returns to normal and not a single dragonewt has any recollection of performing the dance. If humans or other races attempt to join in, the dragonewts become violent, turning upon those who are trying to dance with varying degrees of ferocity. When this dance is in full-flow, and during the standing time, the Orlanthi keep their distance.

The leader of the Orlanthi is Oruman Orumanson, a Wind Lord and emissary from Hendrikiland, related by blood to King Androfin. From Wyrms' Foot he co-ordinates raids and more subtle schemes against the EWF. Presently he is mustering warriors and magicians to join the siege of the Clanking City and has considerable dragonewt support. Oruman is red-haired and blessed with an immense bushy beard. He loves stories and demands a tale from any who come to Wyrms' Foot seeking sanctuary from the EWF. Naturally he is a wanted man and the Guiding Council has a large bounty on his head. Thus far they have held back from raiding Wyrms' Foot because, even though the dragonewts are beyond the Inhuman King's influence, it has been made clear that attacking a dragonewt city is forbidden. Also, Oruman's warriors, despite their foul pagan ways, will be useful in the siege of Zistorwal. Subtle methods will be needed if Oruman is to be silenced.

Liornalmarost

The most westerly of the dragonewt cities, and a sundered colony, is Liornalmarost (Between The Rivers of the Mind and Soul, Cleansed). It is built on Liorn isle in Gosland. It is a place of high, blunt-topped towers that lean at peculiar angles and look as though they have been melted. Its geometry is anything but

mundane, and gravity does not work in the expected ways here. It is quite possible to fall upwards or to stand upright on the side of a building. The dragonewts have no problems in negotiating such peculiarities but visitors, of which there are few, become nauseous within a few minutes and many are simply paralysed by the experience.

The dragonewts of Liornalmarost do not know why they are sundered. They are faithful to the draconic path and venerate the Ancestral Dragons. They have nests and eggs and but they do not reincarnate. Some speculate that one of the Ruler dragonewts challenged the Inhuman King and condemned the colony to exile, but the four Ruler dragonewts deny any such action.

As a result the entire city strives to re-enter the draconic cycle and try to discover what Right Action must be taken to regain the Inhuman King's blessing, or create an Inhuman King of their own. They are zealous supporters of the EWF and haters of the Old Way Traditionalists, regularly offering their best Beaked warriors to assist the War Dragons in their efforts against the enemies of the Empire.

All four Ruler dragonewts spend their time HeroQuesting or FutureQuesting in bid to find an answer to their city's predicament. First-Way-Ruler attempts the Orxili HeroQuest to see if clues lie in the disruption of the Cosmic Dragon's meditation. Another-Way-Ruler performs the Sh'kaharzeel HeroQuest to beat Orlanth and remake the world so that the city reunites with the Inhuman King. Third-Way-Ruler performs the Unspeakable Quest of the Wars to Come in a bid to find security of purpose and divine whether or not Liornalmarost regains its pathway; and Hindmost-Ruler performs the Egg Dream continually, attempting to become a new Inhuman King.

The dragonewts believe that the strange behaviour of gravity is a result of these conflicting HeroQuests but cannot voice their opinions because it would not be Right Action. A group of Beaked dragonewts have formed the Downwards Up band to scour the world for the source of gravity and return it to Liornalmarost whilst the Noble priests travel to Dragon's Eye and Olorost to make petitions for heroes to assist them in their bid to reclaim the draconic path.

Ralios

The dragonewts of Ralios are confined to the northerly realm of Ormsland. This is ancient dragon territory and the Inhuman King, known to the EWF as The Second King, claims to have witnessed the building of Hrelar Amali and to know its secret.

Unlike Dragon Pass, where the EWF holds almost total power and there are few God Learner incursions, Ralios is pressed from both sides. The EWF is gaining ground, especially in the north, whilst the Jrusteli hold sway across much of the region. For a long time this has been of little consequence to the dragonewts. Their myths defy categorisation and intercut with so many others that the God Learners have a great deal of difficulty in penetrating them. Even if they did, the draconic myth-world is filled with both True Dragons and Ancestral Dragons, mighty primal concepts that even God Learner sorcery cannot harm. The draconic myth cycle is thus largely secure from interference and so the dragonewts can generally ignore the Middle Sea Empire.





The wyrmfriends are different. They are persistent and have made a series of leaps in mythical understanding, through the speaking of Auld Wyrnish, to be able to understand and appreciate the inherent power of the draconic way. Whilst the Inhuman King of Dragon Pass has accepted this spiritual surge of understanding, the Inhuman King of Ormsland is of a more cynical nature. It knows humans are at the most dangerous when they partially understand a thing. For this reason the Second King was resolute in having no dealings with the EWF so that draconic purity could be preserved.

Ormsland

Ormsland is a bowl of pleasant pasture guarded by the curving range of the Nidan Mountains, known as Jaw Bone to the dragonewts. The craggy hills surrounding Ormsland are draconic in shape and relief, shadowing the features of dragons and dragonewts in various stages of progression. These are not sculptures or petrified dragons; they are a reaction of the landscape to the natural and ancient draconic power flooding the area.

There are countless small dragonewt towns, for want of a better description, brightly hued coral-like structures glittering amidst the grasslands. All are circular in pattern and, if one takes a bird's eye view, one sees that the array of the circular towns forms a pattern. To human eyes there is clearly design here, but its significance is intangible. To dragonewts the pattern of settlements forms the OUROBOROS mantra with each

town being a syllable of the prayer. The single main city, Absolute Circuitous Fortuity, is the prayer complete. As in Dragon Pass, dragonewts are a common sight in and around Ormsland, and their motivations every bit as obscure. On certain days of the year the entire populations of the smaller towns exchange settlements in rotation, moving in circulatory migration from one to the next. The next year the direction changes with dragonewts moving back the way they came. In Earth Season great pits are dug outside the settlement of Ock and all the Beaked dragonewts throw themselves into it whilst the Tailed Priests lead the Cresteds in a bizarre, high-kneed capering dance around the pit. The Beaked dragonewts within dig small trenches for themselves and curl into a foetal position and snore loudly. In the settlement of Kco the entire population simply vanishes for precisely two and a half days and then reappears in the settlement of Oko some twenty kilometres distant. A ritual, non-violent fight between the two settlements occurs and then the Kco residents return, elated, to their original homes. In Koo the Crested dragonewts weave gaudy flags of grass and brontosaur dung which they drape around the buildings, revelling in the awful stench. The flags are then eaten on the day before the next circulatory migration.

These days Ormsland belongs to both dragonewts and human settlements, but it was not always thus. The Inhuman King rejected the EWF presence for centuries, preferring spiritual purity. Between 639 and 641 the Inhuman King of Dragon Pass began to petition the

God Learner observers from the Shelnesta Revelers have attempted to codify the dragonewt behaviour, going as far as to build an Antipathy Engine in Zistorwal to try to compute the meaning, mythological and mathematical, of all this activity. The result, which filled fifteen dense tomes of runic script, suggests an excellent marinade for salted fish that is now used widely throughout Ralios.

Inhuman King of Ormsland via a series of compelling dreams and mutual FutureQuests. After centuries of resistance the Ormsland King relented and allowed a small group of wyrmfriends to enter Ormsland and establish settlements. These small towns were a cover for proselytizing wyrmfriends who took their Hunting and Waltzing Bands into the Stygian Empire in a bid for mass conversion. This brought war to Ormsland and the Inhuman King gleefully expelled the EWF whilst still acknowledging it as a power to be considered.

The petitions between Inhuman Kings, now known amongst dragonewts as The Sleep of No Dreaming, began again and lasted this time for two centuries. In 875 the Ormsland King relented again (or was defeated; no one is sure) and the EWF returned, this time reinforced by draconised Orlanthi, Dara Happan hoplites and Earth-Shaker cavalry, to tackle the God Learner forces that had arranged themselves on the Ormsland border, preparing for invasion.

That invasion did not happen, but it is an ever-present threat. The EWF are bold and arrogant; their Hunting and Waltzing Bands antagonise the God Learners in the same way they antagonised the Stygians. But for some reason the Ormsland Inhuman King tolerates it. No one knows why, but clearly something happened in The Sleep of No Dreaming that established a balance of power between the two Inhuman Kings and it persists even now.

Absolute Circuitous Fortuity

The great city of Ormsland has the semblance of a jagged, circular, coral reef. From above it clearly forms the pattern of a dragon attempting to devour its own tail. The craggy, needle-like buildings are

interconnected by rope bridges and wefts of glimmering magical force that seem to be the strings of a musical instrument. Indeed, the entire city can be played like one, with dragonewts hanging from the rope bridges by specially constructed harnesses and plucking at the wefts of force which cause the buildings to vibrate and emit sound. Different neighbourhoods are tuned to different scales and on the dragonewts' holiest days Absolute Circuitous Fortuity is played from dawn until dusk creating a soft, lilting symphony that rises on the wind and carries across Ormsland. The Inhuman King claims to have written this symphony and his interpreters say it is a lullaby for the Cosmic Dragon to help it sleep after its struggles against Orxili.

Thus Absolute Circuitous Fortuity, or Ourborolanagalost as it is known to the dragonewts, is arranged into districts forming a great circle, at the centre of which is the Inhuman King's palace. The palace resembles a gigantic egg, balanced precariously on its narrow tip. The shell is artfully cracked in places, allowing ingress and egress, and it shimmers with a multitude of colours, some of which have no human names, in time to the city-wide symphony.

Ourborolanagalost Districts

Humans cannot pronounce the dragonewt names for the different districts, even those who are highly fluent in Auld Wymish, so the following names are those accorded by wyrmfriend scholars.

Harp District

So called because the wefts of force between the buildings are tightly arranged in an almost harp-like fashion. This is a large district, home to a selection of Crested and Beaked dragonewts who all dye their hands purple, using the crushed petals of the mussuvius flower that grows only in the Ormsland meadows. The district has no Tailed Priests but it venerates the True Dragon Green Scaled Father and two unnamed Ancestral Dragons. Visitors of any species are only allowed into Harp District if their hands are dyed mussuvius purple. The dye is mildly caustic to human skin, causing a deep burning sensation and a mild nausea that passes after several hours. The dye is not indelible but takes a great deal of scrubbing with dock leaves and crushed lime moss to remove. Those who do not have dyed hands are quickly spotted by the Beaked dragonewts who administer a sound beating

and then force the intruder to have both hands and feet dyed before being expelled from the district.

As the name suggests, the district, when played, creates a harp-like sound but of a much lower frequency. The harp is tuned by adjusting the angle of the connecting buildings. Beaked dragonewts do this using triceratops to nudge the craggy towers this way and that whilst Crested dragonewts pluck at the strings to check the pitch. Occasionally a string snaps and flails around with a life of its own, sparking against the buildings and eventually fizzling into nothingness. This is a time of great mourning in Harp District with several utumas being committed in penitence.

Boom District

The buildings here are round and squat, like flattened sea urchins. It makes a sound like kettle drums when played, and is occupied mostly by Crested dragonewts. The whole district venerates Sh'kaharzeel and Apowpeartell, the Tailed Priest who leads the district, claims that each building is one of the warts taken from Sh'kaharzeel's hide when he fell to Orlanth in the God Time.



The district runs to distinct rhythms. All actions are aligned to the constant beat hammered out by the dragonewt drummers who pluck the drum wefts between the buildings. The rhythm varies in intensity; persistent and fast for activities requiring speed and haste; slow and sonorous for more meditative exercises. It never stops. The drumming infiltrates dreams and dictates their patterns and clarity. Non-dragonewts can expect a headache for the first few days, but this subsides as one becomes inured to the rhythms.

Life in Boom district is thus regimented and consistent. One day blends into another and the dragonewts like it this way as it aids Right Action and prevents instinct from taking over from discipline. Outside Boom district its members still move and communicate rhythmically, their actions and speech mentally attuned to the precise beats that they would hear if in the district. Distance is no barrier; dragonewts from Boom who visit Dragon's Eye maintain their attenuation perfectly.

Choir District

So called because its music resembles a singing voice. All its residents communicate in song, ensuring melody and rhyme fit the subject under discussion perfectly. All dragonewts of the district are altered magically to ensure perfect pitch and sweetness of voice. Crested dragonewts are the sopranos, Beaked the tenors and Nobles the bass. Being reborn to another stage alters the voice automatically.

The streets of Choir are alive with ten thousand simultaneous songs. There is no hint of a cacophony; all voices, irrespective of conversation, blend harmoniously. When the choir wefts are plucked to produce music, the effect is physically and emotionally staggering. Humans are known to be frozen to the spot, weeping with either joy or heartbreak at the dragonewt song's beauty. Outsiders are not expected to sing, but after a few hours it's hard for them to avoid it. The natural melodies and the immense dragonewt choir seems to attune the mind to song-patterns and even if one's singing voice is less than perfect, it does not seem to matter. Rhyming structures form naturally and questions seem to be posed as a middle-eight.

The buildings of Choir District are taller and narrower than other districts, as though musical notes on a stave (if dragonewts had such things) and unsuited to anything but single occupancy. They are arranged in

symmetrical rows, wefts strung between them, and narrow balconies jutting from each side to enable music to be made without the need for a harness. Spiritually, the district venerates Arangorf, who learned music from Drolgard after taming Orlanth, and supposedly had the sweetest of draconic singing voices.

Trumpet District

The buildings of this district are long, low-lying tubes, open at each end, and arranged in rows of eight. It is occupied mostly by Beaked and Crested dragonewts but a Ruler also has its nest here. Iast'antias is a recently incarnated Ruler who is still spiritually tied to the Trumpet district but slowly learning to break from it and move in to Regal Throne Dreamtime to join the other Ruler stages.

The district venerates the Wondrous Mother of Many and The Emperor of Wisdom, who blew the first trumpet to call the gods of the world to order during the God Time. Both dragons are worshipped at the same temple, a conical accretion of tiny pebbles, large boulders, wattle and daub, which is said to resemble First Trumpet. Outside the temple are eight triceratops-horn trumpets inlaid with gold filigree, jet, and blood-quartz stolen from the mostali of Bad Deal. The mostali want the blood-quartz back.

Naturally enough, the district is the horn section of the city orchestra. The tube-like buildings act as a cavalcade of magical trumpets when the music wefts are plucked, but are capable of a range of sounds no mundane acoustic trumpet could ever manage. Iast'antias is the district's finest musician, his skills increased to a phenomenal level with his rebirth as a Ruler dragonewt. He is capable of playing three buildings simultaneously through a combination of skill, agility, and a special pike-like tool of his own devising. He knows that soon he must break his pike and retire to Regal Throne Dreamtime so he may begin the preparation for the Egg Dream and HeroQuesting, but until that urge becomes irresistible he continues to play whenever he can, inspiring the lesser stages to emulate his virtuosity.

Regal Throne Dreamtime

A small district of slab-like nest buildings forming a circle around a circular sand garden a hundred metres in diameter; this is the retreat of the six Ruler

dragonewts of Absolute Circuitous Fortuity. There are no musical wefts between the buildings but the sand garden, covered in a fine layer of grey sand, is raked into a mind-defying array of runes and draconic symbols that are magically resistant to disturbance by wind or footfall.

A line of obsidian pillars, resembling Dragonewt Road plinths in miniature, encircles the sand garden. This is a Dreamcatcher of the Inhuman King's devising, designed to ensnare nightmares and unwanted dreams and channel them into the runes of the sand garden where they are dissipated amongst the designs. Setting foot in the sand garden is dangerous for mortal minds, which risk being instantly assailed by a hundred thousand dissolving nightmares and disturbing dreams. A Wyrmspeaker, Justerius Scarfeather, crossed the Dreamline once and found his mind warped to Chaos. His madness was so bad that the Inhuman King had to eat him to end the torment, and even that was not enough. The remnants of Justerius Scarfeather's mind are still trapped in the sand garden, occasionally whispering for a release that will never come.

The Ruler dragonewts are rarely seen, usually only on the days when the city is played when they attend the Inhuman King. Communication with them is through dreams and the Tailed Priests who conduct the interpretations and the occasional vocalised message. Regal Throne Dreamtime is in the shadow of the Inhuman King's palace, so that dream communion between the Rulers and the King is at its most potent.

Outside Inside

This is the outsider's district, home to wyrmfriends on official Guiding Council business, or simply because the peculiarity of Absolute Circuitous Fortuity appeals to them and they seek enlightenment from it. The district is of human design, with conventional buildings and streets, magically insulated from the constant musical emanations of the dragonewt quarters.

The district is a place of diverse interests, all of them draconic or dragonewtish.

The *True Dragon Chroniclers*, led by Iverach Sungolden, a Dara Happan Sun Dragon convert, aim to do what the God Learners have so far failed to achieve: prepare a true account of draconic creation

with a mind to mythical understanding. To this end the thirty-strong group continually entertains a selection of Tailed Priests with finely prepared dinners of varying styles, anxiously writing down the lengthy, incoherent myth interpretations each Tailed Priest offers. The days are spent trying to unravel the contradictions and esoteric side-references to myths that inevitably elude them, but claim enlightenment nonetheless. Iverach arrogantly claims to have formulated an underlying theme that explains draconic diversity but can never properly articulate it, either finding he's forgotten an important precept or misunderstood a particular point or moral. The problem lies in the True Dragon Chroniclers' chronic disorganisation and there is a grudging respect for the diligent God Learner approach, although no one would ever utter such a thing in public.

The *Iridescent School of Auld Wyrnish*, run by the ferocious Argutha Scalespeak, a Buserian outcast from Yuthuppa, teaches the draconic language to those who can pay her exorbitant fees. She has no tolerance of failure and her almost militaristic vocabulary tests drive even the hardest to tears and sleepless nights. Despite the fearsome reputation of both school and schoolmistress, Argutha is never short of students. Her methods, as brutal as they are (certainly a form of ritual humiliation and incisive character assassination), get results, and her claims to be able to teach Auld Wyrnish in a fraction of the usual time stands-up to scrutiny. But her bullying tactics have earned her enemies and a whispering campaign linking her in a torrid affair with Barlken, the renegade wyrmfriend priest, is beginning to undermine her reputation.

The extravagantly named *Ourborolanagalost Symphonic Appreciation Society* is a bohemian collective of music scholars, poseurs, minstrels and the tone-deaf who seek to create and record the music of the dragonewt city. Using a flawed musical notation system of their own devising, long evenings are spent trying to recreate the complex passages of the Ourborolanagalost symphony from memory and conjecture. Creative tensions run high in the group, with harp expert Mhelandra Dragondaughter frequently rubbishing any worthwhile efforts that are deemed more profound than her own. Her woodwind section has been replaced twice and the flute players are no longer on speaking terms with her. Mhelandra's tantrums are subtly encouraged by the louche Tarthain

Rendregorn, a Carmanian alcoholic with no visible musical talent but an unusually large capacity for the locally brewed Scaled Ale. He knows enough musical theory to be able to argue the finer points of notation, but his abilities, aside from drinking, end there. Mhelandra hangs on his every, smoothly-slurred, word, believing his alcoholism lends him a divine insight into the dragonewts' musical structure. Even with Tarthain's daring and colourful fashion sense, they do not make an attractive couple.

The Guiding Council's representatives are known as the *Clawed Conciliators*. As well as being the official EWF emissaries from Olorost they are a Hunting and Waltzing Band in their own right. They have the right to commune with the Inhuman King on a semi-regular basis and communicate constant updates and news via their Tailed Priest liaison officer, I Who Am None. The leader of the Conciliators is Fargavan Highclaw, Wyrms' Fang Exultant of the Order of Crimson Purity, a politically astute operator and cool-headed killer of EWF foes. Outwardly he is pleasant and approachable but his hands are stained with the blood of uncountable sacrifices in the name of draconic purity. His job is to watch Absolute Circuitous Fortuity for insurgents and unbelievers, communicate the Guiding Council's actions and wishes to the Inhuman King, when this proves necessary, and to strengthen the Empire's bonds in the region. His lieutenant is the alluring Glanhadracis, another Wyrms' Fang Exultant, but of the Siblings of the Immortal Flesh and Soul. She is devoted to attaining physical perfection, which is much in evidence, and her task is to co-ordinate the Hunting and Waltzing Bands operating throughout Ralios. She has a more specific task: to discover precisely what it is the dragonewts are withholding from the Guiding Council. There have been dark mutterings of an unshared secret obtained during a FutureQuest that has grave consequences for the Empire if not acted upon. Her job is to discover it, uncover any perceived dragonewt treachery, and report back. Third of the Conciliators is Vesterian Oakladen, a bear of a man with a reputation for random violence and a marked dedication to its use as a diplomatic art form. A Wyrms' Fang Exultant of the Adepts of Inhuman Mastery, he is a skilled master of dinosaurs and is responsible for Earth Shaker divisions in Ralios. He seems also to have an affinity with the dragonewts, who much prefer doing business with Vesterian than they do Fargavan or Glanhadracis.

The renegade priest, Barlken, was once a Wyrms Talon Disciple of the Siblings of Immaculate Flesh and Soul. For reasons unknown he was selected by the Inhuman King for a discrete audience in which certain secrets (so he claims) were made known to him. Since then, Barlken has enjoyed several private audiences with the King and revels in the self-proclaimed title *Wyrms Claw Exultant Revelator of Personal Connection*. Those intrigued by Barlken's notion that personal draconisation can be attained without a priesthood channel have thus formed The Personal Connection Revelators, seeking to emulate Barlken's successes. Attracting the misguided and the foolhardy, the Revelators actively try to strike-up personal relationships with the dragonewts of the city, often placing themselves in extreme danger as a result. A few have gone as far as building their own eggs from which they ritually hatch every few days in an attempt to replicate the dragonewt cycle of being. Barlken, now an almost constant resident of the Inhuman King's palace, is distanced from this activity, but is a zealous proselytizer nonetheless. He enjoys the Inhuman King's protection, and thus the Personal Connection Revelators believe they do as well. The Clawed Conciliators consider the Revelators an aberration, but have resisted smashing the sect (which would be easy) because there is a chance, yet, that it may yield information valuable to the Guiding Council concerning the dragonewts' great secret. Barlken himself is in an uneasy position, having to share an audience with the Inhuman King with Fargavan Highclaw. The two men despise each other, but Fargavan is unable to act directly against Barlken for that would injure the EWF's overall relationships in Ormsland. Barlken thus grows bolder in his fierce testimony of Personal Insight and gathers more followers daily. A blood spillage between the Empire's devout and this increasingly heretical sect cannot be far away.

Thronekeep Triumphant

At the very centre of the city is Thronekeep Triumphant, the palace of the Inhuman King. Shaped like a gigantic dragonewt plinth, the palace is hewn from obsidian but flickers with an amber iridescence that is at once disturbing and welcoming. Surrounding its base are the squat, single-occupancy dwellings of the army of Noble dragonewts selected as personal communicators for the Inhuman Kings, The Benders of Tongues. All business,

petitions, audience requests and information must pass through their clearing house. Requests are inscribed in Auld Wyrnish on slivers of bark, which are weighed using the immense scales housed in the Comatorium, as the clearing house is known, against a scale taken from the Inhuman King's own hide. The tip of the scales determines the urgency of the enquiry. If the enquiry is outweighed by the Inhuman King's scale, the enquiry is returned to the enquirer, who is told to meditate upon its true intent, thus improving its gravity.

Only with a weighed enquiry can access be gained to the obsidian palace. It is labyrinthine within, a stark contrast with the emptiness of the Dragon Pass equivalent. Passages defy mapping, and a Bender of Tongues is needed to guide the visitor to where the Inhuman King is to be found, which might be in any one of several hundred chambers on any one of twenty separate levels, some of them underground. The palace is dimly lit and almost unbearably warm. Some liken it to being inside a dragonewt egg, and they are not far wrong. The interior walls hum gently to different, indistinct rhythms, and one has a sense of being both inside and outside simultaneously. Throughout is the unmistakeable musk of dragon scent, a mixture of burned almond and lavender, touched with brimstone.

The palace is home to more Noble dragonewts who administer to the Inhuman King's personal needs. A guard of elite Beaked dragonewts patrols listlessly. They have never needed to fight an intruder; the Inhuman King's magic renders it pointless, but if pressed they fight to kill. To guard the Palace guarantees a Beaked dragonewt resurrection as a Noble, so they welcome the opportunity, although slaying belligerent intruders figures large in their priorities.

On the fifteenth above-floor level is the suite of rooms given to Barlken the Renegade. He swaggers about the palace with the arrogance of one who considers himself the holder of a deep and powerful secret. His rooms are furnished with draconic relics and gifts that he displays proudly and reverently. A lectern supports a thick, half written tome of closely scrawled Auld Wyrnish detailing his every audience with the Inhuman King and his interpretations of the exchanges. He continually hints at a 'Great Becoming' which, of course, he takes as a signal that the Great Dragon will shortly be complete and rise to reshape the world. Yet other, darker, passages hint at an

unease he feels sometimes, at how the Inhuman King lets slip too much too easily and without the cryptic meanings usually veiling dragonewt pronouncements. Glanhadragacis of the Clawed Conciliators would pay dearly for what this tome contains, whilst Fargavan would pay anything to see Barlken removed entirely from the equation.

The Inhuman King is a more visible presence than his Dragon Pass counterpart. A six metre tall creature of black and gold with shimmering wings of midnight blue and coal-bright eyes, the Inhuman King is a careful, non-committal communicator always attended by one of the Benders of Tongues who translates his deeply growled, highly ancient dialect of Auld Wyrmmish. Verbal contact is never handled directly although piercing eye contact is maintained throughout. His power needs little explanation: as an Inhuman King he has access to the philosophies and knowledge of the True Dragons and, occasionally, the ability to wind the OUROBOROS mantra into a tangible weave, creating and destroying with equal ease. Amongst the EWF there is the perception that the Inhuman King of Ormsland is subservient to the Inhuman King of Dragon Pass, but that is a gross simplification. These are creatures equal in power and status, of one mind, but following separate strands of the same agenda. Their thoughts and plans are secrets to them alone. The tantalising hints dropped to the likes of Barlken and, occasionally, Fargavan, are loose threads from their grand tapestry.

The Inhuman King of Ormsland resisted human taint for centuries, and expelled wyrmfriends once before. To be accommodating now hints at clear purpose rather than the pressure of a peer. And it is deciphering this purpose that now concerns the Guiding Council of the EWF, as its Empire begins an inexorable slide into decay.

Dara Happa

Dara Happa and the Oslir valley was never strong dragonewt territory – until, that is, the Golden Dragon emerged from the Sun God's court, passed the Ten Tests, and deposed the existing Sun Emperor, Urvanyar, stealing his heart and eyes. The Golden Dragon is now worshipped as Emperor, and it has wrapped itself around the temple of Yelm in Yuthuppa,



the first True Dragon to emerge from its resting place since Time itself began.

This momentous event was a beacon to both EWF and dragonewts. The former took it as a signal that their Great Dragon Project was reaching to the True Dragons and drawing them as allies. To the latter, it was a signal to establish new colonies in a land they had previously ignored. In this they had wyrmfriend backing, and the assent of the Inhuman King of Dragon Pass, so creating new cities in Dara Happa was Right Action and in keeping with the draconic path. Two new cities have been built, smaller than Dragon Pass and Ralios, but significant nonetheless. They are New Gold Dream and Ten Tests Passed. Both are less than thirty years old but already they have developed reasonable populations and their own identities.

The native Dara Happans, utterly unused to dragonewts, have found it difficult to accept their presence. Their bizarre cities and even more bizarre behaviour sits uneasily with the essentially peasant ways of the valley villages. The ruling class, a little more attuned to the strange, have attempted to accept the dragonewts as best they can, but still have difficulties understanding this strange race that has suddenly foisted itself into their lands. The Golden Sun Emperor, being above

such lowly matters, offers no guidance, but the EWF agents in the region have been quick to point out that dragonewts are allies and teachers: an essential part of the EWF membrane. Some noble Dara Happans, like Olstavius Suncleansed, believe the dragonewts can be 'humanised' and have set up missions on the outskirts of the two cities in a bid to introduce a more human approach to their routines. Others, like the violent and brooding Mermestis All-Light, believe the dragonewts to be an invading army sent by Yelm to test the purity of the sun-faithful. He promotes holy war against the dragonewt cities, spreading vile rumours of human sacrifice, Chaos worship, and baby-eating. Some believe this contemptible vitriol and there are stirrings of resentment in Raibanth and the many clusters of villages along the Oslir River.

In Yuthuppa, where the Golden Sun Emperor lazes around the Yelmic temple, a more sanguine attitude has taken root. It is seen as a natural progression, and even, perhaps, a gift from Yelm, that the draconic path should reach an ascendancy in their city. The dragonewt cities are welcomed here, even if it is with bewilderment.

New Gold Dream

Located on the eastern bank of the Oslir and in sight of Yuthuppa, New Gold Dream is a concentration of spiralling towers of gold-coloured stone breaking from the pasture, each tower engraved with draconic symbols and runes. All windows face towards the temple of Yelm and the entire settlement is dedicated towards the veneration of the Golden Sun Dragon, but not the sun. There is no Dara Happan solar imagery anywhere in New Gold Dream, and Yelm's name is never mentioned. To those Dara Happan's suspicious of the dragonewts' motivation, and sure of their heresy, the absence of Yelmic veneration is proof of it.

New Gold Dream offers hope to dragonewts exiled from the draconic way. On the orders of the Inhuman King of Ormsland any sundered dragonewt who comes to New Gold Dream and successfully passes the New Ten Tests will be restored to the draconic cycle. The New Ten Tests are a series of fearsome ordeals designed to test the capacity for Right Action and might almost amount to an earth-bound HeroQuest. Failure results in death for the dragonewt, but success results in immediate reincarnation at the Crested stage, with all memories of their past life expunged.

Thus the city is a magnet for dispossessed dragonewts from across Ralios and even into Dragon Pass. With them come human wyrmfriend pilgrims. Word has spread that the Golden Sun Dragon performs miracles on a daily basis to those who prostrate themselves at its feet and offer to convert to its worship. The Wyrmic Solar Way organisation is a group of miracle-receivers who enthusiastically guide human arrivals at New Gold Dream in the ceremonies necessary to receive a miracle (for a fee), pointing to all the sundered dragonewts who have been swept back onto the draconic path as proof (for a further fee). Maulharik Brighteye leads the Wyrmic Solar Way, inciting hatred from ardent wyrmfriends and Old Ways traditionalists alike. He has become something of an expert on the solar/draconic relationship having obtained a dense text from Kustria that is undoubtedly of God Learner origin. He quotes chapter and verse in the human quarter of New Gold Dream, leading the growing rag-tag army of miracle-seekers in prayer, song and dance. His methods are dangerous. He proposes integration with the dragonewts (who must surely be the Golden Sun God's children) and preaches against the wyrmfriends. Agents are undoubtedly moving against him: The Children of the Ten Talons want to silence his heresy; the dragonewts want to avoid taint; and the God Learners want their book back.

New Gold Dream is under the auspices of the Ruler dragonewt Empires Rise and Fall. He is less prone to sleeping than most Ruler dragonewts and maintains a visible presence, sitting at the top of a thick dragonewt plinth in the centre of the city, adopting a pose that mimics that of the Golden Sun Dragon. He sees all that happens and likes little of it. His communication with the Inhuman King of Ralios is constant and dreamlike; he is instructed not to intervene until told. His gaze is thus malevolent and knowing. He sends Nobles across New Gold Dream to watch the humans flocking into the new city and to ensure that the New Ten Tests being undertaken by the sundered dragonewts is every bit as arduous as it should be.

The chief speakers to the humans are the Noble dragonewts Araana'thal and Laht'anaara. The former's hide is blue whilst the latter's is red. They engage in enthusiastic discourse with humans and Maulharik Brighteye in particular, offering typically cryptic and unhelpful insights into the solar/draconic relationship that are more a hindrance than a help. The dragonewt rune is being

worn by many of Maulharik's faithful, tattooed into place by Araana'thal whilst Laht'anaara walks on its hands around the disciple. Some are then led away and invited to take the New Ten Tests, which Maulharik considers to be the ultimate blessing. No one is sure what happens to these people, but one eagle-eyed pilgrim has noted a slight increase in the Crested dragonewt population. Perhaps Maulharik's wishes for closer integration are being granted, but not in ways he might welcome.

Ten Tests Passed

The city of Ten Tests Passed appears to be a far more traditional dragonewt colony. Carved into the hills overlooking the route between Yuthuppa and Elz Ast it is a settlement populated primarily with Beaked and Crested dragonewts with only one Noble and one Ruler. The Ruler slumbers in the deep chambers of the new city whilst the Beaked dragonewts excavate and build in the hills around it. The Crested dragonewts scour the hills and uplands for stones conforming to particular geometric properties known only to them whilst undergoing their Orxilius meditations. The Noble dragonewt, Thal'raana, simply spends its time conveying the Ruler's dreamed orders and has little time for interaction with non-dragonewts.

The colony receives those dragonewts returned to the draconic path in New Gold Dream. It has a new clutch of birth-eggs in the chambers surrounding the Ruler although the first reincarnations are not expected for some time. The regime here is strict, ensuring no dragonewt will fall from the draconic path ever again. Some of the Crested dragonewts that migrate up from New Gold Dream are strangely deficient in the basic dragonewt instincts and Thal'raana is having to spend time ensuring they fully understand the needs of Orxilius so they might pursue the draconic path with dedication and rigour.

Outsiders, unless they are dragonewts, are not welcome in Ten Tests Passed. Beaked dragonewts wielding klanths and riding demi-birds quickly drive away the curious and the lost. The settlement has gained an unhealthy reputation amongst the human settlements scattered along the Yuthuppa/Elz Ast route and they are fearful of some wyrmish plot to devour the entire region.

Kralorela

Kralorela was attuned to draconic cycles long before the people of the west split their tongues to learn Auld Wymish. There has long been an acceptance of the differences between human and draconic kind, and none have chosen to – or dared – to narrow that gap. Like the wyrmfriends there is a deeply-held belief that the universe was created by the Cosmic Dragon, and that, by treading the path to enlightenment, one can become a dragon upon death and dwell amongst the Ancestral Dragons in the Cosmic Dragon's court.

But this is a personal, discreet philosophy. Kralori do not seek to emulate dragons or replicate their powers. Kralori do not attempt to form enclaves in the four dragonewt colonies and do not seek droplets of draconic wisdom from the Inhuman King of Fanzai's Maw. The division between the two races is clearly delineated and sacrosanct. As a result, the dragonewts of Kralorela and its human occupants maintain a respectful distance, even under the doctrines of Immanent Mastery, which accelerates the path to draconic ascension. The philosophy of 'Two Paths to the Same Destination' represents this racial and cultural division and contrasts sharply with the somewhat destructive road driven by the EWF. Kralori believe in realising the inner dragon through personal endeavour. There is no single Great Dragon entity that can be awoken or created through emulating draconic ways: such creation lies solely in the hands of the Cosmic and Ancestral Dragons, and *their* wills cannot be forced.

Kralorela has four dragonewt colonies and its own Inhuman King, known to the Kralori as The Celestial Representative. Two of the colonies are located in the province of Hopeful Centrality. The third is in Green Contemplation whilst the fourth and largest, Fanzai, is located deep in the Fethlon jungle in the south part of the region.

Interaction between Kralori and dragonewts is minimal. Occasional Noble dragonewt representatives are sent to the various provincial governments, but this is largely a courtesy with little or no political or diplomatic intent. There is none of the interaction that takes place in Dragon Pass or Ormsland and the dragonewts who have heard tell of such dealings are perturbed at the opportunities for taint. There are dark mutterings that only woe can come of such liaisons and the Cosmic Dragon must have some higher purpose in mind to allow it to happen. Most of the concern centres on the nature of the Great Dragon to Be: what place would such a creature have in the celestial

hierarchy? Is this an awakening of an ancient dragon such as Sh'kaharzeel or Aroka, or is it a new creation entirely? If it is a new creation, would this challenge the existing celestial order? Would it challenge the Cosmic Dragon itself? How 'human' would such a dragon be if composed of human souls?

The result is deep negativity about the entire EWF project and a profound rejection of the few emissaries who have been sent to Kralorela to further the EWF's aims. It is not known if the Inhuman Kings of Dragon Pass, Ormsland and Kralorela are communicating with other or have assumed diametrically opposing views. Such matters are for them -- not for the rank and file.

Whilst the EWF has been given short-shrift, the God Learners have taken a more circuitous route. The Path of Immanent Mastery is largely a God Learner device designed to explain the Kralori celestial religion in terms that can be neatly categorised and explained from a Malkioni viewpoint whilst still remaining draconic. The God Learners would have loved such an opportunity to apply the same approach with the EWF, but the EWF had already adopted an entrenched philosophical position that has been as unyielding as dragon-forged obsidian. The Kralori, on the other hand, preach toleration of differing view points and were quite open to the theories expounded by the God Learners which, through subtle Jrusteli machinations, formed the basis for Immanent Mastery.

As a result there are God Learner study enclaves scattered throughout Kralorela that observe the dragonewts surreptitiously. Their studies are, by necessity, haphazard and incomplete. It is impossible to penetrate the magical defences of Fanzai, even with Zistorite sorcerous siege-breaking machines. Thus the God Learners have to work with scraps of information here and a few unqualified facts there. Their chief source of information is an outlaw dragonewt named Beliefs Never Held. This Noble was once a member of the Fanzai colony but fell from the draconic path in quite a spectacular fashion in an event it refers to as My Soul Sundering. The circumstances of this fall from grace are unintelligible to even the God Learner's best scholars and mythicists, but having something to do with a certain sort of draconic enlightenment that codified, in easily understandable terms, is a universal theory for Right and Wrong Action.

Beliefs Never Held lives amongst the God Learners in Shiji Mori and enjoys a semi-exalted status. His existence



is a closely guarded secret because the Imperial Decree is death to anyone who breaks the Two Paths, Same Destination doctrine. The God Learners thus keep their dragonewt in a state of opulence and hidden beneath a building in Shiji Mori known only by the codename 'I Believe It'. Beliefs Never Held attempts to explain draconic thinking and cosmology in between lengthy bouts of eating gourmet foods, drinking gallons of fine wine, and ritually burning, one page at a time, a small mountain range of rare books the God Learners have provided. Only a small, select group of 'Believers' are given access to the dragonewt, and they frantically scribble down each and every word it utters, and record every action (or lack of it) in a bid to learn something that fundamentally explains what makes dragonewts tick.

Thus the God Learners flirt with great danger; not from the dragonewts, who seem to accept that some of their number will stray, but from the Kralori, who would exact a fearsome revenge if they were to discover Beliefs Never Held's existence.

Fanzai

Foremost of the Kralori dragonewt colonies, Fanzai is located deep in the heart of the mighty Fethlon jungle and protected by complex draconic magics predating even the current Inhuman King. The termite mound-like buildings can be glimpsed towering above the trees,

but there are no internal paths to it. Anyone attempting to get near to the city inevitably becomes lost or finds themselves on the edge of the jungle, having come no nearer to it. The only way into Fanzai is via one of the Dragonewt Roads linking all four dragonewt colonies together. Even God Learner sorcery has been unable to map the Dragonewt Roads of Kralorela, despite many efforts to do so, and they have been unable to make the pathways to Fanzai reveal themselves.

Both Beaked and Noble dragonewts patrol the jungle on demi-birds, hunting for the semi-legendary creature called The Heart Wood Stealer, a being supposedly dreamed into existence by the Inhuman King, which then ran amok in the Fethlon jungle feeding on anything of a magical nature. The Beaked dragonewts treat the hunt for the Heart Wood Stealer almost like a chivalric quest with an unnamed great honour to be bestowed on the one who finds and kills this nightmare.

Fanzai is an unruly cluster of organically shaped towers, resembling termite mounds, from semi-digested wood chewed from the surrounding forest. The mounds are immense; the tallest, Cathedral Mound, which is home to the Inhuman King, is close to a kilometre high and half as broad. The rest of the city is arranged along a north-south axis with a smaller group of mounds circling the Cathedral. At the northern most edge of the city is a strange array of tree stumps of differing heights, devoid of bark and branches, that have been flattened at the top. There is one stump for each dragonewt, and whilst no one knows how many inhabit Fanzai, it is in the thousands. It is the practice of the entire city to emerge from the mounds at dusk and dawn, climb onto the tree stumps, raise their arms to the sky and emit a single, high-pitched keening that echoes the length and breadth of the forest. It lasts one minute precisely and then all dragonewts either retreat to the mounds or go about their daily business.

The mounds are interconnected by rope bridges so that they appear to be strung together like a length of malformed pearls. At ground level the spaces between the mounds have been cultivated for vegetable growing, specifically a curious, cabbage-like plant with spiny leaves and a quite devastatingly poor aroma. The plant has no name in Auld Wyrnish but humans who have come into contact with it have named it *yukleaf*. No amount of culinary wizardry can ender it palatable to humans, but the dragonewts eat it raw and claim it enhances their ability to dream and create whilst doing so.

The elves of Fethlon forest claim the secret of yukleaf was stolen from them by the Inhuman King and twisted to his own ends. Once it was a fragrant and delicious sprout that encouraged the most vivid and pleasant dreams and banished nightmares. The Inhuman King's meddling gave way to the nightmares resulting in The Heartwood Stealer now hunted across the jungle.

Fanzai aided the Embyli elves during the Leaf War, when the Mreli, seduced by God Learner promises, turned against the Embyli, and a bitter struggle waged through the jungle. The Inhuman King and his Ruler dragonewts offered powerful dream magic to torment both the Mreli and their God Learner masters. Since then the Embyli have maintained good relations with the dragonewts; however, the Mreli have not forgotten the callous dream-power of the Inhuman King and try never to mention Fanzai or its populace.

The Inhuman King of Fanzai believes itself to be close to transforming into a True Dragon and preparations for this momentous event are underway throughout Fanzai and the surrounding jungle. The Inhuman King's dreams have been becoming more urgent of late, and emissaries from distant Ormsland and Slontos have begun to arrive. The dragonewts are building a new palace for the soon-to-be-born dragon, a tortuous structure of jungle hardwoods, thick river mud, an immense quantity of leaves, and bones scavenged from the jungle floor. The dragonewts have fashioned their behaviour into that of soldier ants, carrying all manner of materials for the new palace in a highly regimented fashion using scent-trails and other dream-created devices to act as a template for this monstrous edifice. The Tailed and Full Priests sing healing rituals night and day, attempting to soothe the Inhuman King's fitful slumber as dragon apotheosis draws near, and the whole city awaits the great transformation as eagerly as an expectant father awaits his first child.

Ghlevestnas

Ghlevestnas is located in Green Contemplation. Seemingly built entirely of jade, with a deep, mirror-still lake at its centre, the city is controlled by the Inhuman King of Fanzai, but administered by its single Ruler dragonewt, Lord Jade Father. Jade Father has been a

Ruler for a considerable period of time and expects to reincarnate as the next Inhuman King once the present King has been reborn as a True Dragon. Thus, Lord Father Jade is undergoing a series of arduous FutureQuests to acquire the wisdom needed to become the supreme ruler of the Kralori dragonewts. For this purpose Lord Jade Father has immersed itself in the centre of the lake in the middle of the city, only its head showing above the surface. Noble dragonewts paddled around the Ruler in small coracles muttering prayers and the OUROBOROS mantra, hoping to speed Lord Jade Father through its trials. Some of Lord Jade's dreams have taken physical form in the city: a huge tree of brilliant orange; a statue, carved from a single massive ruby, of a woman, arising from the earth and clutching a pearl moon in both hands; and a strange obelisk that spins of its own accord and emits peculiar music, almost like a language.

The dragonewts of Ghlevestnas are, like their Fanzai counterparts, desperately awaiting the forthcoming transformations. Thus they are more active than usual and almost frenzied in their duties, influenced, no doubt, by Lord Jade Father's FutureQuests and dream creations.

Bouruobs Prime and Secondary

Hopeful Centrality has two dragonewt settlements, the smaller of the four: Bouruob Prime and Bouruob Secondary. Both are too small to be called cities; enclaves are a better description. They are also peculiar in that each is a mirror image of the other in almost precise detail. The buildings are a mixture of the low and prosaic and the tall and splendid. In a reversal of most dragonewt settlements the towers are occupied by the Crested and Beaked stages whilst the smaller, less ostentatious buildings are occupied by the Nobles and Rulers.

The tenet within the two Bouruobs is that one works down towards dragonhood, just as the Cosmic Dragon worked downwards when creating the Cosmic Egg. Thus height is an inverted symbol of status, and ostentation an indication of taint.

Despite being twins in almost every detail, there is animosity between the two. In the centre of each Bouruob is a huge, egg-shaped piece of onyx representing the Cosmic Egg. The egg spins magically, but in Bouruob Prime the spin is clockwise whilst in Secondary it is widdershins. Each claims to have the correct interpretation and because agreement can never be reached, neither settlement is

on communicating terms. The Inhuman King refuses to intervene because it is too wrapped-up in impending dragonhood, so it is left to the fractious Ruler dragonewts of the Bouruobs to resolve their differences themselves. Neither shows the slightest inclination to do so.

When dragonewts from the two Bouruobs meet, they will either ignore each other completely or quickly fall into accusing each other of Wrong Action. Fights are common, often followed by the utuma of the victor as it realises the futility of the argument.

Slontos

The lands of Slontos run across the south of Genertela, separated from Ralios by the Halkiv Mountains, Mislar Mountains and Tarin Mountains. The immense Tarinwood and Arstola forest mark its northern territory.

The dragonewt colonies are centred on the Ryzel hills, and in particular the citadel of Ryzelhold. The region received a new Inhuman King in the 10th century, the previous having achieved dragonhood and promptly burrowing into the Ryzel hills to sleep. The history of this enclave of dragonewts has not been a happy one. In the First Age, the Ryzel dragonewts served Palangio Iron Vrok, the Emperor of Dara Happa, as mercenary-slaves, and were brought to Ryzel to fight on Palangio's behalf. It is thought they were sundered dragonewts who had no Inhuman King at the time (although the dragonewts dispute this), but later developed one when Palangio's magical power over them weakened through the theft of the All Seeing Staff.

As mercenary-slaves the dragonewts attracted a fearsome reputation and grim tales of their deeds haunt Slontos even now. And there is no denying that the Slontos dragonewts are a far more aggressive race than their northern and eastern cousins. The majority of the two colonies are Beaked dragonewts and, since the transformation of the new Inhuman King, there are no Ruler stages at all; it is the Rulers who traditionally provide the necessary guidance to the lesser stages.

The Slontos colonies are disinterested in the EWF, the God Learners and the Golden Sun Dragon of Dara Happa. They have their own, unrelated agenda that is kept to themselves, furthering their already dark and unpleasant reputation. The people of Slontos avoid the Dragonewt Plinths as though they were remnants of Chaos. Dragonewt parties are given a wide berth by



merchant caravans, and Slontian warriors are eager to claim dragonewt hides as trophies.

Something went wrong amongst the dragonewts of Slontos. Badly wrong.

Ryzelhold

Ryzelhold clings to the rising hillside like ivy to ancient tree bark, its misshapen dwellings appearing as warts and boils on the skin of the land. The dragonewts have burrowed deep into the hillside so as to be closer to their apotheosised Inhuman King, the newest True Dragon, who has already been named Ryzelharakasiil.

Beaked dragonewts patrol the outlying edges of Ryzelhold on tamed, enchanted velociraptors, their tails and foot claws trimmed with ferocious spikes of obsidian. Those who stray too near are driven away amid a flurry of slingshot bullets and wickedly carved throwing stars of razor flint. If that does not deter them, then the velociraptors are unleashed.

No human has entered Ryzelhold and lived. The approach to the city is daunting enough, passing through the stunted, sparsely leafed trees that even elves have forsaken, and the constant dinosaur patrols maintain a sense of fear and menace about the place. The very air carries a menace not normally associated with dragonewts: a

metallic claustrophobia and a deep sense of foreboding as half-shapes flit between the gnarled branches and a series of low growls mingle with the creaking of ancient branches. When dragonewts strike at those who dare pass their borders, they do so without warning or mercy. Velociraptors are spurred forward and allowed to strike with only mental guidance from the Beaked warriors who hang from the rough saddles, swinging their klanths at the heads and legs of their enemies. Survivors are dragged back to Ryzelhold; the dead are left to rot where they lie.

What, then, is the secret of the dragonewts' aggression in this region? How were they commanded by a human and then left to become such a dark and brooding enclave? Palangio the Iron Vrok certainly enslaved the dragonewts to act as warriors for his southern campaigns and the old tales tell of the All Seeing Staff being the tool by which this was accomplished. God Learner research has determined that the All Seeing Staff was made from a part of a limb of Orxili and so able to exert power over the immature stages of draconic evolution. If true, it would explain why the dragonewts were enslaved, but not why their aggressive tendencies have remained. And the All Seeing Staff has been lost, stolen supposedly, but no one knows by whom. Its theft broke the Iron Vrok's control but why did the dragonewts remain in Slontos where Palangio continued his occupation? Again, there are no discernible answers.

The EWF has devoted time and effort to studying these First Age happenings. The Guiding Council believes the All Seeing Staff is in the possession of the dragonewts of Ryzelhold and, as something made from Orxili, it continually disturbs and disrupts the dragonewt psychology, making them more primal beings and hindering Right Action. This would explain why so few dragonewts have reincarnated as Nobles and Rulers. It might also explain why their Inhuman King achieved dragonhood so recently. The All Seeing Staff, if genuinely a piece of Orxili, might provide knowledge or magic unlocking the deepest meditations of the Cosmic Dragon and thus the power to ascend to dragonhood.

And so the EWF has launched its quest for the All Seeing Staff. Hunting and Waltzing bands are moving into Slontos, especially the towns of Gualar and Bemelor, and preparing to enter Ryzelhold to find and steal the All Seeing Staff for themselves. It is too great a prize to be ignored: if it can command dragonewts and provide insight into the Cosmic Dragon's schemes, it would be, perhaps, the key to raising The Great Dragon to Be. But the EWF expects strong resistance and knows its quest will be hard-fought. Dragonewts, when angered, command magics that, whilst similar to the wyrmfriend's Dragon Magic, is far more potent. The Hunting and Waltzing bands are moving warily and taking their time. They are well-funded, hungry for information, and willing to pay for it.

Naturally enough, the God Learners of Ralios have heard the same rumours and sent *their* agents to Slontos. The All Seeing Staff, dubious though they are of its existence, is too fine a prize to ignore and would, if the legend was true, unlock the entire draconic myth cycle, allowing it to be taken and merged with the God Learner monomyth.

In Slontos, dragonewts, wyrmfriends and God Learners are about to clash.

Teleos

The island of Teleos, located in the eastern Homeward Ocean is entirely forested and was originally settled by dragonewts during the Dawn Age. This is a sundered colony; there is no Inhuman King and no reincarnation, and it has always been this way.

The stories told about Teleos say that the dragonewts stole the power of dream magic from the Inhuman King

and were cast out of Dragon Pass for their crimes. On Teleos they have pursued a course of experimentation that led to strange magics warping the whole area, unfettered dream spells that subtly alter those who come into contact with them. Since humans settled on Teleos, during the First Age, these dream magics have resulted in the development of six human tribes, each with a different colour of skin and completely incompatible life views. The dragonewts may have engineered this development process deliberately, or may simply be studying the way the dream magic has affected the human species, but it is, without a doubt, something the dragonewts take great interest in and study relentlessly.

In the Second Age the dragonewts occupied a series of settlements, some over ground and some below, called The Shifts. Each is named for a colour matching that of the separate human tribes and located close to the human settlements. The dragonewts of each Shift appear to function independently; each has a Ruler dragonewt, for instance, but they also co-operate in their Shifting Council, which meets twice a year and circulates amongst the Shifts determined by the roll of a large dragon bone die with twelve sides, each face representing one of the Shift colours. As the Teleos dragonewts are cut off from the draconic lifecycle their eccentricities of behaviour are lessened, and the time spent with both the Embyli elves of the island, and the humans, has made them a more approachable and comprehensible race.

Blue Shift

All the dragonewts dye their hides into mottled shades of blue. They concern themselves with the study of blueness: in the sky, in water, in plants and especially in rocks. They believe the Cosmic Dragon was blue throughout and inhabits a kingdom of deepest blue whilst dreaming blue dreams. The Ruler dragonewt, Blue Shift Exultant Wonderer, bathes in a nearby spring infused with the petals of blue flowers and emerges the same colour. The dragonewts are friendly and affable. They hold regular Blue Study Days where the blue-skinned humans of the island are invited to Blue Shift and encouraged to take part in a series of games whilst the dragonewts watch politely from raised tiers of stone. Naturally the games are all part of the blueness study experiment and Blue Shift Exultant Wonderer believes it has established an undoubted connection between different hues of blue and running speed. Javelin hurling seems resistant to blueness, whilst jumping and stretching games are actively penalised by it.

Green Shift

As one might imagine, Green Shift concerns itself with greenness, but especially plants. The Shift has close and harmonious links with the Embyli of Pearl Lovers House (who are known as the Dragon Elves as a result of this liaison). An experiment is being developed by the Ruler dragonewt, Green Shift Thrower, whereby dragonewts will pretend to be elves. This is an audacious plan as dragonewts do not have a natural affinity with things that grow, and it is the subject of considerable disagreement at the Shifting Council which, perhaps with reason, postulates that if dragonewts pretend to be elves, surely they will take root and sprout branches. Green Shift Thrower maintains this is unlikely to happen and has promised to meditate on the plan for five hundred years although its impatience is clear.

Orange Shift

Orange Shift co-ordinates the annual Child Swap ritual that involves most of the Teleos humans. The practice is one of human origin but clearly appeals to the dragonewts who observe with great intent how the Child Swap is agreed and then executed. Along with the local Embyli, the Orange Shift dragonewts are trying to understand the communication cycles existing within the Child Swap ritual but are having little success.

Orange Shift is ruled by I Am Curious, a Ruler dragonewt who claims to have achieved Ruler stage without first being a Noble dragonewt. Its lack of a proper tail suggests there is some truth in this assertion and it is the source of great debate at the Shifting Council.

Purple Shift

The Purple Shift dragonewts are fascinated by clothing and finery. They take a close interest in the purple tribe's craftsmanship and all Beaked dragonewts of Purple Shift wear a resplendent purple cloak crafted for them by the humans. The Ruler dragonewt, Purple Shift Controller Imperative, goes as far as wearing hats and jackets and, occasionally, a pair of moccasins woven from purple-dyed palm leaves. The clothing fascination is a constant source of wonderment amongst the dragonewt population, and in particular the fickleness of fashion. Whenever Purple Shift Controller Imperative changes the style of its cloak or hat, every dragonewt immediately burns its own garment, marches down to the purple tribe settlements and demands a new version mirroring the style of Imperative's. The dragonewts of Blue Shift believe that this behaviour is the result of

a lack of blue in the garments, whilst the dragonewts of Red Shift secretly admire the ability to adopt new trends and wish they had the same daring.

Red Shift

Red Shift dragonewts are adepts at languages, including one of their own which they claim was dreamed into existence by the Ruler dragonewt Red Leader Single tongue. All stages speak a halting version of the human tongue and are fluent in the language of the Embyli; thus they often act as communicators for all the dragonewts on the island and command great respect. Single tongue spends much time dreaming, hoping to find a way of explaining why Teleos is a sundered colony, but with little interest in developing a way back to the draconic path. The rest of the colony spends a great deal of time dealing with Single tongue's dream manifestations that escape and run amok from time to time. None of the dream manifestations are necessarily dangerous (although the six-legged blue whale that was dreamed into existence recently inadvertently squashed an entire red human settlement), but they can be embarrassing. One particular example is the Dream Gorp that occupies an otherwise pleasant lake close to Red Shift city. Unlike a true gorp it is harmless, but its appearance is disgusting -- especially when it starts to sing in Auld Wyrnish.

Yellow Shift

The Yellow Shift dragonewts spend a great deal of time studying the trade and commerce practices of the yellow human tribes, who are adepts at striking deals. The dragonewts have developed a fiendishly complicated accounting system based around pebbles and oyster shells which, while accurate, also tends to drive humans mad when it is explained to them. The Ruler dragonewt, Yellow Shift Gold Standard, has recently started to consider the development of a common currency that will supplant the pebble and oyster system and be more understandable to the yellow humans although, so far, the Nobles, who act as accountants, have dismissed it as far too simplistic and open to fiscal irregularities of cosmic proportions. Yellow Shift Gold Standard intends to float the concept of a currency past the next Shifting Council and has the Crested dragonewts of the settlement minting a selection of six hundred and fifty separate coin denominations from the gold seams found beneath Yellow Shift's hills.

DRAGONEW CHARACTERS

Dragonewts do not make for good RuneQuest Player Characters.

Being immortal, being tied into a perpetual cycle of rebirth, being motivated by Right Action, which is always personal to a dragonewt, means it is extremely difficult to play a dragonewt character just so. They are bettered suited to act as Non-Player Characters and protagonists where their obscure and unfathomable behaviour and motivations can be handled in a far more abstract manner by the Games Master. However, someone, somewhere will always want to play a dragonewt and there is never any harm in experiencing new things. Indeed, restraining oneself from new experiences is counter to the dragonewt philosophy, so here are the guidelines for creating dragonewt characters, either as Player Characters or as Non-Player Characters.

All dragonewts are creations of the Grand Ancestral Dragon and are created in its image. The life stages of the dragonewts reflect the six actions of the Cosmic Dragon and are representative of its cosmic meditations. Naturally the significance of their lifecycle is not fully understood by dragonewts until they reach the Ruler stage and the infinite mysteries of the universe are revealed to them. Even then, they are recipients of only a part of the whole truth. Only True Dragons reach anything approaching the enlightenment of either the Cosmic or Grand Ancestral dragon.

Each stage, then, is part of a journey: physical, mental and spiritual. Dragonewts are born with instincts they must learn to control, whilst denying themselves no experience. Each stage poses a different challenge and a different level of refinement of the whole. The inherent aggression of the Beaked dragonewts needs to be tempered with restraint. Nobles must learn to communicate but not become corrupt. Rulers must learn to rule but not dictate. By the time a dragonewt reaches the point where it can become an Inhuman King it has reached the cusp of draconic

enlightenment – something the human wyrmfriends strive for but can never truly attain. At that point, True Dragonhood beckons, and with it the final stage of a long, long lifecycle. As an Inhuman King enters into full dragonhood it experiences a level of epiphany reserved for very few and achieves its ultimate reward: the ability to rest for entire lifetimes if it wishes, until summoned by the Grand Ancestral Dragon to carry out the Cosmic Dragon's will.

Eggs

Dragonewt eggs are laid by a True Dragon, a rare occurrence that establishes a nest but also ensures a fixed population. Egg laying has never been witnessed by human eyes but those who speculate on such matters in the EWF imagine hundreds of eggs being laid in a single clutch, perhaps thousands; or perhaps several dragons co-operate to establish a single nest.

In some cases Inhuman Kings have claimed to be able to create eggs through dream magic although little or no proof of this exists. For all intents and purposes the dragonewt population in Second Age Glorantha is fixed. Only sundered dragonewts die and are not reborn, but such mortality levels are relatively low on any kind of human scale and are of little concern to other dragonewts who are secure in their immortality.

Eggs are a little smaller than human-sized and leathery, resembling dragonhide. The substance of the shell is susceptible to external damage and a strong warrior with a sword is quite capable of destroying one. A hatching dragonewt pushes its way through the membrane of the egg, which naturally reforms as the dragonewt crawls into the outside world.

If one could see inside an egg, one would not see the traditional ova components of yolk sac and albumen. Instead one would see a grayish-black void, and floating at its centre a tiny pulsing light which is the



proto-soul of the dragonewt. When a dragonewt's physical body dies the proto-soul senses the returning of the full soul to the egg and begins to weave a new body frame from the stuff of the surrounding void. A complex magical formula, driven partly by the proto-soul, partly by the birthing dragonewt and partly by the Inhuman King's psychic link to every egg in its sphere of influence, decides the form of the body to be taken for the next hatching. This might be of the same stage, a lesser stage, or a higher one, depending on the maturity, purity and psychic development of the dragonewt.

Forming the new body takes at least a day, but can take longer depending on the stage of the development. When formed, the dragonewt instinctively prises itself free of the shell, emerging fully-formed in whatever stage it is destined to take next. A short period of disorientation follows, as the dragonewt reorders its memories and experiences and begins to assimilate new abilities or effects as determined by its stage. The disorientation lasts for a number of hours equal to the dragonewt's POW. Usually the dragonewt

simply sits by its egg waiting for clarity to develop, but occasionally a dragonewt may stumble around in dismay, dumbstruck by its surroundings as it tries to recall who, and what, it is.

Dragonewts have an innate psychic bond with their birth egg. They know when it is under threat and act to preserve it whenever practical.

General Physiology

Dragonewts are bipedal reptilians, scale-covered, and warm-blooded. The lifecycle consists of several metamorphoses with each stage becoming more draconic in appearance than the last. All stages of development share a number of reptilian traits that, whilst diminishing with reincarnation, are never truly lost.

All dragonewts are binocular and possess excellent visual acuity and depth of field. They perceive colours in the standard spectrum, although Rulers and Inhuman Kings are able to perceive the draconic spectrum, which is a mixture of emotions and philosophical leanings represented as colours that have no human comparison.

Hearing is not particularly acute but develops through the lifecycles. In the Crested and Beaked stages hearing is compensated for by the ability to sense ground vibrations and shifts in air pressure, so their perceptive traits are not considered to be lacking. The senses of taste and smell are finely developed, even in Crested dragonewts. Extremely subtle variations in taste and scent can be detected easily at all stages and become more refined with time. Noble dragonewts, which are omnivorous, are often considered to be gourmands due to the refinement of their palates.

Dragonewts do not possess any form of sexual or reproductive organs. There is no equivalence of mating and dragonewts, whilst communal, do not form any kind of one to one kinship, ties or family groups. One higher stage dragonewt, such as a Noble, will dominate lesser stages but purely to achieve communal goals.

All dragonewts are born left-handed and remain that way until achieving True Dragonhood.

Dragonewt Characters

As has been established by now, almost all dragonewts are tied into a cycle of rebirth, gradually working their way through more powerful, but more focused, stages until they reach True Dragonhood.

Regular contact with outsiders is usually assigned to one individual in a group, always a Noble, who tries to act according to human expectations. It learns human languages, and learns to write or otherwise communicate ideas to humans.

Barbarian Dragonewts

On rare occasions the interpreter will be a dragonewt of either the Crested or Beaked stages who has been surgically altered so that it can stumbly speak human words. The reason for this rarity is because it is easy for dragonewts below the Noble stage to become isolated from the draconic path if they 'taint' themselves with too much human interaction. They lack the maturity of mind and purpose to engage in regular discourse and still maintain pure draconic integrity; the more Crested and Beaked dragonewts interact with humans, the more their minds and souls begin to adapt to impure human ways – even those who are ardent members of draconic cults.

These Altered interpreters may have guards, servants and so on, and it is not unknown for these dragonewts to become outlaws or, as they are more commonly known, barbarians. They essentially absorb so many human thought processes that they become unable to reconcile the human psyche with that of the draconic path. Pure dragonewts recognise this as 'insanity'. It manifests in curiosity about human motives and desires and rapidly builds into an obsession with the kind of mortal freedom humans take for granted. 'Insane dragonewts' are quickly spotted and exiled from the draconic path, so their taint will not infect the rest of the nest. The usual result is for the dragonewt to become an outlaw. Cast out from its settlement, the outlaw can try to make its way on its own, adopt human customs and find sanctuary with them, or retreat to a settlement such as one of the Sundered colonies of Dragon Pass, where all inhabitants are outside the draconic cycle for one reason or another. When an outlaw dragonewt dies, it is not reincarnated and never reappears. No one knows where its soul goes.

Outlaw dragonewts are by far the best choice for Player Characters. They are unshackled by the strict and unintelligible codes of the major dragonewt settlements and may freely adopt more human characteristics, making them easier for Players to relate to. Of course, outlaw dragonewts are still considerably strange by human standards, but they can, at the very



least, communicate with humans without any other hindrance than a halting ability to speak a human language. With Games Master approval, a Player can select an outlaw dragonewt as his character.

Traditional Dragonewts

Normal dragonewts, on the other hand, are useful tools for Games Masters. For wrymfriends, dragonewts are the mysterious benefactors of the draconic cults who have allied themselves with the Great Dragon Project. They have allowed wrymfriends into their cities and engaged in limited co-operation to achieve the majesty of the Great Dragon to Be. In this respect they are allies, patrons and, on occasion, companions on missions of importance to the EWF. Where dragonewts accompany a party of human adventurers, all communication is channelled through a Noble dragonewt. The lower stages never engage in direct communication primarily because they cannot, but also because they wish to avoid taint.

Dragonewt Behaviour

Dragonewt behaviour is always bizarre to humans and it is impossible to describe or explain it in any kind of rational terms. For Games Masters, there is some guidance to orchestrating their bizarre behaviour below.

- ☆ Crested dragonewts are obsessed with mastering their instincts. They do this through focusing on mastering a particular rune or a particular character trait linked to Orxilius. This manifests itself with what might be termed 'obsessive compulsive disorder'. They fixate on particular patterns of behaviour and become distressed or violent when unable to complete it.
- ☆ Right Action (and the avoidance of Wrong Action) is central to dragonewt psyche. What may seem obvious to a human may not necessarily be obvious to a dragonewt. Neither is behaving collectively. It is quite common for a group of dragonewts to behave in ways that are seemingly at odds with each other. To them, this is natural
- ☆ Dragonewts, especially Crested, seek out new experiences actively, even if it is only the once. A dragonewt might wander into a combat unarmed and passive, to experience violence first-hand and thus be better prepared next time. Instead of using the bridge to ford the river, a dragonewt wades through, although it cannot swim, to experience the power of the water.
- ☆ Dragonewts vary between austerity and indulgence; this is a representation of the struggle between instinct and Right Action and is a constant source of internal antagonism for every dragonewt. Only at the Noble stage will a dragonewt have a clear sense of balance as to when it is Right Action to be austere and Right Action to indulge (and when dragonewts indulge, it is heavily). This explains the gourmandism found in Tailed Priests, and the rather sparse dietary preferences of the Crested and Beaked stages.
- ☆ All dragonewts are obsessed with repaying debts. They do not seek debt, and perceive simple acts as deeds of great charity. Repaying that debt might take the most bizarre of forms and be seemingly unrelated to the favour. Sometimes repayment might be gifts or reciprocal actions; it might even take the form of self-sacrifice in the form of utuma. The decision as to what constitutes repayment is in the dragonewt's hands, and that repayment may even be unpalatable in the eyes of a human.
- ☆ Beaked dragonewts are obsessed with defence, battle and honour. The most extreme violence might be used against the most meagre of foes. Insults and slights are taken all too readily, and the vengeance of a Beaked dragonewt is ferocious indeed, particularly where debt might be involved.

- ⚡ Being immortal, dragonewts have no concept of time's passage. Simple tasks that should take minutes are drawn out for hours or days as the dragonewt meditates, obsesses or becomes uninterested. Conversely complex tasks requiring time and dedication are rushed and haphazard simply because that is how the dragonewt thinks it should be done. Dragonewts have no concept of age and do not understand the differences between children, adults and the elderly. They know that humans decay, but see that as a sign of taint rather than an aging process.
- ⚡ Neither do they fully understand the concept of gender. To a dragonewt there is no perceivable difference between males and females, although most Nobles grasp the basic precepts of why separate sexes are necessary for reproduction. They do understand the concept of motherhood and familial care; it is a constant sorrow to most dragonewts that the Wondrous Mother of Many did not remain to tutor her children to the required degree.
- ⚡ Dragonewts understand what gods are, but do not understand why humans worship them. They know that gods exist outside of time, but to dragonewts that is nothing special. Possessing great power is similarly not something to be especially proud of, as their Rulers and Inhuman King exhibit similar powers but are not gods.

Creating a Dragonewt Character

The checklist for creating a dragonewt character is as follows:

- ⚡ All Player Character dragonewts begin as Crested dragonewts. If the Games Master permits it, a dragonewt character can begin at the Beaked stage but the Player must work with the Games

Master to determine what the preceding lifecycle held for the Crested dragonewt. Together they should outline some of the events the previous incarnation was involved in, and what its previous cultural background may have been. It is perfectly plausible for a Crested dragonewt to have been from a traditional background, but to have become barbarian in its later incarnation. If so, the reason why needs to be established. No character should begin at either the Noble or Ruler stage.

- ⚡ Determine Cultural Background, according to the Cultural Background Table below. This determines professions and skills available to dragonewt characters, depending on their cultural origin: barbarian or traditional.
- ⚡ Determine the dragonewt's current profession. This is dependent on the dragonewt's stage of development and determines the rest of the dragonewt's skills.
- ⚡ Select a cult for the dragonewt to belong to, referring to the Cults chapter beginning on page 71, but, depending on the cultural background the cult may be dragonewt, EWF or even a non-draconic cult if the character is a barbarian dragonewt. For EWF and human cults, refer to *Magic of Glorantha* and *Cults of Glorantha volumes I and II* as appropriate.
- ⚡ Determine the magic or effects known by the dragonewt, referring to the Magic chapter beginning on page 84. For Crested dragonewts determine the Runes and Rune Spells known, and for Beaked and Noble dragonewts, the effects they have reincarnated with. Rulers and Inhuman Kings know *all* the available dragonewt effects.
- ⚡ Allocate the free skill points to remaining skills, and to buy new advanced skills. The number of free skill points depends on the number of previous incarnations of the dragonewt's particular stage.

Dragonewt Statistics

First Stage: Crested Dragonewt (Scout)

The smallest of the dragonewt species and sometimes referred to as 'scouts' (although this term is considered derogatory by dragonewts). They resemble a cross between human and freshwater newt, with an angular head, large, round, unblinking eyes, and a crest running from above the eye ridge to the nape of the neck. The crest can be raised and lowered at will and is used to indicate emotional states: erect when calm; flattened to the head when panicked, confused or under stress.

The limbs are slender to the point of being scrawny, with long, thin fingers and opposable thumbs. The feet are twin-toed. The legs poses a traditional human-like knee, but this is modified in later stages to a pair of reverse joints much like the hindlegs of quadruped mammals. The hide is smooth and drab-coloured, although many display mottling or dappling of the skin as they mature. The tail begins as a bony nub, elongating with age and as its body enlarges and reincarnates.

Crested dragonewts are exclusively vegetarian with no desire to eat meat, although they hunt it for others happily and are trained to do so by Beaked and Noble dragonewts. Unlike other herbivores they do not need to consume large quantities of vegetable matter to survive; a handful of nuts and berries will suffice and even grass provides nutrition if nothing else is available.

Crested dragonewts look, and act, inferior to the higher stages. They are subservient when in the company of Beaked or Nobles and actively terrified of Ruler dragonewts. When encountered singly or in small groups they are easily influenced with a natural deference to anyone showing a degree of authority.

CHARACTERISTICS

STR 2D6 (7)
CON 3D6 (11)
DEX 2D6+9 (16)
SIZ 2D6 (7)
INT 4D6 (14)
POW 2D6 (7)
CHA 3D6 (11)



Dragonewt Scout Hit Locations

D20	Hit Location	AP/ Average HP
1-2	Tail	1/4
3-5	Right Leg	1/4
6-8	Left Leg	1/4
9-11	Abdomen	1/5
12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4

Second Stage: Beaked Dragonewt (Warrior)

Larger and stockier than the Crested stage, Beaked dragonewts have developed bony ridges across the body and a thickening of the skin lending a more menacing appearance. The round, bewildered gaze of the Crested has been replaced with a narrow, stony stare and the crest has shrunk to form a spiny ridge that now extends almost the length of the backbone.

The limbs are thicker and stronger. Musculature is vastly improved as are general reactions. The mouth has elongated and narrowed, forming a tough, bony



beak filled with rows of small, sharp teeth. The hands have developed claws but these do not impeded manual dexterity. As the dragonewt matures, its skin begins to develop more horns, spines and warty protrusions. The tail is almost full length, and covered in thick scales with occasional spikes and spine-like protrusions.

Body colourings are more varied. The drab grey-green of the Crested stage is replaced with darker and lighter hues, especially across the chest and abdomen. Gold and amber spots or stripes are not uncommon and appear to follow a particular pattern for a specific nest or clutch.

The inferiority complex of the Crested stage has been lost. Beaked dragonewts are naturally more aggressive and ready to challenge for position in social groupings, unless a Noble or Ruler is present. Whilst more aggressive as a breed, Beaked dragonewts are considered and fluid in their actions and movements, exhibiting inner control and confidence in their bodies. They are not easy to startle or intimidate, even for Noble dragonewts.

Beaked dragonewts are exclusively carnivorous and hunt their own meat unless there is a handy Crested dragonewt to do it for them. Meat is eaten raw, but

always killed first. Bones are reserved for crafting tools and weapons, as are skins and hides, which may be used for crafting shelters and armour.

Beaked dragonewts are able builders. They possess a very fine degree of hand-eye co-ordination and visual perception, allowing them to accurately gauge distances and measurements without the need for any form of measuring equipment.

CHARACTERISTICS

STR 2D6+12 (19)
CON 3D6+6 (17)
DEX 2D6+3 (10)
SIZ 2D6+12 (19)
INT 4D6 (14)
POW 2D6+6 (12)
CHA 3D6+3 (14)

Dragonewt Warrior Hit Locations

D20	Hit Location	AP/ Average HP
1-2	Tail	6/8
3-5	Right Leg	6/8
6-8	Left Leg	6/8
9-11	Abdomen	6/9
12	Chest	6/10
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	6/8

Third Stage: Noble Dragonewt (Tailed Priest)

The Noble stage sees the dragonewt adopting clearly draconic physical characteristics. Neck wattles are common as is a lateral crest running between the dragonewt's ears. Frills of skin decorate the arms and torso and the tail is now almost fully developed into a long, whip-like limb that tapers to a point and is often covered in small spines or warts and more frills of skin.

Skin colouration is far more varied; Nobles display all manner of skin colourations, often with bright, primary colours replacing the drab colours of previous stages. Colours in different parts of the body, such as the face, can alter subtly with mood and emotion and frequently at the dragonewt's particular whim. Scent glands have also developed across the body, giving the Noble a distinctive and sometimes unpleasant (to humans) aroma.

Nobles are omnivorous and have a developed taste for cooked food. Some have the reputation of being gourmands, enjoying complicated dishes that excite all the senses. Banquets held exclusively for Nobles, cooked by Nobles, are common, with dragonewt chefs competing to prepare and serve the most intricate dishes.

- CHARACTERISTICS
- STR 2D6+6 (13)
 - CON 3D6+6 (17)
 - DEX 2D6+6 (13)
 - SIZ 2D6+6 (13)
 - INT 4D6 (14)
 - POW 2D6+12 (18)
 - CHA 3D6+6 (17)

Dragonewt Noble Hit Locations

D20	Hit Location	AP/ Average HP
1-2	Tail	3/6
3-5	Right Leg	3/6
6-8	Left Leg	3/6
9-11	Abdomen	3/7
12	Chest	3/8
13-15	Right Arm	3/5
16-18	Left Arm	3/5
19-20	Head	3/6



Fourth Stage: Ruler Dragonewt (Full Priest)

Ruler dragonewts resemble Nobles but are larger and equipped with wings. The sociable tendencies of the Noble stage have been lost and Rulers are rarely found beyond the nest or their cities, with much time spent dreaming and questing.

The wings are full, powerful, and follow the colouration of the body but typically with a darker underside. Rulers are capable of flight and shun any other form of transport. They also shun the use of handheld weapons, making full use of the range of draconic effects now at their disposal.

They express little interest in food and may require none whatsoever.

- CHARACTERISTICS
- STR 4D6+12 (26)
 - CON 3D6+6 (17)
 - DEX 2D6+6 (13)
 - SIZ 4D6+12 (26)
 - INT 4D6 (14)
 - POW 2D6+18 (24)
 - CHA 3D6+12 (23)

Dragonewt Ruler Hit Locations

D20	Hit Location	AP/Average HP
1-2	Tail	9/9
3-4	Right Leg	9/9
5-6	Left Leg	9/9
7-8	Abdomen	9/10
9-10	Chest	9/11
11-12	Right Wing	9/8
13-14	Left Wing	9/8
15-17	Right Arm	9/8
18-19	Left Arm	9/8
20	Head	9/9

Inhuman Kings

As these are rare, powerful and unique beings, game statistics are of little relevance here. Should they prove necessary, use the Characteristics for a Ruler dragonewt and double the INT and POW values.

Dragonewt Cultural Backgrounds

There are three principle cultural backgrounds available to dragonewt characters: Barbarian, Traditionalist, Sundered and wyrmfriend.

Barbarian

These are the outlaws of the dragonewt species. They have adopted non-dragonewt practices, may follow human cults, and are completely cut off from their eggs and nests. Barbarians do not reincarnate although, through choice, they can attempt to re-enter the draconic lifecycle and regain immortality although this generally involves complete regeneration as a Crested dragonewt shorn of all previous knowledge and experience.

Barbarians are often itinerants, acting as mercenaries or lone crusaders, engaged on humanlike endeavours or obscure quests of their own devising.

Sundered

Sundered dragonewts belong to a colony and are, for all intents and purposes, either Traditionalists or wyrmfriends, but have somehow become exempt from

the draconic path because they have no Inhuman King governing their reincarnation. Sundered dragonewts lack either the will or inclination to become Barbarians, but some may follow this path when it becomes obvious they have little hope of regaining the draconic lifecycle.

Traditionalist

Most dragonewts are Traditionalists. They dwell in the major settlements under the auspices of an Inhuman King, belong only to dragonewt cults, and are intent on pursuing full dragonhood. They are preoccupied with all things draconic with little interest or time for the schemes of the EWF.

Wyrmfriend

These are dragonewts that have firmly adopted the philosophies and goals of the EWF although they still retain the draconic path. Wyrmfriend dragonewts have often been commanded to adopt wyrmfriend ideals by either a Ruler or an Inhuman King, either through a genuine need to guide and inform wyrmfriend activities, or to exert a proxy influence amongst those wyrmfriends that may be operating in ways contrary to dragonewt plans. Either way, wyrmfriend dragonewts may join EWF draconic cults (but not progress through them) and take part in EWF-organised endeavours.

Dragonewt Cultural Backgrounds

Background	Regions	Basic Skill Bonuses	Advanced Skill Bonuses	Professions	Starting Money
Barbarian	Dara Happa, Dragon Pass, Kralorela, Ormsland, Slontos, Teleos	Influence +5%, Perception +5%, Resilience +10% Pick Two +10% Dodge, Driving, Lore (Animal), Lore (Plant), Persistence, Riding Pick Two +15% 1H Axe, 1H Sword, 2H Axe, 2H Sword, Bow, Dagger, Polearm, Sling, Staff, Throwing, Unarmed	Language (Auld Wyrmmish – Regional Dialect) +50%, Lore (Regional), Lore (Cult Theology) Pick One Craft, Dance, Healing, Lore, Play Instrument, Survival, Tracking	Crested Animal Trainer, Craftsman, Explorer, Herdsman, Hunter, Soldier Beaked Animal Trainer, Craftsman, Explorer, Hunter, Mercenary, Miner, Soldier Noble Bard, Courtier, Diplomat, Explorer, Merchant, Physician, Priest, Scholar	4D6x20 Silver

Background	Regions	Basic Skill Bonuses	Advanced Skill Bonuses	Professions	Starting Money
Sundered	Dara Happa, Dragon Pass, Ormsland, Slontos, Teleos	Influence +5%, Perception +5%, Resilience +10% Pick Two +10% Dodge, Driving, Lore (Animal), Lore (Plant), Persistence, Riding Pick Two +15% 1H Axe, 1H Sword, 2H Axe, 2H Sword, Bow, Dagger, Polearm, Sling, Staff, Throwing, Unarmed	Language (Auld Wymish – Regional Dialect) +50%, Lore (Regional), Lore (Cult Theology) Pick One Craft, Dance, Healing, Lore, Play Instrument, Survival, Tracking	Crested Craftsman, Hunter, Soldier Beaked Animal Trainer*, Craftsman, Explorer, Hunter, Miner, Soldier Noble Courtier, Diplomat, Healer, Priest	4D6x30 Silver
Traditionalist	Dara Happa, Dragon Pass, Kralorela, Ormsland	Influence +5%, Perception +5%, Resilience +10% Pick Two +10% Dodge, Driving, Lore (Animal), Lore (Plant), Persistence, Riding Pick Two +15% 1H Axe, 1H Sword, 2H Axe, 2H Sword, Bow, Dagger, Polearm, Sling, Staff, Throwing, Unarmed	Language (Auld Wymish – Regional Dialect) +50%, Lore (Regional), Lore (Cult Theology) Pick One Craft, Dance, Healing, Lore, Play Instrument, Survival, Tracking	Crested Craftsman, Hunter, Soldier Beaked Animal Trainer*, Craftsman, Explorer, Hunter, Miner, Soldier Noble Courtier, Diplomat, Healer, Priest	4D6x50 Silver
Wyrmfriender	Dara Happa, Dragon Pass, Ormsland	Influence +15%, Perception +5%, Resilience +10% Pick Two +5% Dodge, Driving, Lore (Animal), Lore (Plant), Riding Pick Two +15% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Sword, Bow, Dagger, Polearm, Sling, Staff, Throwing, Unarmed	Language (Auld Wymish – Regional Dialect) +50%, Lore (Regional), Lore (Cult Theology) Pick One Craft, Dance, Healing, Lore, Play Instrument, Survival, Tracking	Crested Craftsman, Hunter, Soldier Beaked Animal Trainer*, Craftsman, Explorer, Hunter, Mercenary, Miner, Soldier Noble Courtier, Diplomat, Physician, Priest	4D6x100 Silver

* Animal Trainers must choose the species: Demi-Birds, Dinosaurs or Herd Beasts such as cattle.

Dragonewt Professions

Dragonewt professions do not differ greatly from their non-dragonewt counterparts in terms of the skills available. Animal Trainers always specialise in either Demi-Birds, Dinosaurs or Herd Beasts, and Priests are always priests of a particular dragonewt cult, but not an EWF cult.

Profession	Basic Skill Bonuses	Advanced Skills
Animal Trainer	Driving +5%, First Aid +5%, Lore (Specific Animal) +20%, Persistence +10%, Resilience +5%, Riding +5%	
Bard	Influence +10%, Lore (World) +10%, Perception +5%, Sing +10%, Sleight +5%	Pick One Dance, Play Instrument, Language, Lore
Courtier	Influence +15%, Lore (World) +5%, Perception +5%, Sleight +5%	Dance Pick One Courtesy, Lore (Draconic Etiquette), Lore (Dragonewt Philosophy), Lore (Regional), Play Instrument
Craftsman	Evaluate +20%, Influence +5%, Persistence +5%	Craft (Bone, Obsidian, Stone or Wood) Pick One Craft (other), Engineering, Mechanisms
Diplomat	Influence +20%, Lore (World) +10%, Perception +10%	Pick One Dance, Language, Lore, Play Instrument
Explorer	Lore (World) +20%, Perception +5%, Resilience +5%	Pick Two Language, Lore (Regional), Lore (Geography), Survival, Tracking
Herdsmen	First Aid +5%, Lore (Animal) +20%, Resilience +5%, Sling +10%	Survival
Hunter	Bow +5%, Lore (Animal) +10%, Spear +5%, Stealth +10%	Survival, Tracking
Mercenary	Lore (World) +10%	
	Pick Two 1H Axe +15%, 1H Flail +15%, 1H Hammer +15%, 1H Sword +15%, 2H Axe +15%, 2H Flail +15%, 2H Hammer +15%, 2H Sword +15%, Bow +15%, Crossbow +15%, Polearm +15%, Shield +15%	
	Pick Two Athletics +5%, Dagger +5%, Dodge +5%, Driving +5%, Evaluate +5%, Resilience +5%, Riding +5%, Unarmed +5%	
Merchant	Evaluate +20%, Influence +10%, Lore (World) +10%	Pick One Courtesy, Language (Trade Talk), Lore (Commerce),
Miner	1H Hammer +10%, 2H Hammer +10%, Athletics +10%, Resilience +10%	Lore (Mineral)

Profession	Basic Skill Bonuses	Advanced Skills
Physician	Evaluate +5%, First Aid +20%, Lore (Plant) +10%, Perception +5%	Healing
Priest	Influence +15%, Lore (World) +5%, Persistence +10%	Lore (Theology), Runecasting*
Scholar	Evaluate +5%, Lore (World) +5%, Persistence +10%	Lore
		Pick Two Engineering, Healing, Language, Lore (other), Mechanisms
Soldier	Dodge +5%, Lore (World) +5%, Resilience +5%, Unarmed +5%	
	Pick Three 1H Axe +10%, 1H Flail +10%, 1H Hammer +10%, 1H Sword +10%, 2H Axe +10%, 2H Flail +10%, 2H Hammer +10%, 2H Sword +10%, Athletics +10%, Bow +10%, Crossbow +10%, Dagger +10%, Driving +10%, Polearm +10%, Riding +10%, Shield +10%, Sling +10%, Spear +10%	

*Choose any rune available to Crested dragonewts from the table on page 85. Runecasting is learned for the purposes of teaching it to Crested dragonewts. Noble dragonewts do not practice Rune Magic themselves.

New Basic Skills For Dragonewts

Dragonewts have two new Basic skills: Right Action and Utuma. Both skills reflect the inherent peculiarities of dragonewts and the Right Action skill is fundamental to progression through the draconic life cycle.

Right Action (10+INT-POW)

This skill is used in two different ways.

First, whenever a dragonewt needs to make a crucial decision, it always struggles with the overwhelming desire to act by instinct rather than by conscious choice. The Right Action skill measures how well the dragonewt can master its instincts. A Right Action test is required whenever a dragonewt is faced with making a decision that involves one of the pair of Personality Traits listed for its stage on page 8 in the Essence of Dragonewts chapter and summarised below. If the test succeeds, the dragonewt has acted with consideration and control and thus performed Right Action. It may act in a way determined by *either* of the Personality Traits. If the test fails, then instinct has prevailed and Wrong Action occurs. The dragonewt *must* act in a manner reflected by the *second* of the paired Personality Traits.

For example, Eye Golden Laughter is a Crested dragonewt with a Right Action skill of 41%. It is commanded by a Beaked dragonewt to kill a deer because the Beaked dragonewt is hungry. This challenges Eye Golden Laughter's Stubbornness and Docility traits pairing, so a Right Action test is needed. Eye Golden Laughter's test is a 40, a success, and thus indicating that whatever it does, it will be Right Action and justifiable as such. The Crested dragonewt dutifully loads its sling and takes aim at the beautiful stag it has been contemplating for the last three hours.

Later, Eye Golden Laughter is commanded by the same Beaked dragonewt to attack a broo that has been seen lurking in the woods near Contemplative Rest. This challenges Eye Golden Laughter's Bravery and Cowardice traits and calls for another Right Action test. This time the dice roll is a 66 – a failure. Eye Golden Laughter's Cowardice, the second of the trait pairing, prevails and instead of attacking the broo, the Crested dragonewt skulks in the bushes, hoping the beastman will grow bored and depart. Eye Golden Laughter has just committed Wrong Action.

Whenever Right Action occurs, the Right Action skill increases automatically by 1 point. If the Right Action

test was a critical success, it increases by 2 points. Every time the skill test fails (i.e. Wrong Action occurs), the Right Action skill decreases by 1 point. If the test was a fumble, then it decreases by 2 points.

The second use for the Right Action skill is as a measure of how close to reincarnation to the next stage the dragonewt is. When the Right Action skill reaches 100% or more, the dragonewt is ready for rebirth as the next, higher stage. The rebirth is not automatic; and it occurs only when the dragonewt dies honourably – either as a result of combat or an utuma commanded by a higher stage that has recognised the dragonewt’s maturity. If the dragonewt dies or commits utuma (and the utuma is found to be Right Action through a successful test) before its Right Action skill reaches 100%, it is reborn in the same stage, but with additional skill points as noted in the Free Skill Points section on page 67 of this chapter.

If the dragonewt dies *dishonourably*, or its Utuma skill test has failed (see the Utuma skill below), then the dragonewt reincarnates as the same stage, but with all skills and abilities reduced to the initial values for that stage.

For example, after many years and many trials, Eye Golden Laughter’s Right Action skill has reached 102%. It knows it is ready for rebirth as a Beaked dragonewt. One of the Noble dragonewts has been watching Eye Golden Laughter and senses the dragonewt is ready. It commands Eye Golden Laughter to perform the sacred meditation and then commit utuma, permitting the transformation into a Beaked dragonewt. Eye Golden Laughter takes itself into the wilds of Dragon Pass, offers prayers to The Wondrous Mother of Many, and uses its Utuma skill successfully. Eye Golden Laughter enters the Void of the egg birth and, after a short while, rehatches in Contemplative Rest as a fully fledged Beaked dragonewt.

Had its Utuma roll failed, Eye Golden Laughter would have been reborn as a Crested dragonewt, for clearly it still has things to learn in this stage. And, had the Utuma test been a fumble, Eye Golden Laughter would be reborn as a basic Crested dragonewt, forced to repeat this stage from humble beginnings.

The Right Action skill can be improved like any other *RuneQuest* skill using improvement rolls as described on page 94 of the *RuneQuest* rules. However Right

Action only ever increases by 1 point when advanced in this way.

However, Right Action also improves automatically as the dragonewt improves in other key skills as summarised in the table below. Right Action improves by 1 point every time one of the skills corresponding to its stage of development is improved.

Dragonewt Right Action Improvement Table

Stage	Skills
Crested	All Runecasting skills
Beaked	All Combat skills, Dodge, Ride
Noble	All Language and Lore Skills

Personality Traits Summary

Crested Dragonewts
 Aggression and Passivity
 Bravery and Cowardice
 Energy and Laziness
 Stubbornness and Docility
 Dependability and Unreliability

Beaked Dragonewts
 Curiosity and Apathy
 Leader and Follower
 Impulsive and Cautious
 Calm and Nervous
 Trusting and Suspicious

Noble Dragonewts
 Honour and Dishonour
 Generosity and Greed
 Patience and Impatience
 Extrovert and Introvert

Ruler Dragonewts
 Clever and Dull
 Innovation and Conservatism
 Optimism and Pessimism
 Construction and Destruction

Utuma (CON+POW)

Utuma is considered a Basic skill for dragonewts as it is part of their personalities, channelled from the will of the Grand Ancestral Dragon. For any other species, wyrmfriends for instance, it is considered an Advanced skill.

Utuma is used as a skill to commit ritual suicide using either the utuma weapon or a dragonbone blade. A successful test against the skill indicates that the dragonewt has killed itself effectively and destroyed all vital parts, including its skin, so that no part of its body can be used for tainted purposes. Failing the test indicates death but not the destruction of the vitals, meaning that the skin (and other organs) can be used after the dragonewt's death, as described in the section on utuma on page 69 of this chapter.

If the test is fumbled then the dragonewt has failed to redeem its honour and must relive its current incarnation again. All skills are returned to their initial values and the dragonewt character must fulfil precisely the same advancement criteria before it can be reborn again.

Free Skill Points

The free skill points available to dragonewt characters depend on the lifecycle stage and the number of incarnations experienced within that stage, plus those of the stages before. Whilst it is possible for a dragonewt to experience infinite reincarnations within the same stage, for practical purposes the number of previous incarnations is determined by a dice roll.

When allocating free skill points, dragonewts are not restricted to the usual limits placed upon increasing existing skills and buying new ones.

Crested Dragonewts

All Crested dragonewts begin with 100 free skill points, plus 10 additional skill points for each Crested reincarnation. Roll 2D6 to determine how many times the dragonewt has been reborn in the Crested stage and then multiply the result by 10 to determine how many free skill points are available.

For example: Spectral Receiver is a Crested dragonewt. The 2D6 roll results in a 7, indicating seven previous Crested incarnations. Multiplying 7 by 10 gives 70

which is added to the 100 base free skill points to give 170 free skill points in total.

Beaked Dragonewts

All Beaked dragonewts begin with 200 free skill points, plus 10 additional skill points for each Beaked reincarnation. Roll 1D10 to determine how many times the dragonewt has been reborn in the Beaked stage and then multiply the result by 10 to determine how many free skill points are available.

For example: Black Faraway Klanth is a Beaked dragonewt. The 1D10 roll results in a 6 indicating six previous Beaked incarnations. Multiplying 6 by 10 gives 60 which is added to the 200 base free skill points to give 260 free skill points in total.

Noble Dragonewts

Nobles begin with 300 free skill points, plus 10 additional skill points for each Noble reincarnation. Roll 1D6 to determine the number of Noble reincarnations and multiply the result by 10 to determine how many free skill points are available.

For example: Singer of Sh'kaharzeel Songs is a Noble dragonewt. The 1D6 roll gives a 4, indicating four previous incarnations as a Noble, and thus 40 points to be added to the Noble free skill base, for 340 free skill points.

Rulers and Inhuman Kings

If it should prove necessary to determine the free skill points for either of these stages, consider the free skill points available to be 500 x1D4 for Rulers and 1000 x1D4 for Inhuman Kings.

Names

Dragonewt names are always esoteric. They may describe the dragonewt's appearance, its personality, its philosophical viewpoint, its experiences, or be completely unconnected with anything in the dragonewt's character at all. All Crested dragonewts are named by a Noble, who has been given responsibility for the task, and they choose whatever name they feel best represents that particular dragonewt.

Beaked dragonewts may either keep their Crested name or choose a new one of their own devising; the Nobles do not take any responsibility for the task.

Nobles never retain their previous, Beaked stage name and always decide upon a new title that sounds more draconic or reflects their depth of experience of maturity. Harsh, reptilian sounds with plenty of consonants and sibilants are common, but the Noble may opt for a softer sound if engaging in interaction with non-dragonewt species, or use a human translation for ease of pronunciation.

Ruler dragonewts typically retain their Noble name or opt for something fully draconic, in readiness for their next transformation. Inhuman Kings always select a new, draconic name which they reveal to no one else.

The key with selecting a dragonewt name is to be imaginative and strange: there are no real rules. This book has many examples of bizarre dragonewt and draconic names to act as inspiration.

Dragonewt Weapons

Just as dragonewts themselves are exotic and difficult to understand, so too are the weapons and tools the race employs. Dragonewts do not refine and forge metal, so all implements must be formed of bone, stone or wood. Shields are not used in dragonewt culture (with the exception of the Qua, which is more weapon than shield), though a barbarian dragonewt may certainly use one if it wishes.

Klanth: A klanth is a weapon constructed of flint blades set into a wooden haft. A few rare klanths are constructed of dragon bone rather than wood and have AP/HP of 8/18. A ritual klanth is always presented to a newly incarnated Beaked dragonewt as part of the

general welcoming ceremony for attaining this stage, along with a flint or obsidian-headed spear.

Gami: A gami is a three-pronged swordcatcher made of dragonbone, exceptionally effective at parrying. A gami doubles its AP for parrying purposes. Again, the gami is presented to all newly hatched Beaked dragonewts as a sign of their new status.

Utuma: This weapon is the dragonewt version of a shortsword. Usually, it is a reinforced flint blade, but a very rare utuma is made from dragon bone. These have an AP/HP of 8/12. All dragonewt stages use an utuma, both for defence and the ritual suicide of the same name.

Chokin and Samarin: These are small throwing weapons made either of flint or obsidian, which can impale. The dragonewt may throw up to three chokin or four samarin at the same time during a single Combat Action. The dragonewt may not mix the two weapons in a single throw – for example, he may not throw two chokin and one samarin. For each additional weapon thrown at one time, the dragonewt must subtract 10% from the chance to hit for all weapons thrown.

For example, if a dragonewt with a Throwing skill of 50% throws one samarin, its chance to hit is 50%. If it throws two at one, the chance to hit falls to 30% for each. If it throws three, it has a 20% chance for any of them to hit, and if it attempts to throw four, its chance to hit is only 10%.

Long Bow: This is a large bow made of bone and strung with pteranodon tendon. It is used strictly by Beaked dragonewts.

Dragonewt Close Combat Weapons

Close Combat Weapons	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Klanth	1H Sword	1D6	9/9	2	4/12	200 SP
Gami	1H Sword	1D6+3	11/9	2	8/12	300 SP
Utuma	1H Sword	1D6	5/7	1	3/8	225 SP

Dragonewt Ranged Weapons

Ranged Weapons	Skill	Damage Dice	Range	Load	STR/DEX	ENC	AP/HP	Cost
Chokin	Throwing	1D4+1	20m	–	–/9	1	1/1	50 SP
Samarin	Throwing	1D6	20m	–	–/9	1	1/2	35 SP
Long Bow	Bow	2D10	200m	1	15/13	2	2/8	500 SP

Sling: A dragonewt's sling is essentially identical to any other sling, save that the pouch is often made of human or dragonewt skin. It is also the main missile weapon of Crested dragonewts and is shunned by higher stages.

Dragonewt Hide

Dragonewt hide offers natural armour protection: Crested dragonewts gain 1AP per hit location; Beaked gain 6AP; Nobles gain 3AP and Rulers gain 9AP.

The hide of a dragonewt is highly prized in some quarters for its lightness and flexibility. Unscrupulous mercenaries have been known to hunt live dragonewts solely for their skins which are then taken to skilled craftsmen who turn the skin into light, flexible, unrestrictive armour. This might be good news for armourers, but it is dreadful for dragonewts, even those who have willingly died or shed a body naturally and are about to reincarnate.

Any dragonewt that has its skin flayed from the body finds its reincarnation cycle disrupted. It cannot progress to the next stage in its cycle, and even when reincarnating into the same stage, the time spent regenerating in the egg is increased by 1D6 days.

The Right Action for any dragonewt who has its hide taken is revenge. This restores the natural rhythms of the lifecycle and punishes the offender. Dragonewts, particularly Beaked stages, will go to extraordinary lengths to track down and punish those responsible for desecrating the flesh of the previous body. Upon reincarnation the dragonewt automatically knows the identity of the defiler and is bound by Right Action to seek-out and punish the wrong-doer. The punishment ritual is always the same: the flaying alive of the perpetrator at a Dragonewt Plinth and the consumption (if a Beaked dragonewt) of the skin. What happens to the flayed perpetrator is not the dragonewt's concern.

Utuma

The act of utuma is that of ritual suicide using the shortsword of the same name. Utuma is invited for a variety of reasons: either because self-sacrifice of the current body is Right Action; a particularly serious Wrong Action cannot be rectified in any other way; or because a particular ritual demands utuma to enable progression to the next stage of existence.

Utuma is never undertaken lightly by any dragonewt. There is no guarantee that the following reincarnation will offer advancement on the draconic path and so the decision to commit it must be absolutely unequivocal, or it requires a great deal of meditation and contemplation beforehand.

The utuma ritual is never conducted in public. Every dragonewt will find a place of quiet seclusion to undergo the act and is unlikely to indicate its intentions beforehand. The act itself is conducted in silence and requires a quick slicing of the belly with the utuma sword. Death follows within minutes during which the dragonewt continues to meditate on what the next reincarnation will hold.

Clearly barbarian and sundered dragonewts face a stark choice: utuma for them means final death, because there is no path to reincarnation. In such circumstances the dragonewt is only likely to consider utuma where considerable debt has been incurred or dishonour attracted. Where the actions of a barbarian or sundered dragonewt benefit other dragonewts some small consolation might be found in the dragonewt reincarnating as a new, Crested dragonewt, although this chance is very small and always at the Games Master's discretion.

Reincarnation

Dragonewts are reborn many times and the process has no upper limit. Every time the dragonewt reincarnates, it is reborn in the city or nest where its birth egg is stored, irrespective of where it dies.

When a dragonewt character reincarnates as a new stage, its Characteristics are rerolled according to the Characteristics for that stage and all Abilities are recalculated appropriately. New magic, such as the Dragonewt Effects discussed in the Dragonewt Magic chapter are determined and, in the case of Crested dragonewts, Runecasting skills are forgotten.

Most skills revert to their initial values, including Right Action. The dragonewt's skills can be improved using the new Free Skill Points base value as described earlier in this chapter. However, some skills *remain at their previous value* and may be increased using the Free Skill Points. These skills are Draconic Illumination, all Draconic Lore skills Language (Auld Wyrmysh) and Utuma

Hero Points accrued during the previous stage are retained, but any Legendary Abilities are lost. The

dragonewt remembers its previous incarnations perfectly, and all events associated with them, although its physical appearance will now have changed beyond all previous recognition and so will its personality. The new stage measures Right Action progression against the new set of Personality Traits summarised in the text box on page 66 of this chapter.

The dragonewt must also select a new Profession relevant to its stage: the Games Master may decide what the new profession will be, or it can be the Player Character's choice. The dragonewt character can also join a new cult if it so wishes.

Reincarnating as a Ruler Dragonewt

When a dragonewt reincarnates at the Ruler stage, options for adventuring become very limited. Rulers spend most of their time in deep contemplation, HeroQuesting and FutureQuesting; they are close to True Dragonhood and are, for all intents and purposes, beyond the mundane world. At this point it is probably wise for the dragonewt Player Character to retire unless, of course, the Games Master intends to continue the campaign at an advanced level involving detailed HeroQuests and FutureQuests.

How to Play a Dragonewt

- ☆ View everything as though it has mystic significance: a leaf is falling because the Cosmic Dragon has willed it; a raindrop is a tear from slain Sh'kaharzeel's eyes; a roll of thunder is Orxili's limbs attempting to reassemble. Once the mystic significance of something has been established, it must be contemplated. Do so now.
- ☆ Deny no experience. If it is on offer and it would not incur debt or dishonour: do it. But do it only after determining it is Right Action. This means meditating on the choice and seeking the views of a higher stage or someone in authority. But dragonewts do not balk at things that might otherwise turn human stomachs, as long as there is no debt to be incurred.
- ☆ The slightest kindness incurs debt. Debts between dragonewts are easily repaid, but debts between other species must be repaid in kind and promptly. Find something unique and unusual that will repay whatever debt you believe has been incurred. It might be a body part. It might be a cup of your own tears. It might be your life. What you offer in return should cancel the debt completely.
- ☆ Struggle against instinct constantly. Everything that happens to you is likely to challenge your Personality Traits so struggle with choices and always strive for Right Action. Instinct must be controlled. Wrestle with that every day, finding challenge in everything.
- ☆ Speak cryptically. You view the world in mythical terms and as you progress you will learn more secrets that humans can never know. Drop dark hints about the future. Mangle facts about the past. Speak of the future as though it had happened and the past as though it will. Be deliberately vague on detail but crystal clear on generalities.
- ☆ Do the opposite of what is expected. If companions use a bridge to cross a river, you should swim across it. If they run from a fight, you should run towards it.
- ☆ Spend long periods contemplating the universe. Speak to no one. Refuse to move. Remain motionless. Only when you are ready, having contemplated Right Action, should you break the meditation.
- ☆ Think and do strange, stream of consciousness things all the time. Be and act bizarrely. Never be predictable. Ever.

DRAGONW T CULTS

Dragonewts do not offer worship in the same way as humans. They receive no gifts or direct aid from their gods because True Dragons have little or no reason to interact with the mundane plane. Yet dragonewts still worship and venerate the Cosmic Dragon, the Grand Ancestral Dragon and the True Dragons. In doing so they hope to gain insight into Right Action and gain smoother, faster progression to their next stage of existence.

The cults described here are exclusively dragonewt. Humans cannot join and, even if they did, would derive no benefit from doing so, save, perhaps, a closer insight into dragonewt behaviour and motivation. As a rule dragonewts do not join human cults, for that is hurtful to them, although those dragonewt colonies that are outside the draconic lifecycle can, and sometimes do, choose to worship human gods.

The only exceptions to joining human cults are Tailed Priests who do so in order to understand and enable communication with other species. Human draconic cults are favoured but there are instances in Ralios of Tailed Priests joining Malkioni cults simply because it is expedient to do so.

Dragonewts perform ancestor worship. The only beings that correspond to gods are the Cosmic Dragon and the Grand Ancestral Dragon, neither of which are venerated by rank and file dragonewts, being the sole prerogative of the Inhuman Kings. And, even then, it is more a form of direct communication than indirect worship.

For all stages of dragonewt, including Rulers, cults are formed around the True Dragons who still sleep in Glorantha or, like the Golden Sun Dragon of Dara Happa, have reassumed a tangible form. Worship confers little magic, for that is mystically hard-wired into dragonewt development in the form of the various dragonewt effects, as explained in the Dragonewt Magic chapter. A few rune spells are available to Crested dragonewts, who must, as part of Orxilius, learn dominance of the runes they are born knowing.

Cult membership is mandatory for every dragonewt. Those who refuse it are sundered from the colony and become barbarians. The same is true for any cult member who does not uphold the beliefs and significance of the cult.

The True Dragon Cults then, are far more philosophical in nature than the dragon cults of the EWF. Cult members learn the myths and powers of the True Dragons to equip them for the day when they will be reborn in the same image. Certain cult-specific skills are taught; in particular, the True Dragon Dances, which codify a variety of mystical elements into ritualised movement and rhythm.

Joining EWF Cults

Dragonewts can join any of the draconic cults of the EWF, as described in *Magic of Glorantha*, but are forbidden to progress in them. Only sundered dragonewts can join and attain ranking status as wyrmfriends.

Cult Descriptions

Crested and Beaked dragonewts are always considered to be rank and file members of the cult, equivalent to initiates. Noble dragonewts are the cult priests and conduct all the training and worship functions of the cult. Rulers are the equivalent of Rune Lords as they actively engage in draconic HeroQuests and FutureQuests. Inhuman Kings commune directly with the Cosmic Dragon and the True Dragons; they are effectively outside the cult process.

The cult descriptions are organised as follows:

Name: each cult is named for the True Dragon venerated.

Description: what the cult believes and signifies.

Members: the stages of dragonewt that can be members of the cult.

Skills: the cult skills taught to its members. For *RuneQuest* game purposes any Player Character dragonewt must always spend one of its improvement rolls on a cult skill. Cult members also gain an automatic +10% to the base value of all the cult skills upon joining, as part of the initiation rite.

True Dragon Dance: the dances taught to the dragonewt and the game effects these confer. True Dragon Dances are treated as advanced skills, always with a base value of the dragonewt's DEX+POW.

Rune Magic: the rune spells available to Crested dragonewts only. Crested dragonewts cannot learn rune spells unsupported by their cult.

Adamantine Truth Redoubtful

Also known as the Diamond Storm dragon, Adamantine Truth Redoubtful is a guardian of the depths of the world where it keeps the things of Hell from spilling out and the Oozing Chaos at bay. Adamantine Truth Redoubtful taught Mostal, and so the cult teaches the Mostali doctrines of the World Machine, but postulates that Adamantine Truth Redoubtful is the central hub of the Great Wheel, placed there by the Grand Ancestral Dragon to maintain the spin started by the Cosmic Dragon when it spun the Cosmic Egg for the first time.

Adamantine Truth Redoubtful's gift to the world is all stone, but obsidian in particular, which Adamantine Truth Redoubtful creates through his fiery breath in his deep caverns and then scatters to the surface, where it can be found by dragonewts, with swishes of its great tail. Adamantine Truth Redoubtful is thus worshipped wherever obsidian is mined, especially in High Wyrms in Dragon Pass, where obsidian is known as Black Diamond.

Dragonewts believe Adamantine Truth Redoubtful fuels the volcanoes of Caladraland as a favour to



Lodril and as a way of maintaining the spinning of the World Machine. Despite being a creative and guardian dragon, Adamantine Truth Redoubtful is thought to be amongst the least even tempered and, if ever summoned away from its underground caverns, will react with a fury and viciousness beyond even that of Sh'kaharzeel. Adamantine Truth Redoubtful dislikes anything that interrupts the status quo and the balance of the World Machine. The priests of Adamantine Truth Redoubtful have even begun whispering that the Great Dragon to Be of the EWF poses a threat the World Machine and would be opposed by Adamantine Truth Redoubtful directly.

Members

All dragonewt stages.

Skills

Basic Skills

Athletics, Evaluate, Lore (World)

Advanced Skills

Craft (Obsidian), Craft (Stoneworking), Draconic Mysticism, Engineering, Lore (Adamantine Truth Redoubtful Theology), Lore (Mostali Theology)

True Dragon Dances

The cult of Adamantine Truth Redoubtful teaches **The Stone Dance**, a slow, very formal, almost ponderous dance with heavy footfalls and scraping motions in the air. It recalls Adamantine Truth Redoubtful revealing the secrets of the under earth to Mostal and the creation of Adamantine Truth Redoubtful's great chambers. The dance channels Adamantine Truth Redoubtful's own knowledge of the World Machine. Successfully performing The Stone Dance allows the dragonewt to determine the precise composition, thickness and nature of the ground underfoot. The dancer can tell if there are caverns beneath, a water table, and even burrowing creatures.

Rune Magic

The cult of Adamantine Truth Redoubtful teaches all Rune spells associated with the Rune of Earth.

Arangorf Talker Listener

Arangorf was the draconic husband of Drolgard, who was a companion of the storm god Orlanth. Drolgard was the only god to learn the dragon language and she learnt it from Arangorf. The two became lovers but could not beget children, which saddened Drolgard but did not sadden Arangorf because he could make eggs with the Wondrous Mother of Many and did so frequently.

Arangorf and Drolgard undertook the Grand Quest of Talking and Listening where they visited the gods and tried to teach them the dragon language. Yelm listened, the uz gods listened and some new gods, who do not exist now, listened also. But Orlanth would not listen, and stoppered his ears with storm clouds, which saddened Drolgard for she regarded Orlanth as a brother.

When all the gods had listened, Arangorf slept; this allowed Drolgard to go and speak to Orlanth when he finally called upon her to learn the dragon language. He had slain Sh'kaharzeel and Aroka but now knew he had to make peace with the dragons and learn their tongue. Drolgard explained to Orlanth what he had to do when Arangorf awoke and warned him not to fight, because Arangorf would test him. Orlanth agreed, because he wanted peace, and when Arangorf came and destroyed his stead, eating and drinking everything, Orlanth did not become angry and learned the dragon language through listening and dance.

Through this action humans could learn the dragon tongue if they were prepared to split their minds and tongues, which most do not want to do. Obduran the Flyer was the first, taught by Arangorf and Drolgard, and then others followed. Thus was draconic enlightenment brought to humans -- all because Orlanth chose to listen and dance instead of fight.

The cult of Arangorf thus focuses on communication. Its belief is that Auld Wyrnish awakens the inner dragon in every creature and brings them to the notice



of the Cosmic Dragon. Auld Wyrnish has no written form but can be spoken and danced, so that is what the cult of Arangorf teaches: the Three Dances.

Members

Noble dragonewts. As the only stage participating in communication with other species, the cult is closed to Crested and Beaked dragonewts.

Skills

Basic Skills

Evaluate, Influence, Lore (World)

Advanced Skills

Draconic Mysticism, Language (Auld Wyrnish), Language (Specific Human Tongue), Lore (Arangorf Theology), Lore (Draconic Theology), Teach Auld Wyrnish

New Advanced Skill: Teach Auld Wyrnish (INT)

The dragonewt can teach Auld Wyrnish to dragonewts and other species. For every 10 points of the dragonewt's Teach Auld Wyrnish skill, the student gains 1D6 points of Language (Auld Wyrnish). The student must study with the dragonewt for 6 weeks for every 1D6 points learned. The student must also be prepared to split both mind and tongue to truly learn the language. This is accomplished by sacrificing 1 point of the POW Characteristic in the form of the Splitting Ritual. Splitting mind and tongue means the student can become fluent in Auld Wyrnish. If the student does not undergo the splitting, he can never learn more than 25% in the language.

True Dragon Dances

The cult teaches three separate dances: The Dance of Learning, the Dance of Listening and the Dance of Talking. Performing a dance correctly takes one minute and confers a bonus to a particular skill. The bonus is +40 for a critical success and +20 for a standard success. Failure results in no bonus and a fumble reduces the skill by -20.

The Dance of Learning: a simple dance involving chants and a zigzag movement of the feet mirrored by identical hand movements. The dance recalls the way Drolgard learned the draconic tongue from Arangorf. A successful dance provides a bonus to any non-combat skill of the dragonewt's choosing. The skill to be augmented must be specified in advance.

The Dance of Listening: a solemn dance that involves pressing the ears to the ground and a series of squat-thrusts that recall how Arangorf had to strain to understand Drolgard's first attempts to speak the draconic language. A successful dance provides a bonus to the Perception skill for the purposes of listening, or a bonus to any non-draconic Language skill for the purposes of understanding it. The skill to be augmented must be specified in advance.

The Dance of Talking: a lively dance of capering, high-kneed movements in an ever tighter spiral. It recalls the way Arangorf had to concentrate on teaching Auld Wyrnish to Orlanth. A successful dance provides a bonus to the Teach Auld Wyrnish skill.

Rune Magic

The cult teaches all spells associated with the Runes of Communication, Man and Mastery.

Aroka

Also known as the Imperial Fountain of Peace, Aroka is a water dragon who inhabits the seas and rivers of Glorantha, controlling their currents and tides. Aroka was slain by Orlanth when the storm god was on his dragon-killing frenzy, and its skeleton placed in the sky where it forms the stars known as Orlanth's ring.

But Aroka's spirit was not vanquished and it still controls the waters of the world in defiance of Orlanth's actions. In Kralorela the dragonewts do not believe Aroka was killed at all and that it created a dream dragon -- which is what Orlanth slew. There may or may not be truth to this myth, but Aroka is venerated across Kralorela, particularly in Fanzai, where it is deemed the keeper of the waters of life.

The cult teaches the importance of water, which is a source for all life, and was created as the first cut of

the Grand Ancestral Dragon's first utuma. Water is thus sacred to the cult, and it features in every ritual and dance. It is considered the blood of the Grand Ancestral Dragon and Aroka is its custodian, ensuring that Orxili and the Oozing Chaos cannot pollute the world. The cult of Aroka is thus one of purity in mind, body and spirit, focused on maintaining a draconic path of pure being.

Members

All dragonewt stages.

Skills

Basic Skills

Evaluate, Persistence, Stealth

Advanced Skills

Draconic Mysticism, Lore (Aroka Theology), Lore (Draconic Theology), Lore (Water)

True Dragon Dances

The cult of Aroka teaches the **Dance of the Eternal Fountain** which recalls the first utuma of the Grand Ancestral Dragon and describes how the waters of Glorantha came into being. The dance is a complex mixture of juggling and deft footwork around four bowls of water that cannot be touched or allowed to spill. When the dance is completed successfully, the dragonewt channels the power of Aroka through its own being, and is able to both breathe underwater and swim perfectly, for a number of rounds equal to its POW Characteristic.

Rune Magic

The cult teaches all Rune spells related to the Rune of Water.

The Earth Dragon Way

Earth Dragon is brother to Adamantine Truth Redoubtful, but plays no part in the guardianship of

the world. His place is to guard the goddess Asrelia, whom he saved from death and now protects deep in the halls of Dame Darkness where Asrelia can distribute her gifts to the surface without fear of harm. As brother to Adamantine Truth Redoubtful it is believed Earth Dragon shares the same secrets of the underground and would rise-up with his brother if the world was threatened.

The Earth Dragon cult is not widespread amongst dragonewts, but where it is present, it seems to appeal mostly to Beaked dragonewts who are drawn to the ideas of draconic protection and see Earth Dragon as a symbol of honour, integrity and debts repaid. Members of the cult quite frequently go out of their way to find someone or something to protect – whether that person or thing requires protection or not. The choice of whom or what to guard is completely arbitrary and based largely on how the dragonewt feels. Once protection is decided upon, the Earth Dragon cultist is prepared to lay down its life in pursuit of its protection.

Members

Beaked dragonewts, some Nobles.

Skills

Basic Skills

Dodge, Throwing, Unarmed, 1H Sword (klanth), Shield (Qua)*

**See Players Guide to Glorantha, page 82*

Advanced Skills

Draconic Mysticism, Martial Arts, Survival, Tracking, Lore (Earth Dragon Theology)

True Dragon Dances

The Comforting Embrace. This dance requires a partner and it is usually the object of the dragonewt's protection. The partner does not need to move; indeed, it is safer not to. The dragonewt performs a whirling, twisting dance, often with drawn klanth, around the partner, establishing the Circle of Protection that binds the Earth Dragon to Asrelia and is recalled in the dance. Successfully performing the dance establishes

a psychic bond between protector and protected; the dragonewt immediately senses any threats about to be made against the object of protection, whether the threats are mere thoughts or actual, physical deeds.

Rune Magic

None taught.

Empire of Wisdom

The cult of the Empire of Wisdom worships the Inner Dragon, sometimes thought to be Arangorf, whom all dragonewts must learn to trust and become One with if they are to attain True Dragonhood. This is accomplished through mastery of the Six Treasures: mastery of actions; restraint of passion; discontinuance of appointed works; indifference to heat and cold, light and dark, success and failure and all other pairs of opposites; concentration of the mind; and faith in the teachings of the Cosmic Dragon. The Six Treasures are accomplished through dedication to the cult of the Empire of Wisdom, bringing new members to its ranks, personal dedication and continual Right Action, and the rejection of all interactions with those who do not embrace draconic ideals.

The cult is opposed to all non-draconic materialism, which restrains wisdom, is a product of Time, and is a manifestation of Orxili. Only things made by dragonewts – and more importantly, dragonewts within the Empire of Wisdom – can be safely handled and have any true worth. Cult members are forbidden to accept any gifts or hospitality from non-dragonewts. It is a widespread cult, especially in Ormsland, where traditional dragonewt practices are still very much in evidence despite the presence of the EWF.

The Inner Dragon's identity is a source of constant debate. Some claim it is Arangorf, as postulated by Obduran the Flyer in his various meditations on the Orlanth Dragonfriend Revelation. Others believe that the Inner Dragon is the spirit of the Grand Ancestral Dragon, which was committed to the Inside of the Cosmic Egg after the first utuma and keeps Orxili and Oozing Chaos at bay through the teachings and revelations of the Empire of Wisdom.

Despite the somewhat xenophobic nature of the cult, the Empire of Wisdom is not opposed to the EWF Great Dragon Project. It is believed that the Great Dragon to Be is entirely possible and is the physical and spiritual manifestation of the Inner Dragon. Thus, in limited ways the Empire of Wisdom supports the work of the EWF and considers it part of the true draconic path.

Members

All dragonewt stages. The cult primarily appeals to Crested and Noble dragonewts.

Skills

Basic Skills

Lore (World), Perception, Sing

Advanced Skills

Draconic Mysticism, Craft (Dragon bone), Dance, Language (Auld Wyrnish), Lore (Draconic Theology), Lore (Draconic Wisdom)

True Dragon Dances

Each stage learns its own dance. Crested dragonewts learn The Six Enlightened Steps; Beaked dragonewts learn The Six Enlightened Cuts, and Noble dragonewts learn The Six Enlightened Words. Each dance is meant to offer insight into the Inner Dragon and take from that insight the wisdom that comes with True Dragonhood.

Performing a dance correctly takes one minute and confers a bonus to a particular skill. The bonus is +40 for a critical success and +20 for a standard success. Failure results in no bonus and a fumble reduces the skill by -20.

The Six Enlightened Steps. A slow, revolving dance of six steps in either direction, then repeated in reverse; this recalls the dismemberment of Orxili and the creation of the world. A successful dance augments the Right Action Skill.

The Six Enlightened Cuts. A fast, whirling dance with six precise cuts made in the air with a klanth; this dance channels the energy of the Inner Dragon and boosts the dragonewt's klanth skill percentage by +40 for a critical success and +20 for a standard success. Failure results in no bonus and a fumble reduces the skill by -20.

The Six Enlightened Words. Another slow, revolving dance with complex arm gestures; the dance of Six Enlightened Words, if successful, allows the dragonewt to immediately understand any subtext in something it is being told, and to immediately detect any lies, falsehood or illusions (even magical ones). The imperial wisdom of the Inner Dragon is channelled to break down all barriers to reality and dispel deliberate obfuscations. The Perception Skill is augmented, as outlined above.

Rune Magic

The cult teaches all spells associated with the Runes of Illusion, Infinity, Magic, Mastery and Truth.

Golden Sun Dragon

With the reappearance of the Golden Sun Dragon in Dara Happa, there has been a big resurgence in its worship, centred on the city of New Gold Dream, but also with sects appearing in Ormsland and Dragon's Eye.

The cult believes that the Golden Sun Dragon represents absolute true, solar enlightenment. It embodies both the wisdom and knowledge of Yelm, whom the Golden Sun Dragon has advised since the God Time, and also the very secrets of the sun itself, which were whispered to it by the Cosmic Dragon as it meditated after defeating Orxili.

The cult also believes that the Golden Sun Dragon signifies a great and wonderful rebirth – either of the Great Dragon to Be, but also a rebirth of all sundered dragonewts who have, in some way, fallen from the draconic path. Thus, the cult is of particular interest to sundered dragonewts and they are welcomed to its ranks.

The priests of the Golden Sun Dragon cult spend a great deal of time attempting to engage the dragon in direct dialogue, seeking its wisdom and guidance. So far the Golden Sun Dragon has kept its own counsel despite an almost constant stream of prayers and petitions rising up from New Gold Dream at the rising and setting of every sun.

Naturally enough the cult of the Golden Sun Dragon sees the dragon's presence as the ultimate symbol of draconic dominance in Dara Happa. The priests reason that even Yelm the Sun Emperor must understand that a new draconic age is being born, otherwise the Golden Sun Dragon could not have been allowed to manifest. Just as the Orlanthi have undergone draconic revelation, so too must the solar worshippers. Thus, the cult is filled with proselytizers who eagerly await the first words of the Sun Dragon and its commands to build a new draconic empire in the lands of Dara Happa.

Members

All stages of dragonewt, sundered dragonewts, human converts.

Skills

Basic Skills

Evaluate, Influence, Sleight

Advanced Skills

Courtesy, Draconic Mysticism, Dance, Lore (Golden Sun Dragon Theology), Lore (Yelm Theology), Play Instrument (Harp)

True Dragon Dances

The cult teaches the **Sun Rise and Setting** dance, which recalls how the Golden Sun Dragon drew Yelm back into the sky when he was returned from Hell by the Lightbringers. The dance is solemn and consists of slow, ponderous steps while carrying a blazing brand. Successfully completing the dance increases the Influence or Courtesy skills by +40 for a critical success and +20 for a standard success. Failure results in no bonus and a fumble reduces the skill by -20. The dragonewt must stipulate which skill is being augmented before commencing the dance.

Rune Magic

The cult teaches all Rune spells relating to the Runes of Fire and Light.

Green Scaled Father

The Green Dragon did two things. First, it flew around the world, purging it with cleansing flame to rid it of taint. Next, it slept at a place called Hrelar Amali where it knew Flamal Father Seed would take root and reclothe the world.

As Flamal Seedfather grew the Green Dragon whispered to him the OUROBOROS mantra so that he would understand that all things move in cycles. Next he explained the process of utuma so that Flamal would understand the process of death and rebirth, and teach it to the plants that would clothe the world. Finally, the Green Dragon used its coils to create the First Garden where Flamal could produce the first shoots and begin the clothing of the world.

As Flamal Seedfather grew he talked to the Green Dragon and learned draconic wisdom. He copied the pattern of the Green Dragon's scales, that is why trees have bark like a dragon's hide, and he made most plants green like the Green Dragon because it was pleasing. When Flamal was fully grown the Green Dragon flew to a place a little way from First Garden and settled there to rest, and that is how the Halkiv Mountains came into being.

That was the Green Dragon's only mistake. While he slept the Great Darkness crept over the earth and the hungry troll god Zorak Zoran came to First Garden and ate his way into Flamal's roots, leading to his death. The Green Dragon does not know about this yet, for he sleeps still, but when he awakes he will be angry with Zorak Zoran and might eat him in punishment.

The cult of Green Scaled Father venerates the Green Dragon as the one who nurtured nature. It proposes that draconic wisdom is inherent in all plants because they follow a cycle of life, death and rebirth, and, like the dragonewts, have been here since the dawn of the world. But this is not a cult that creates farmers and

growers, for that is not the dragonewt way. The cult's purpose is to awaken Green Scaled Father, either as part of the Great Dragon to Be or as a single entity, so that he can remake First Garden and take revenge on those who ate Flamal.

The cult is popular in Contemplative Rest, Teleos and the Kralori colonies. Its members believe in reaching accord with the aldryami and offering them the same wisdom Green Scaled Father offered to Flamal. Yet the way dragonewts go about such things is not always understandable to the elves, and so the message is often lost.

The cult appeals to Crested and Noble dragonewts, but Beaked may not join. The wearing of green and brown is mandatory, either in the form of skin dyes or plants woven around the body. It is common to see Crested members of the cult whispering to plants and trees as they try to replicate the actions of the Green Dragon, whilst others, especially Nobles, undertake quests far from their nests to try to awaken Green Scaled Father from his slumber.

The cult does not like trolls, whom they blame for wrecking the Green Age.

Members

Crested and Noble dragonewts

Skills

Basic Skills

Lore (Plant)

Advanced Skills

Draconic Mysticism, Lore (Green Dragon Theology)

True Dragon Dances

The cult teaches **Root Dancing**. Its steps mimic the growing of a plant from a seed into a blossoming tree, and it takes two minutes to perform. A successful dance temporarily increases the dragonewt's SIZ by 2 for ten minutes.

Rune Magic

The cult teaches all Rune spells associated with the Plant and Fertility Runes.

Night Dragon

Night Dragon, also known as the Black Dragon, went to Dame Darkness to teach her the wisdom of the Cosmic Dragon and found her a willing student. Together they fought against the Oozing Chaos that still seeks to steal the world and showed her that all things can be eaten. Next, the Night Dragon taught the children of Darkness certain secrets of darkness that would help them fight Chaos and showed Zorak Zoran where Death was hidden so that he might avoid it.

When the sun died and went to Hell, Night Dragon drew upon the powers of Darkness to rise up and fight the Chaos creatures that sought to steal the world again. The Black Dragon battled with many Chaos gods and destroyed many of them. It fought with Krarsht and banished her to the depths of the earth; he buried her so deeply that only her children can find their way out. Next, Night Dragon fought with Mallia and stole from her the secrets of infection, thus ensuring that all dragon kin would resist her diseases.

When Night Dragon faced Storm Bull it thought it was another Chaos god and prepared to kill him, but saw that Storm Bull was not afraid and realised that he was no creature from the Ooze. And so they took to travelling for a while, killing Chaos, and making the world shake with their mighty roars.

When the Light Bringers went into Hell to bring back the sun, Night Dragon watched them from afar and kept various monsters at bay. It knew that Orlanth had killed its brothers, Sh'kaharzeel and Aroka, and so knew that the secret of Death was no longer hidden. Night Dragon went to Eurmial and punished him with whips from its tail, because Eurmial had followed the Black Dragon when it showed Zorak Zoran how to evade Death and had then stolen Death to give to Orlanth.

When the Light Bringers returned the sun to the sky, Night Dragon knew its time to sleep was at hand, and it dozed while the Great Compromise was made.



Dragonewt cults

Then it slept, and its body merged with the earth. Night Dragon's dream dragons roam freely in the Underworld, hunting Krarshtkids and other Chaos monsters to kill them.

The cult of Night Dragon is the closest dragonewts come to having an anti-Chaos cult. Only Beaked and Noble dragonewts join the cult because they are strong enough to fight Chaos and see tricks when they are being played. Its members are friendly with all trolls and Night Dragon Noble priests are selected to speak with the uz on almost all matters. Cult members are taught Darktongue, which is a language easy for dragonewts to learn because it relies on many non-verbal components, not unlike Auld Wyrnish.

Beaked dragonewts like to hunt and kill Chaos, thus recalling the great crusades of Night Dragon during the Greater Darkness. They are taught to recognise the signs of Chaos, even when hidden, and that Storm Bull and Zorak Zoran are friends and allies; it is not uncommon for a Beaked member of the Night Dragon cult to join with members of the cults of either god when out hunting Chaos.

The cult welcomes the Great Dragon to Be because it sees this as a way of defeating Chaos once and for all. The world can be remade to exclude it completely, and the cult believes that Night Dragon will awake to form either the claws of the Great Dragon or its breath, ready to cleanse the world of Chaos taint.

Members

Beaked and Noble dragonewts.

Skills

Basic Skills

Athletics, Dodge, 1H Sword (klanth and gami), Shield (Qua)

Advanced Skills

Draconic Mysticism, Language (Darktongue), Lore (Night Dragon)

True Dragon Dances

The **Black Waltz** is taught by the cult. It is a rapid, linear dance with quick steps and aggressive movements accompanied by a rhythmic chanting in either Auld Wyrnish or Darktongue. A successful dance allows the dragonewt to immediately identify any signs of Chaos or its passing in a 10 metre radius.

Rune Magic

None taught.

One Closed Eye

While the first True Dragons went forth to teach the gods, one dragon with many eyes settled itself in the centre of the world to keep watch for the intrusions of Orxili and Chaos. So that it could sleep as well as keep watch, the dragon only closed one of its eyes and kept all others open in vigilant dedication.

The dragon became known as All Eyes Open But One and as it watched and slept, it learnt many things and saw all that went on in the world. It meditated on

everything it saw, and asked the Cosmic Dragon many questions. The answers it received allowed it to become the wisest of the True Dragons; many gods came to it with problems that needed solving. The Storm God Orlanth sought its help after slaying the sun; Genert, in need of a councillor who could be truly relied upon, came and befriended All Eyes Open But One and so benefited the most from the dragon's wisdom.

When Time began All Eyes Open But One knew that it had seen all it needed to see, and so created FutureQuesting so that it might escape the bindings of the Great Compromise and see what would be to come. It allowed the world to shift and grow over its vast bulk, and that is how the Nidan Mountains were formed, and why there are so many lakes and caves within them: each are the eyes of the True Dragon beneath.

All Eyes Open But One is not sleeping but FutureQuesting. It sees all but needs to see beyond Time so that its wisdom is complete.

The cult of One Closed Eye is the preserve of Noble dragonewts. It is a cult of scholars and seekers of knowledge, which they do not write down but commit to memory just as All Eyes Open But One remembers everything it sees and hears. The cults members act as advisers to Ruler dragonewts and Inhuman Kings, and are often called upon by the EWF Guiding Council for advice on matters that may not be even remotely dragonewtish in nature.

Every year the Great Sharing, which recalls All Eyes Open But One and Genert's friendship, takes place at Dragon's Eye where all the priests of the cult gather to share the new knowledge and secrets they have gained. The Great Sharing takes a week and no one from outside the cult is allowed entry to the Sharing Hall. Guards from the Earth Dragon cult ensure eavesdroppers are ejected, and even the Inhuman King remains distant, although a representative of the cult makes a presentation to the Inhuman King at the end of the Great Sharing.

Cult members are thus hugely inquisitive. They scrutinise everything, question everything, and, often infuriatingly, offer suggestions as to how something can be improved. They are usually not wrong.

The cult of One Closed Eye has started to have misgivings about the EWF and the Great Dragon Project. The highest priests claim to have defined flaws in the plan but have discussed these flaws only with the Inhuman Kings.

Members

Noble dragonewts only.

Skills

Basic Skills

All skills are taught.

Advanced Skills

Draconic Mysticism, all Lores, all Languages.

True Dragon Dances

The cult teaches the **Learning Seeing Dance**. It is a slow march performed in a circle around whatever is being studied, no matter how large. If what is being studied is intangible, the dragonewt rune is drawn on the floor and that represents the object of study. Upon completing the dance successfully, the dancer has committed every aspect of the object of study to memory and will be able to recall every detail about it, perfectly, in the future without any need for a skill test of any kind.

Rune Magic

No Rune Magic is taught or used, but all Runes are learned.

Sh'kaharzeel

First born of the True Dragons, Sh'kaharzeel is considered the most perfect example of True Dragonhood: proud, arrogant, carefree, hungry, and aggressive. When some of the gods refused to listen to the teachings and wisdom of the Cosmic Dragon, Sh'kaharzeel knew then that gods were destined to be tenants of the world and not its perpetual rulers. Their vanity and frailty led to pointless battles that unleashed all manner of avoidable woes.

Sh'kaharzeel did not care for gods and decided they must be challenged. It challenged them in countless ways: through tricks and ruses, through cunning riddles and malicious gossip, and, of course, with open aggression.

When it challenged Orlanth over the way the world looked, the two battled across Dragon Pass until Orlanth drew Death and slew Sh'harkazeel, making its bones into the Rockwood Mountains and casting its soul into the sky. Being a True Dragon, losing a physical body is of little concern to Sh'kaharzeel. It has retreated to the temple of the Grand Ancestral Dragon and forged a new one that will be reborn from the bones of the old at some appointed time.

Is that time at hand? The cult of Sh'kaharzeel believes so, and that the First Dragon will form the spine and skull of the Great Dragon to Be. It is clear that Sh'kaharzeel was right to challenge gods even if it meant being killed by one, because one by one, all gods are being proved to have draconic aspects, even Orlanth, who denied it.



Sh'kaharzeel's cult maintains the tradition of challenging gods. Its members seek to awaken the inner dragon of every other religion and faith. This makes them natural counterparts to the zealotry of the EWF and the natural enemies of the Old Ways traditionalists. The cult merges traditional draconic veneration with the younger, less orthodox philosophies of human draconic veneration. Its members are fervent believers in dragon supremacy and ready to either convert or cleanse (with scouring flame) those too stubborn to heed the message. The cult looks to the west and the Golden Sun Dragon of Dara Happa as proof positive that the True Dragons are the real builders of empires. Sh'kaharzeel might have been killed, but it will arise as an integral part of the New Dragon Empire which will move Glorantha forward to a new dawn of pure draconic philosophy. The tenancy of gods is nearing its expiry.

The cult of Sh'kaharzeel is open to all stages of dragonewt and is particularly attractive to Beaked dragonewts. Its members are typically arrogant, ruthless, zealous – even more so than the Empire of Wisdom – and bent on dragons taking over the world. The cult appeals to many sundered dragonewts who seek a return to the draconic path, and there are countless small sects of Sh'kaharzeel scattered across the Dragon Pass sundered colonies.

Orlanthi (draconised or not) are treated as ritual accoutrements; although they might have seen the true draconic light, they are simply atoning for their god's previous arrogance – and only a god in denial of his true inner dragon would make his followers do his own penance. Whenever Orlanthi (draconised or not), point out that Orlanth learned Auld Wyrnism from Arangorf, Beaked dragonewts of Sh'kaharzeel's cult are quick to remark that, had Orlanth truly embraced his inner dragon, he would have restored Sh'kaharzeel to life and fought him again, but this time without the accursed weapon known as Death.

Tailed Priests and Rulers simply cannot understand what point it is the draconised Orlanthi are trying to make.

Members

All dragonewt stages

Skills

Basic Skills

Perception, Resilience, 1H Sword (klanth), 1H Sword (gami), 2H Spear (drazduma)*, Bow (draconic long bow)*

**See page 81 of the Players Guide to Glorantha*

Advanced Skills

Craft (Dragon bone), Draconic Mysticism, Lore (Sh'kaharzeel Theology), Martial Arts

True Dragon Dances

The cult teaches **Sh'kaharzeel's Seven Steps**, the dance Sh'kaharzeel performed before entering into battle with Orlanth. It is a whirling aggressive dance with seven precise steps conducted in a fast interplay of feet designed to confuse the enemy. Successfully completing the dance increases either a dragonewt weapon skill, Dodge or Resilience by +40 for a critical success and +20 for a standard success. Failure results in no bonus and a fumble reduces the skill by -20. The increase lasts for rounds equal to the dragonewt's critical True Dragon Dance range (*for example, a dragonewt with Sh'kaharzeel's Seven Steps at 48% would receive a skill improvement for 5 combat rounds: 48/10 and rounded up*).

Rune Magic

The cult teaches all spells associated with the Runes of Man, Mastery and Motion.

Wondrous Mother of Many

In her haste to mate and lay eggs the Wondrous Mother forgot to look after and nurture her immature children. Their path to dragonhood was thus stilted and they needed to develop their own path. But the Wondrous Mother, though neglectful, left behind the eggs so that dragonewts might be continually reborn, and left guidance in the shape of the Rulers and Dragonets who understand the Outside and what it means to be a dragon.

Wondrous Mother of Many mated far and wide and had no plan to her couplings. The first to mate with her was The Earth Dragon, who gave the gift of understanding the world. Next was the The Imperial Fountain of Peace who gave the gift of wisdom and peaceful conduct. Third was The Mover of the Heavens, who gave the gift of fighting. The others followed in no particular order and mated many, many times so that Dragon Pass was awash with eggs. Then Wondrous Mother flew east to the Kralori lands, where she mated thrice with The Sun Dragon before he went to live in the Sun God's court.

None, not even the priests of One Eye Closed, know what happened to the Wondrous Mother of Many after her matings were finished. It is possible she has found somewhere to sleep after her exertions, in preparation for a great awakening where she will mate with the Great Dragon to Be, and thus produce a new and more mature race of dragonewts who will reach True Dragonhood with fewer trials and fewer rebirths. This is the hope of her cult, which believes fervently that she will return and nurture her children and create more that are closer to the draconic ideal.

The cult of the Wondrous Mother is widespread but has fewer members than the other cults. Dragonewts have difficulty understanding the concept of parentage and it is thus easier to cleave to a cult where the guidance and ways of dragonhood are clearly defined. The cult of the Wondrous Mother believes that each nest and city reflects the nature of the True Dragon the Wondrous Mother mated with, but also that most nests contain eggs mixed from different matings. It is thus difficult to arrive at a single definition of dragonewt character. When the Wondrous Mother returns and mates again, most likely with the Great Dragon to Be, all dragonewts will be reborn once more but all as Inhuman Kings, whilst the Inhuman Kings will immediately be transformed into True Dragons. In this way will dragonewts and dragons return to pre-eminence in the world. All subsequent eggs will produce Inhuman Kings and even humans will have the opportunity to be reborn from eggs, but will emerge as Crested dragonewts, so they can begin the cycle of draconic maturity from the very same beginnings as all existing dragonewts.

These beliefs are met with excitement and trepidation in equal measure amongst the wyrmfriends. There is excitement that the Wondrous Mother may return to bring forth a rebirth, but the idea of humans being reborn as dragonewts is not universally welcomed. The EWF ideal is that all will form part of the Great Dragon and become dragons, without the need for the tedious cycle of rebirth.

Members

All dragonewt stages.

Skills

Basic Skills

Evaluate, Lore (Animal), Lore (World)

Advanced Skills

Artistic Expression, Courtesy, Dance, Draconic Mysticism, Lore (Wondrous Mother Theology)

True Dragon Dances

The cult teaches **The Mating Dance**, an unusual dance that recalls the mating rituals of the True Dragons but has no equivalent to any mundane mating practices. It is a howling, shrieking dance that appears to involve a degree of self flagellation or other self harm, followed by complete exhaustion, even though the dance takes no more than a minute to complete. A successful dance results in a magical shell, much like the birth egg, forming around the dragonewt. The egg offers armour protection to all hit locations equal to the dragonewt's critical score in the Mating Dance. The egg moves with the dragonewt, and is opaque, thus giving the appearance of a self-propelled egg drifting upright. The egg lasts for a number of rounds equal to the dragonewt's POW and, as the effect dissipates, the dragonewt is symbolically reborn, cracking through the shell refreshed and completely healed of any physical damage it may have sustained.

Rune Magic

The cult teaches all Rune spells related to the Harmony, Spirit and Stasis Runes.

DRAGONEW T M A G I C

The Empire of Wyrms' Friends would never have reached the heights of magical mastery it has currently achieved had it not been for dragonewts. The dragonewts schooled the Original Twelve in the mysteries of draconic magic and continue to educate other wyrmfriends as allies of the Empire and in readiness for the Great Dragon to Come.

Dragonewts are innately magical beings. One thing the God Learners have deduced correctly is that dragonewts are born with a natural capacity for magic that is beyond human limitations. Whereas humans must petition gods for magic, dragonewts must simply master its ways. Whereas runes must be sought and integrated, dragonewts simply need to learn to control what they already know. Rather than progressing through learning more magic, dragonewts must forget some of it to advance to the next stage of their development.

Magical Development

Crested dragonewts are unprepared for the innate majesty of Dragon Magic and must learn to control their base instincts before being ready for the challenge as Beaked dragonewts. As part of this, the trial of Orxilius, Crested dragonewts may only learn Rune Magic and, once they have been reborn as the next stage, they must forget everything they knew about it.

The higher stages know Dragon Magic. They do not learn it; they are reborn to it. A Beaked dragonewt emerges from its egg with an array of known effects with which it becomes more proficient. When it is reborn as a Noble, it is reborn with additional effects, and so forth. Dragonewt effects are not spells, but are sufficiently like them in effect to warrant the name. Humans can learn the effects too, but must struggle to do so, as described on page 26 of *Magic of Glorantha*. For them, Dragon Magic is certainly spell-like in nature, requiring rituals for activation that are unnecessary for dragonewts.

Ruler dragonewts and Dragonets are reborn with far more potent powers. Their very dreams interact with reality and they are capable of fabulous acts of creation and destruction simply by dreaming it. Exercising such power is rare indeed; it saps precious reserves of energy needed to HeroQuest, FutureQuest and attain True Dragonhood. In this chapter these powers are sketched, rather than fully described.

Like Dragonspeakers, dragonewts who use their magic risk Losing the Path as outlined on page 27 of *Magic of Glorantha*. This applies to both Rune Magic and Dragon Magic. All dragonewts are born with the Draconic Illumination skill, again described on page 27 of *Magic of Glorantha*. Any dragonewt that diminishes its Draconic Illumination skill to equal to, or less than, its base Characteristic-derived value loses the draconic path completely and is unable to reincarnate. Dragonewts suffering this fate have clearly lost the true essence of their being and are doomed to mortality, becoming exiles from their nests and cities. Using magic attracts impurity, and, because the path to perfection is all-important, magic is used sparingly and usually with great deliberation. A dragonewt would rather risk its skin and be reborn closer to its next stage than rely on magic to secure a victory that would impede its spiritual progress. And, whilst the members of the EWF, the Wyrms' Talon Disciples and Wyrms' Hand Triumphants might revel in their power, dragonewts are ever cautious of it.

Crested Dragonewts – Rune Magic

Every Crested dragonewt is born with three runes already integrated into its being. These runes are determined randomly but always include the Dragonewt rune. Roll twice on the adjacent table to determine the additional runes the dragonewt knows. The Runecasting skill for each rune, including the Dragonewt rune, begins at the starting value of POW+CHA and improves with experience exactly as for any other practitioner. Crested dragonewts

gain the runic power associated with the runes they know exactly as if they had integrated them, as per the guidance on page 63 of *RuneQuest*.

For each rune known the dragonewt knows one spell, castable at that rune's Runecasting skill value. Crested dragonewts do not seek new spells to learn because ultimately their Rune Magic is to be forgotten. Instead they focus on mastering the runes they are born with; they aim to achieve mastery of each rune. In game terms this means reaching a minimum of 90% for each rune, although it is quite possible for the dragonewt to reincarnate at the next stage before it has achieved such mastery.

Crested Stage Runes Known

D20	Rune	Spells Available
1	Air	Extinguish
2	Beast	Bestial Enhancement, Strength, Vigour
3	Chaos	Skybolt
4	Darkness	Darkwall
5	Disorder	Babel (Communication), Befuddle (Man or Beast), Demoralise, Disruption
6	Earth	Protection
7	Fire	Firearrow, Fireblade, Ignite
8	Harmony	Glamour
9	Illusion	Shimmer
10	Infinity	Multimissile
11	Law	Fanaticism
12	Magic	Countermagic, Countermagic Shield (Stasis), Dispel Magic (Disorder)
13	Mastery	Determine Right Action*, Thunder's Voice
14	Motion	Co-ordination, Mobility, Slow, Speedart
15	Plant	Clear Path
16	Spirit	Second Sight, Spirit Bane (Earth), Spirit Screen
17	Stasis	Pierce
18	Truth	Detect X, Determine Right Action*, Oath of Ordeal
19	Water	Water Breath
20	Reroll	

*New spell.

New Rune Spell – Determine Right Action

Casting Time Variable, Duration Instant, Magnitude 1, Progressive

The dragonewt gazes deeply into the depths of its soul to discover how to act correctly. It becomes immobile and unresponsive, as though a living statue.

This spell guides a dragonewt to determine whether a course of action is Right Action or Wrong Action. Each level of Magnitude temporarily boosts the dragonewt's Right Action skill by 20%. The casting time depends on the Magnitude of the spell. A 1 point casting takes one combat round. A 2 point casting takes one minute. A 3 point casting takes one hour, and a 4 point casting takes one day. Every point thereafter adds a further day to the meditation.

At the end of the casting period the dragonewt makes a Draconic Illumination test. If successful it has determined that the course of action it has meditated upon constitutes Right Action and can fully justify its outcomes. If the Draconic Illumination test fails, the dragonewt misinterprets the visions of the meditation and incurs Wrong Action if it follows the course it has been contemplating. In this case the Right Action skill is reduced by the spell's Magnitude as the dragonewt Loses the Path. This is in addition to any penalty incurred as a result of rolling a critical success when casting the spell.

Dragon Magic

Beaked dragonewts and higher stages are reborn with the innate ability to work draconic effects. As previously noted, these are abilities the dragonewt is reborn with, not spells that are learned, although the spells taught to the EWF are derived from these specific dragonewt effects.

When a dragonewt first transforms to the Beaked stage, it is born with a handful of effects already known. With each Beaked reincarnation it attains more. When it is reborn as a Noble, it retains the knowledge of all the effects from its Beaked incarnation, plus a handful of additional effects to which more are added with each reincarnation.

Ruler dragonewts are born knowing *all* the effects of both Beaked and Noble stages. In addition they have access to Ancestor Magic, which is the more potent, dream-state magic mentioned earlier.

All known draconic effects begin at the value of the dragonewt's Draconic Insight skill and improve as this skill improves. Unlike Dragonspeaker magic, which is limited by the Dance or Martial Arts skills, dragonewts are subject to no such limitations. Dragon magic is their power and their realm. The effects taught to Dragonspeaker cultists as spells have been secretly manipulated to make their power dependent on dragon emulation – something dragonewts do not even need to consider.

Dragonewts that are outside the draconic cycle still retain the effects they know; however, since they no longer reincarnate, new effects are not developed.

All dragonewts working Dragon Magic are subject to the effects of Losing the Path and Backlash, as detailed in *Magic of Glorantha*.

Beaked Dragonewts

When newly incarnated at the Beaked stage, the dragonewt has six effects determined randomly from the table below. Each new incarnation at the Beaked stage adds 1D6 effects. If an effect is rolled twice, re-roll or choose a new effect.

Beaked Stage Dragon Magic Known

D20	Effect
1	Become Draconic Wurm
2	Blood Alchemy
3	Bone Ridges
4	Bone Singing
5	Combat Meditation
6	Command Reptile
7	Deafening Cry
8	Disease Resistance
9	Dominate the Reptilian Mind
10	Draconic Strength
11	Dragon Claws
12	Dragon Growth*
13	Dragon Teeth
14	Eye Membranes
15	Fire Claws
16	Lesser Fire Resistance
17	Scaled Skin
18	Sight from the Marked Palms
19	Skeletal Strengthening
20	Summon Flame

Noble Dragonewts

When the Beaked dragonewt reincarnates as a Noble, or Tailed Priest, it retains all previous effects and gains three randomly determined Noble Dragon Magic Effects using the adjacent table. A further 1D4 effects are developed with each subsequent reincarnation to the Noble stage.

Noble Stage Effects Known

D20	Effect
1	Blood of Lava
2	Cold Blooded
3	Draconic Prescience
4	Draconic Regeneration
5	Dragon Flight
6	Earthquake
7	Flame Sight
8	Flay Soul
9	Incinerating Breath
10	Inspiration
11	Mystic Insight
12	Poison Resistance
13	Royal Grace
14	Sense Surface Thoughts
15	Skeletal Erosion
16	Summon Dragon's Fire
17	Summon Wraithfire
18	True Dragon Scale
19	Universal Deflection
20	Unseen Presence

Dragonewt Effect Traits & Descriptions

Dragonewt effects are described below. They are similar to the Dragon Magic spells detailed in *Magic of Glorantha* but have some important differences unique to dragonewts, which is why they are reproduced here. Even though these are innate effects, rather than spells, they are still defined by the typical traits used in *RuneQuest* magic. A description then follows describing the effect's precise effects.

Area (X): The effect's area of influence, in metres. Noble and Ruler dragonewts can increase the Area of the effect by 1 additional metre for every point of POW.

Casting Time (X): The effect takes the indicated number of Combat Actions to cast.

Concentration: As dragonewts possess these effects as a natural part of their being, no concentration is necessary to maintain the effect. Once cast, the dragonewt can freely engaged in other activities whilst the effect is in operation. To banish the effect, the dragonewt simply wills it.

Duration (X): The effect stays in place for the number of minutes indicated. Where Duration is noted as POW, this is the dragonewt's POW Characteristic in minutes.

Instant: The effects takes place instantly.

Magnitude (X): The strength and power of the effect. Also the minimum number of Magic Points required to cast it.

Permanent: The effect remains in place until dispelled or dismissed.

Progressive: This indicates that the effect can be learnt and cast at greater levels of Magnitude than the minimum Magic Point requirement. However, dragonewts rarely overpower effects since this depletes important energy necessary for progression along the draconic path.

Ranged: Ranged effects may be cast upon targets up to a maximum distance of the dragonewts POW x 10 in metres.

Resist: The target may make a Dodge, Persistence or Resilience test (as specified by the effect) in order to avoid the effect.

Touch: Touch effects require the dragonewt to actually touch his target for the effect to take effect. The dragonewt must remain in physical contact with the target for the effect's duration.

Trigger: Almost all dragonewt effects have this trait, as detailed below.

Triggered Effects

All dragonewts exist outside the usual strictures of Time. Crested and Beaked dragonewts perceive the passage of time as humans do, although they do not understand its importance. Noble and Ruler dragonewts are somewhat different and possess a degree of prescience as detailed on page 11. This enables them to prepare their effects far in advance of needing to use them. Upon rising from sleep or meditation,

a dragonewt has an understanding of what it might encounter that poses a threat or requires some form of magical intervention. Its effects are prepared so that they are ready to be triggered at the precise moment of need, so a dragonewt can activate its prepared effects in an instant. Almost all dragonewt effects possess the Trigger trait. A dragonewt goes through all the rituals pertinent to the effect but restrains the final actions, refraining from unleashing the effect. During the preparation time the basic parameters of the effect are decided, such as its Magnitude (if it is a Progressive effect).

The number of pre-prepared effects a dragonewt can store ready for triggering is not infinite. The total Magnitude of all prepared Dragon Magic effects may not exceed the dragonewt's POW Characteristic.

The Draconic Illumination casting test only occurs at the time the effect is released (and thus any modifiers at that time are applied). Equally, the targets of the effect are determined at the time of its release, along with expenditure of Magic Points. The trigger for effects performed in this manner is simply the dragonewt's desire. In other words, a single Combat Action (that can grant free attacks to adjacent enemies). However, any number of prepared effects may be released simultaneously in the same Combat Action.

This makes dragonewt magic very powerful -- even more powerful than the Dragon Magic of the wrymfriends. Indeed, Noble dragonewts are often perplexed at the way some Dragonspeakers revel in their own abilities; the spells they have been taught are diluted and codified forms of effects dragonewts take for granted.

Become Draconic Wurm

Adopt the Skin of the Lesser Draconic Being
Casting Time 5, Duration POW, Magnitude 4, Trigger

The dragonewt's body warps and shifts, swelling with muscle and developing thick scales, altering to become that of a serpentine beast.

The dragonewt wills its physical form into that of a forty-year-old wurm as detailed in *RuneQuest*. Whilst in wurm form, the dragonewt's skills are subsumed by its new form's skills, although all effects are retained. The dragonewt's INT, POW and CHA are unaffected.

Any use of the Become Draconic Wurm effect automatically results in the dragonewt losing one point of Draconic Illumination, in the same manner – and for the same reasons – as Losing the Way. If the effect casting test also results in the dragonewt Losing the Way, then two points of Draconic Illumination are lost.

Blood Alchemy (X)

Purify the Flawed Lifeblood

Casting Time 5, Magnitude Varies, Permanent, Touch

The water, once mixed with the mystic's blood, transmutes into a new colour. As the scent of the alchemical potion rises into the air, the magical fluid becomes warm to the touch.

The dragonewt calls upon his inner power to transmute a mixture of water and its own blood into an alchemical potion. The dragonewt must shed at least three drops into a standing body or container of water to initiate the effect. Depending on the nature of the alchemical substance the dragonewt wishes to create, it must consult the blood alchemy table.

All the concoctions listed in the blood alchemy table can be prepared by the same use of the effect, unlike the Dragonspeaker version, which requires separate Blood Alchemy variations. Note, however, that dragonewts never prepare poisons -- this option is not open to them. Indeed, they despise those wurmfriends who pervert the blood alchemy knowledge in such a way.

The dragonewt can alchemically transmute one handful of water per casting of the effect, which is enough for a single use. Once transmuted, these concoctions are commonly stored in vials either on the dragonewt's person or in its cult's temple – blood alchemy concoctions will remain potent indefinitely once created.

Blood of Lava

Concentrate the Lifeblood's Potency

Casting Time 5, Duration 10, Magnitude 4, Trigger

The dragonewt's skin flushes red with heat and its eyes leak tears of hissing, bubbling blood.

This effect transmutes the dragonewt's blood into burning hot fluid that renders it immune to non-magical heat and fire. The primary bonus of the effect is revealed in combat, when each injury inflicted against its flesh releases a hissing jet of steam and almost white-hot blood. Any successful attack on the dragonewt causes boiling blood to spray across any creature adjacent to the hit location struck. Hits to the Right Arm or Leg spray anyone adjacent to the dragonewt to its right, while hits to the Left Arm or Leg will spray anyone adjacent to left. Head, Torso and Abdomen hits spray forwards (unless, of course, the dragonewt is struck from behind).

Any creature caught in a blood spray suffers 2D4 magical heat damage to a random hit location (though a successful Resist (Dodge) test halves the damage).

Blood Alchemy

Alchemical Concoction	Magnitude	Effect
Healing – 'Dragon Blood'	Progressive	Heals one hit point of damage per point of Magnitude to a single hit location.
Rage – 'Dragon Bile'	3	Adds +30% to all Weapon skills for one hour, though drinker suffers a –30% penalty to all INT, CHA or POW-based skill tests for the period. Once the hour has elapsed, the drinker drops two Fatigue levels automatically.
Fate	1	+20% to all skill tests for the dragonewt's POW in minutes.
Regeneration	3	Restore a lost limb, as if the Divine Magic spell Regenerate had been cast upon it (including the time it takes to regrow the limb). This potion will not help a limb reattach – it can only regrow a limb.
Vitality	2	+50% to all Persistence and Resilience tests for the dragonewt's POW in minutes.
White Acid – 'Dragon Phlegm'	4	Creates acid that deals 2D6 damage to anything it hits. Dragon Phlegm is normally kept in glass vials and thrown at enemies (using the Throwing skill).



Bone Ridges

Manifest the Sign of Physical Evolution

Casting Time 5, Magnitude 3, Duration POW, Self, Trigger

The dragonewt's body grows bony protuberances, like knobbly bone spines and spikes extending from its knuckles, elbows, shoulders, kneecaps, chin, cheekbones and forehead.

The bony spines make getting a grip on the dragonewt in battle a difficult task to say the least. When making the Defender's Roll in a Grapple test, the dragonewt counts any success as a critical success, allowing it to riposte as it sees fit. When striking with the bony spurs that have bloomed on its knuckles, the dragonewt adds another dice to its Martial Arts or Unarmed strike. This latter bonus does not stack with the benefits gained from any magical claws.

Bone-Singing

Shape the Holy Weapons

Casting Time Special, Instant, Magnitude 4

The ritually-prepared dragon bones twist and extend, shaped by the mantras chanted by the dragonewt.

The dragonewt ritually prepares the relevant quantity of dragon or dinosaur bone, depending on what it wishes to create. A simple blessing is all that is traditionally required to bless dragon bone, though dragonewts always compose poems of thanks to the creature that died to provide this material. Through chants, songs or mantras, the dragonewt 'sings' the bone into a new shape, visualising the end result and willing the bone to alter to meet its desire.

This effect is cast throughout the process of creating the bone-crafted item, though it is normally cast by one dragonewt as another actually creates the item. The magic of bone-singing enables the dragon bone to be moulded and yet retain its resilience. It also speeds up the entire crafting process – it only takes half the normal time to create armour and weapons through bone-singing.

Actually constructing the bone-crafted item out of the shaped bone is a separate task. Dragon bone armour requires a Craft (Armourer) test, while klanths require a Craft (Weaponsmith) test. If the dragonewt is performing these tests itself (on top of maintaining the effect), it suffers a –40% penalty. On top of the normal base material costs, klanths also require 200 SP worth of obsidian pieces.

Cold-Blooded

Project the Draconic Nature

Area POW x2, Casting Time 10, Duration POW, Magnitude 2, Trigger

The dragonewt channels the draconic heart of the True Dragons. A cold sense of distance comes over the target and it completely dispenses with any emotion.

With this effect the dragonewt can deaden the emotions, and thus instincts, of those around it just as their own emotions can seem subdued to others. If the targets fail to resist the effect, the strength of their emotions is at the mercy of the dragonewt who can partially drain them or blank them out completely on a whim. Note that the dragonewt cannot add emotions – it can only deaden or remove those already present.

Combat Meditation

Heighten Battle's Devotion

Casting Time 5, Concentration, Duration POW, Magnitude 1, Trigger

The dragonewt's moves become even more fluid and graceful, representing the harmony of body and mind in his martial arts.

This effect increases all the dragonewt's combat skills by +5% for each Combat Round that the effect is maintained.

Command Reptile

Command the Lesser Reflections of Divinity

Casting Time 5, Duration POW, Magnitude 1, Ranged, Resist (Persistence), Trigger

With a momentary dullness in its slitted eyes, the dinosaur obeys the dragonewt's telepathic orders.

The dragonewts have an affinity with dinosaurs and other reptiles, reflecting a common ancestry. Command reptile allows the dragonewt to demand that the reptile or dinosaur obeys a single command. The order given must be one that the beast is able to carry out and finish immediately.

Once the command has been obeyed, the reptilian reverts back to its own will. If the creature fails to complete the task, it will only try again if the circumstances force it into acting, such as a failed attack provoking a group of adventurers into retaliation.

This effect only works on reptiles and does not function on dragons or wyrms. Wyverns gain a +50% bonus to their Persistence tests to resist this effect.

Deafening Cry

Shriek of the Earthbound Dragon

Area 10, Casting Time 5, Magnitude 2, Resist (Resilience), Trigger

The Dragon Mystic howls a dragon's roar up at the sky, threatening to puncture the eardrums of anyone nearby.

Any opponent within the area of the effect that fails the Resilience test loses Combat Actions equal to half the

dragonewt's POW and becomes prone. Additionally, whether a target passed the Resilience test or not, everyone in the area of effect suffers a -10% penalty on all Acrobatics and Perception tests for one hour, due to the angry ringing in their ears affecting their hearing and balance.

Disease Resistance

Purify the Mortal Shell

Casting Time 5, Duration 20+POW, Magnitude 1, Progressive, Touch, Trigger

The signs of disease on the subject lessen as his body displays a sudden surge of health. The only hint of supernatural energy at work is a fine sheen of pinkish sweat that covers the subject as his body warms up a few degrees.

Dragonewts prepare this effect for themselves and their allies who might fall prey to disease. A successful casting adds the effect's Magnitude x 20 to all Resilience tests to resist disease (or Magnitude x 10 if the disease is magical in nature).

Dominate the Reptilian Mind

Dominate the Lesser Reflections of Divinity

Casting Time 5, Magnitude 5, Ranged, Resist (Persistence), Trigger

As the dragonewt chants, the reptile ceases all voluntary actions, moving only to the tune of the dragonewt's mantra.

This effect is among the more powerful magical means of commanding the loyalty of dinosaurs and reptiles, binding the creature to the dragonewt's will for as long as the dragonewt wishes it. The dinosaur or reptile under the dragonewt's sway can be commanded to perform any action, even at great risk to its own life. Dinosaurs can be tamed by repeated use of this effect, with dragonewts casting it over and over again on the primal minds of the monstrous beasts, until obedience becomes ingrained in the reptilian brain.

This effect only works on reptiles and does not function on dragons or wyrms. Wyverns gain a +30% bonus to their Persistence tests to resist this effect.

Draconic Prescience

Tread the Cosmic Dragon's Scales

Casting Time 10, Magnitude 4, Touch, Trigger

The dragonewt dreams images of the future, remembering fragments and misty recollections upon awakening.

This nature of this effect falls almost entirely under the influence of the Games Master rather than the fate of a dice roll. When the effect is invoked, the dragonewt has an immediate glimpse of its own future as it applies to the plans of the Cosmic Dragon. The images gained through this effect are fragmentary and vague. Only Ruler dragonewts and Inhuman Kings have any clarity of insight. Games Masters can describe flashes of scenes, conversations, events or omens that could apply to the dragonewt almost immediately or up to years and years in the future.

Draconic Regeneration

Quicken the Reptilian Blood

Casting Time 1, Concentration Special, Magnitude 1, Progressive, Touch

The dragonewt is able to channel its energies into fuelling the body's natural healing process, regenerating minor injuries such as sword wounds, burn scars and broken bones that heal by closing, fading into fresh skin and clicking back into alignment respectively.

This effect must be cast upon a wounded hit location. The effect heals 1 point of damage immediately. As long as the dragonewt maintains its chant, the location will heal an additional amount of damage equal to the effect's Magnitude every minute. The healing will continue for as long as the dragonewt concentrates.

Draconic Strength

Summon Draconic Blood's Thunder

Casting Time 5, Duration POW, Magnitude 1, Progressive, Trigger

The dragonewt's muscles swell and harden with new strength and the veins under the skin change from blue to a deep, dark red that visibly pulse in time to the dragonewt's heartbeat.

For every point of Magnitude, the dragonewt gains +2 to its STR Characteristic. The effect cannot be applied to any other creature.

Dragon Claws

Manifest the Talons of Sh'kaharzeel

Casting Time 5, Duration POW, Magnitude 3, Trigger

Recalling Sh'kaharzeel's battle with Orlanth, the dragonewt's hands swell slightly with bunched muscles, scaling at the knuckles, and the fingernails resemble the wicked black talons of a dragon.

This effect transforms the recipient's fingernails into the thick, black, sharp claws of a dragon. These claws are considered Formidable Natural Weapons and can be used with the Unarmed or Martial Arts skills (with a +30% bonus). They inflict 1D6+3 damage and have AP 4 for the purposes of parrying.

Dragon Flight

Soar Across the Heavens

Casting Time 10, Concentration, Magnitude 6, Trigger

The dragonewt tenses its body, slowly levitating off the ground and hovering in the air. Hazy, immaterial dragon wings flow from between the dragonewt's shoulder blades, foreshadowing the wings it will one day possess as a Ruler.

This effect gifts the dragonewt the ability to fly. Dragonewts are hesitant to call on this effect as it invites presumption that the Ruler stage is near.

The dragonewt can levitate itself, its equipment, plus anything it can physically lift, moving at a rate of ten metres per round in any direction desired.

Dragon Growth

Assume the size of the dragons

Casting time 5, Duration POW, Magnitude 5, Trigger

The dragonewt's form shifts and shakes, growing larger and more formidable as the effect executes. The transformation is accompanied by the creaking of muscles and bone as the body reshapes.

This effect increases the dragonewt's SIZ by 6 points, with all dependent abilities and skills being modified accordingly. In addition, the effect adds +20 to all Influence tests when dealing with Crested dragonewts and +30 when dealing with other species.

Dragon Teeth

Jaws of the Divine Dragon

Casting Time 5, Duration POW, Progressive, Trigger

The dragonewt's teeth and beak swell and lengthen. With an elongated jaw and a mouth full of wickedly sharp fangs, the dragonewt can inflict horrendous damage when biting.

This effect transforms the dragonewt's teeth, mouth and jaw into a dragon's maw. The dragonewt may make a bite using its Unarmed or Martial Arts skill. This bite attack inflicts 1D4 damage for every point of Magnitude, but cannot be used for parrying.

Earthquake

Tremble the World-Skin

Area 10+POW (but see below), Casting Time 10, Instant, Magnitude 2, Resist (Resilience), Trigger

The ground shakes under the dragonewt's punch, splitting and quaking in a radius out from the dragonewt's clenched fist in the earth.

The dragonewt chants the word 'Orxili' over and over as it punches a fist into the ground, causing the earth to shake in response to the channelling of mystical energy. Anyone within the area of effect that fails the Resilience test is immediately knocked prone.

Ruler dragonewts and Inhuman Kings use this effect to level buildings or entire cities. The area for a Ruler dragonewt is treated as POW multiplied by 10 in metres, and for Inhuman Kings the POW multiplied by 10 in kilometres.

Eye Membranes

Wear the Eyes of the Dragon

Casting Time 5, Magnitude 1, Progressive, Duration 20+POW, Trigger

The dragonewt's eyes appear to milk over with a film of some cataract-like substance, shielding the eyes with a thin magical membrane.

With this power, the dragonewt receives all the benefits of Night Sight, allowing it to treat partial darkness as illuminated and darkness as partial darkness. In addition, it gains a bonus to Perception tests equal to the effect's Magnitude x 5.

A dragonewt using this effect becomes immune to any magically-inflicted blindness, as long as the Magnitude of the effect exceeds that of the blinding magic being cast.

Fire Claws

Manifest Divinity's Fiery Claws

Casting Time 5, Duration POW, Magnitude 3, Trigger

In channelling the will of the Golden Sun Emperor, the dragonewt's clawed hands flicker with white-hot fire.

This effect alters the dragonewt's fingernails similarly to the dragon claws effect but the claws are aflame with blue-white fire. These claws can be used with the Unarmed or Martial Arts skills (with a +30% bonus). They inflict normal damage for the dragonewt's Unarmed or Martial Arts strike, plus 1D6 magical fire damage.

Flamesight

Witness the Fire's Visions

Casting Time 5, Duration 20+POW, Magnitude 1, Trigger

The dragonewt's senses warp and alter. Its eyes glimmer with the brilliance of Aroka for several minutes, pulsing brighter in time with its heartbeat.

This effect allows the dragonewt to use any nearby fire (from infernos to candle flames) as a conduit for its sight. The dragonewt can 'see' from any fires within the effect's range as if it were present within the flame itself.



Flay Soul

Sever the Bonds of Soul and Flesh

Casting Time 10, Instant, Magnitude 8, Ranged, Resist (Persistence), Trigger

The dragonewt channels the Cosmic Dragon's punishment of Orxili into the Inside of the shell.

A disconnected, invisible force of mystic energy unerringly strikes the intended target. If the victim fails the Persistence test, he dies immediately with his soul torn from his body. If the victim is successful in the test, he still suffers 1D3 damage to every hit location.

Any use of the Flay Soul effect automatically results in the dragonewt losing one point of Draconic Illumination, in the same manner and for the same reasons as Losing the Way. If the effect test also results in the dragonewt Losing the Way, then two points of Draconic Illumination are lost.

If this effect is worked by a Ruler or Inhuman King, the Resistance Test suffers a penalty equal to the dragonewt's POW Characteristic. Damage from successfully resisting the test is 1D6 and 1D10, respectively.

Incinerating Breath

Channel the Breath of the True Dragons

Casting Time 5, Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge), Trigger

Breathing the breath of Sh'kaharzeel, the dragonewt channels the flamebreath of a True Dragon.

Calling on the residual energies of the True Dragons, a dragonewt can use this effect to breathe a stream of semi-liquid flame at its enemies. This attack, if it is not dodged, inflicts 1D6 + its Magnitude in points of magical fire damage to a random hit location. For Ruler and Inhuman Kings the damage dice are 1D8 and 1D10 respectively.

Inspiration

Reveal the Face of Purity

Area 10+POW, Casting Time 5, Duration POW, Magnitude 1, Progressive, Trigger

The dragonewt's features seem more pronounced and draconic, reminding lesser dragonewts of the Pure Nature of the draconic race.

All allies of the dragonewt within range of this effect receive a bonus equal to the effect's Magnitude x 10 to any Resist test to defy spells that would affect their emotions (both negative, such as fear, and positive, such as morale). If any target is currently under such a spell, they may immediately make an appropriate Resist test to shake off its effect.

Lesser Fire Resistance

Immunity to the Holy Element

Casting Time 5, Magnitude 1, Duration POW, Trigger

The dragonewt's hide darkens to resemble onyx, oil or obsidian and reflects the heat of any flame that comes close.

Dragonewts with this effect active reduce the damage taken from any fire (mundane or magical) by half. A greater version of this effect, Greater Fire Resistance, is available to Rulers and Inhuman Kings (Magnitude 6), rendering the dragonewt utterly immune to mundane and magical fire.

Mystic Sight

Open the Eyes of the Soul

Casting Time 5, Instant, Magnitude 1, Ranged, Trigger

The dragonewt's eyes take on a black sheen as it sees the influence of magic in the mundane world.

This effect reveals one true statement about the function or abilities of a single magical item, entity or substance that the caster regards for at least one Combat Round. The effect may be cast multiple times upon the same item, but the information gained may repeat and is not always relevant.

Poison Resistance

Purge the Mortal Shell

Casting Time 5, Duration 20+POW, Magnitude 1, Progressive, Touch, Trigger

The subject's body jerks and sweats, as the sickening substance within it is drawn out through its pores.

Dragonewts prepare this effect when they believe they may be poisoned. A successful casting adds the effect's Magnitude x 20 to all Resilience tests to resist poison (or Magnitude x 10 if the poison is magical in nature).

Royal Grace

Manifest the Aura of Destiny

Casting Time 10, Duration 30+POW, Magnitude 2, Trigger

To the faithful of the Cosmic Dragon, the dragonewt carries itself with the power and authority of the Ancestral Dragons. Its eyes burn with ambition and confidence, its movements are bold and assertive. Blessed with royal grace, the dragonewt becomes utterly inhuman.

Noble and Ruler dragonewts double their Influence bonus when dealing with lower-ranking dragonewts; for dealing with wyrmfriend cultists the Influence bonus is tripled.

Scaled Skin

Assume the Armour of the Divine Form

Casting Time 3, Duration POW, Magnitude 1, Progressive, Trigger

The dragonewt's hide grows an outer layer of thick, dense scales, becoming armoured like a dragon's hide, conforming to whatever colour the dragonewt desires.

The dragonewt gains a number of additional Armour points to every hit location equal to the effect's Magnitude. The scales are not restrictive, as they are in the wyrmfriends' spell of the same name.

Scaled Skin cannot be used in conjunction with True Dragon Scale.

Sense Surface Thoughts

Ascertain the Intent of the Flawed Being

Casting Time 5, Instant, Magnitude 1, Ranged, Resist (Persistence), Trigger

The dragonewt forms a fragile psychic bridge with the power of its superior intellect, leeching thoughts from the target.

This effect allows the dragonewt to read the surface thoughts of any sentient mortal being for the dragonewt's POW in seconds. The target of the effect is struck by a sharp pain behind his eyes, which he may or may not recognise from previous experiences under this spell's effects. The dragonewt cannot sense information that the victim is not thinking about or has forgotten, only what the mortal is thinking during the effect.

Sight from the Marked Palms

Aspect of the Cosmic Dragon's Awareness

Casting Time 5, Concentration, Duration POW, Magnitude 1, Trigger

The scaled palms of the dragonewt form into unblinking draconic eyes, slitted and intense in their gaze.

The eyes detect every movement made by the dragonewt's enemies, allowing the dragonewt to react to attacks even before the attacker has fully committed himself to the blows. This effect increases the caster's

Dodge by +20% and it may dodge one additional attack per Combat Round (over and above the normal Reaction allowance).

Skeletal Erosion

Erode the Osseous Foundations

Casting Time 10, Instant, Magnitude 5, Touch, Resist (Resilience), Trigger

Channelling the primal energies of the Cosmic Dragon, mimicking the way it dealt with Orxili, the dragonewt whispers a curse upon the mortal form and weakens the bones of its enemy, watching as they break down and dissolve within the body.

This effect inflicts horrendous internal damage to a target, causing 1D4 damage to all hit locations and the permanent loss of 1 point of STR and CON as the subject's bones corrode. For Ruler and Inhuman King dragonewts the damage inflicted is 1D6 and 1D10 respectively.

Skeletal Strengthening

Reinforce the Osseous Foundations

Casting Time 10, Duration 10+POW, Magnitude 5, Self, Trigger

The dragonewt chants its devotion to rising above its flawed dragonewt form. Underneath its hide, the bones harden significantly but do not impede movement.

This effect bolsters the dragonewt's toughness to a supernatural degree, adding +7 Hit Points to every hit location. The recipient also gains +5 STR and CON, as well as the Formidable Natural Weapons trait.

Speak with Reptiles

Project into the Reptilian Mind

Casting Time 1, Duration 10+POW, Magnitude 1, Ranged, Trigger

Staring deep into the dinosaur's eyes, the dragonewt communicates in clicks, whistles, snorts and screeches, interrogating the creature in a primal tongue.

This effect permits the dragonewt to converse with any reptile, dinosaur or dragon through partly physical,

partly telepathic means. The 'speech' involved is a series of images and sensations that make sense to the creature's inhuman brain, combined with physical noises and imitations. Using this effect does not guarantee the beast will obey the dragonewt and attacking the being while communicating with speak with reptilians will shut down the link immediately.

This effect works on all reptiles, including wyverns, dragons and wyrms.

Summon Dragon's Fire

Summon the Purifying Flame

Casting Time 3, Instant, Magnitude 4, Ranged, Resist (Dodge), Trigger

The dragonewt channels the raw energy of magical dragon flame through its body, releasing it through its fingers to lash out at a target.

The fire that is unleashed is a short stream of super-intense magical flame that inflicts damage (and ignites) as a large fire (2D6 damage). This damage is applied to all locations of the target.

A greater version of this effect, Summon the Grand Ancestral Dragon's Fire, is available to Rulers and Inhuman Kings (Magnitude 8), which inflicts damage as an inferno (3D6 damage).

Summon Flame

Create Natural Flame

Casting Time 5, Instant, Magnitude 1, Ranged, Trigger

A lesser manifestation of the holy fire appears where the dragonewt desires, quickly setting aflame that which it touches.

As seekers of the draconic ideal, the element of fire is beloved by the dragonewts. Summon Flame channels the universe's energies to generate flame near the dragonewt, setting fire to anything flammable within range. The fire called into being is considered to be a large flame (D4 damage). Skin or flesh cannot be the source of the summoned flame and if the target is attached to a living being (such as hair, fur or clothes) then the effect gains the Resist (Resilience) trait.

Greater versions of this effect, Summon Lesser Fire (which creates a small fire, 1D6 damage, Magnitude 3), Summon Greater Fire (which creates a large fire, 2D6 damage, Magnitude 5) and Summon Inferno (which creates an inferno, 3D6 damage, Magnitude 7), are available to the Noble, Ruler and Inhuman King stages respectively.

Summon Wraithfire

Channel the Ghost-Breath of the Unborn Dragon
Casting Time 10, Duration 20, Magnitude 3, Trigger

The dragonewt calls upon the Ancestral Dragons to send their incorporeal servants in assistance. The dragonewt is soon surrounded by shimmers in the air, as if radiating incredible heat. Anyone using magical sight can perceive translucent ghost-flames raging around the dragonewt, like a silent storm of roiling liquid fire.

While this effect is active, any effect the dragonewt employs involving heat or fire is transmuted. The flames created are ghostly, translucent and almost invisible to mortal eyes. These effects inflict double damage to spirits, ghosts and any other incorporeal beings. Such effects will still inflict normal damage to corporeal targets.

True Dragon Scale

Mastery over the Divine Form
Casting Time 8, Duration 10+POW, Magnitude 7, Trigger

The dragonewt gains a taste of its eventual goal as the Ancestral Dragons channel their scales to the dragonewt. Its hide thickens to True Dragon proportions: stone-hard scale that covers the body.

This effect alters the dragonewt's skin, mimicking the feel and toughness of real dragon skin. This halves the damage received from all non-magical sources, after AP has been deducted. The caster also gains complete immunity to magical and non-magical fire and heat for the duration of the effect. Lastly, the dragonewt's natural attacks gain the Formidable Natural Weapons trait and any natural attacks receive a +2 bonus to damage.

This effect cannot be worked in conjunction with Scaled Skin.

Universal Deflection

Counter the Impure Work
Casting Time 10, Concentration, Magnitude 1, Progressive, Ranged, Trigger

The dragonewt chants the Ouroboros prayer, twisting its body through its cult dances and trusting to its inner perfection to nullify any impure and harmful magic around it.

The dragonewts use this effect to quench the magic of other magicians, whether it is Sorcery, Rune Magic or another discipline. It may be cast in one of three fashions: to dispel magical effects currently afflicting an object or person, to counter an incoming effect or to shield a recipient from magical harm. Note that these are not separate effects – a dragonewt that learns Universal Deflection at Magnitude 7 may use it as a dispel, counter or shield version at its whim.

Dispel: Universal Deflection is normally cast upon an enchanted object or person. It will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful spell affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Universal Deflection will not have any spells currently affecting it eliminated.

Counter: This version of Universal Deflection may only be cast if it has been prepared. If the dragonewt notices another spell being cast, universal deflection may be released as a Reaction, as long as the other spell is cast within Universal Deflection's Range. A successful Universal Deflection disrupts the other spell and nullifies it. As long as Universal Deflection's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Shield: This version of Universal Deflection gains the Duration 10 trait. It does not affect enchantments currently placed upon the recipient; instead, it resists any further spells that attempt to affect it. The effect

matches its Magnitude against the Magnitude of the incoming spell. If Universal Deflection's Magnitude is greater than the incoming spell's, the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Universal Deflection, the spell affects the target normally. This version of Universal Deflection remains in place for the entirety of its Duration – spells that successfully breach the effect do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Universal Deflection must overcome it in order to successfully use a healing spell.

Unseen Presence

Walk the Tread of Green Scaled Father

Casting Time 5, Duration POW, Magnitude 3, Trigger

The dragonewt calls upon the Ancestral Dragons to shield it with their wings of darkness.

This effect renders the dragonewt virtually invisible and silent in any shadow or darkness. This effect grants a +50% bonus to the dragonewt's Stealth tests, while imposing a -50% penalty on any Perception tests made to attempt to locate it. Even if spotted, the dragonewt gains the benefit of being partially obscured (-20% to most attempts to target or strike). Should the dragonewt leave the shadows, the effect immediately expires.

Ancestor Magic

This is the magic of the Rulers and Inhuman Kings. It is the magic that allows creation and destruction with a simple thought and is, for all practical purposes, the channelling of the powers of the Ancestral Dragons. Ancestor magic is effectively dream magic. The dragonewt either projects its dreams into the mundane world or takes things from the mundane world into its dreams. In this way dragonewts can both create and destroy. It is also physically and psychically taxing for dragonewts to employ; they do not have the maturity yet to manifest their dreams with an enduring physicality in the way True Dragons can manifest Dream Dragons.

Ruler dragonewts and Inhuman Kings have a new advanced skill called Dream Mysticism; see the boxed text nearby. Dream Mysticism allows the dragonewt to:

- ☆ Enter the Hero Plane on HeroQuests.
- ☆ Project forwards and backwards in Time to undertake FutureQuests.
- ☆ Collect things from the mundane world and take them into their own Dream Plane for inspection.
- ☆ Send forth things created in their dreams into the mundane world to interact with it, for a limited time.
- ☆ Enter the dreams of sentient and sapient creatures.

New Advanced Skill: Dream Mysticism (POW+INT)

With this skill dragonewts and True Dragons cross-inhabit the waking and dreaming worlds, exploring the avenues and by-ways of Time and transcending its boundaries. The dream world is a creation of the Cosmic Dragon, as part of its contemplations, so dragonewts are effectively treading the Cosmic Dragon's own dreams.

A skill test against Dream Mysticism is usually only required when a dragonewt wishes to work a particular effect; otherwise its ability to cross into the dream realm is automatic. In the dream realm dragonewts are largely confined to the role of observers; only True Dragons can fully manipulate the dream state to create lasting effects, and their strange, often terrifying, creations wander the dream realm constantly. But dragonewts have limited dream manipulation capabilities of their own.

Working Dream Magic

Each of the five abilities of dream magic uses the Dream Mysticism skill in a slightly different way and has a differing cost in terms of Magic Points. These are discussed below.

ENTER the HERO PLANE

A successful Dream Mysticism test moves the dragonewt from the dream realm into the Hero Plane. The dream realm acts as the Hero Gate, and this is a dragonewt secret the God Learners would dearly love to possess. Within the Hero Plane that dragonewt can move through, and interact with, myths in precisely the same ways as any other HeroQuester, although it is rare for dragonewts to act as anything but observers unless required to either act as adversaries against other HeroQuesters by the structure and nature of the myth. Some Ruler dragonewts are engaged on HeroQuests and can be found wandering the Hero Plane on a regular basis, much to the surprise and chagrin of God Learner HeroQuesters.

FutureQuesting

This is *not* HeroQuesting. FutureQuesting is only available to those who exist outside the fabric of the Great Compromise and are thus unbound by the mortal strictures of Time. FutureQuesting involves moving forwards and backwards in time to *observe*, but *not modify*, the interaction of events in the mundane world. It always requires a successful Dream Mysticism test and the degree of temporal travel is determined by the dragonewt's Magic Points.

It costs 1 Magic Point to move up to one century either forward or backwards in time. The dragonewt needs to make a successful Dream Mysticism test to complete the journey or it finds the temporal avenues closed to it. It cannot specify where it goes or what it wants to observe; it is merely cast through time and must accept what it finds. Thus, FutureQuesting lacks the precision of HeroQuesting and it may take many, many attempts for a dragonewt to reach a place in Time it wishes to be.

If moving forward through Time the events the dragonewt sees are always hazy and indistinct, as though seen through a mist. To gain an inkling or understanding of what it sees the dragonewt must make a successful Perception test, modified by -1% for every 10 years into the future the dragonewt has travelled.

Moving backwards through time, events are always seen with crystal clarity, such is the perfection of hindsight.

Collecting from the Mundane World

By taking something from the mundane world into the dream realm, a dragonewt can understand its essential nature with abundant clarity. The power and significance of objects is revealed and their influence on events within Time can be determined. Usually dragonewts return whatever they take, but sometimes they forget, and so things from the mundane world might suddenly vanish and be never seen again; or reappear days, months or even years later when the dragonewt remembers to return the item.

Individual dragonewts are limited in what they can take into the dream realm. To determine what can be moved, roll on the *Crested Stage Runes Known* table on page 85. A dragonewt can only influence things tied to that rune. Rulers can influence up to 1D6 runes, and Inhuman Kings 1D10 runes.

For example, the Ruler dragonewt Faithful Wanderings is able to influence 2 runes: Beast and Plant. It can thus try to take anything associated with these runes into the dream realm for further study.

It costs 1 Magic Point for every point of SIZ of the thing being moved, and a successful Dream Mysticism test to move it. In the dream realm the object moved cannot be harmed or damaged, but it can be scrutinised, prodded, poked or just generally contemplated for as long as the dragonewt wishes to keep it. The dragonewt can use its Dream Mysticism skill to try to determine what the object's significance is and how it might influence future events (or what influence it has exerted on the past). If the object is sentient or sapient it is allowed to resist the scrutiny with its Persistence in an opposed test against the dragonewt's Dream Mysticism skill.

For example, Faithful Wanderings is convinced that a duck that has wandered into Contemplative Rest has some bearing on the future of the settlement. It decides to analyze the duck in the dream realm to be sure, which is possible because the duck is tied to the

Beast rune. The duck has a SIZ of 7, so this requires 7 Magic Points to accomplish, but Faithful Wanderings succeeds in its Dream Mysticism skill and shifts the somewhat bewildered duck into its dreamscape. Trying to determine the duck's precise nature, Faithful Wanderings pits its Dream Mysticism of 45% against the duck's Persistence of 42%. The result of the roll for Faithful Wanderings is 41, whilst the duck rolls a 30. Faithful Wanderings has the higher successful roll, and it manages to determine that the duck is pure of nature and destined to be an ally of the settlement. Faithful Wanderings is pleased with its endeavours and returns the (now terrified, but unharmed) duck back to the normal world.

Moving a thing into the dream realm requires only that the dragonewt is aware of its presence, and that the object is within a number of metres equal to the dragonewt's Dream Mysticism skill x10.

CREATING DREAMS

In a similar fashion to collecting things tied to a particular rune, dragonewts can create a dream version which can then be sent into the mundane world. This is a weaker form of the ability used by True Dragons to send forth their Dream Dragons.

The dragonewt needs to make a successful Dream Mysticism test to create something tied to a rune it knows. Faithful Wanderings, for example, could dream into existence a duck or anything else tied to the Beast rune. The dream creation can then be transplanted into the mundane world and remain there for a number of hours equal to the Magic Points the dragonewt wishes to invest in its creation. The dream creation has the semblance of physicality and reacts as such in the mundane world, but always has a dream-like quality in its appearance. The dragonewt can use its creation to observe the mundane world and even to use it as a channel of communication or action if it wishes, but because the creation is a dream, it cannot alter the physical world around it. The dream creation can be of any size; however, it is rare for dragonewts to dream something into existence that is outlandishly large.

For example, Faithful Wanderings decides to offer the duck it has just analysed some help and advice about the dragonewts. It therefore creates a dream version of the duck which it sends back to the mundane world to act as a guide. Faithful Wanderings invests 6 Magic Points in the creation, meaning it will remain in existence for 6 hours. The real duck, Erryl, is rather shocked to see a pink-feathered, blue-beaked version of itself shimmer into existence as it prepares to go wandering around Contemplative Rest...

ENTERING DREAMS

Dragonewts can enter the dreams of any creature slumbering in an area equal to the dragonewt's Dream Mysticism skill x10 in metres. It requires a Dream Mysticism test, which can be resisted in an opposed test by the sleeping creature's Persistence. The cost in Magic Points to the dragonewt is equal to half the creature's POW, and the dragonewt can remain in the dream for a number of hours equal to its own remaining Magic Points.

For example, Faithful Wanderings decides to see what Erryl the Duck dreams about. It successfully enters Erryl's dreams and because the duck has POW 12, it costs Faithful Wanderings 6 Magic Points. As the dragonewt has a POW of 16, and thus 16 Magic Points, Faithful Wanderings can remain in Erryl's dreams for up to 10 hours – if Erryl sleeps that long.

Whilst occupying a dream, dragonewts can observe but not interact with it. They can use the dream and whatever constructs it has, to communicate with the dreamer, either imparting information or entering into a dialogue. Upon waking, the dreamer will remember the dream as being particularly vivid and retains knowledge of whatever the dragonewt communicated.

Rulers and Inhuman Kings use this ability to guide the lesser stages of their settlement. No resistance test is necessary when a Ruler or King dreams its way into a lesser dragonewt's dreams.

DINOSAURS AND DREAM DRAGONS

Dragonewts and Dinosaurs

Naturally dragonewts dispute the wrymfriend myth because they view dinosaurs as degenerate versions of themselves, but they thank the wrymfriends for entertaining them with such honourable stories.

Dragonewts do, indeed, tend and look after dinosaurs which are, like dragonewts, born from eggs and are

thus the creatures of Hykim who was himself a dragon-like being, but not a dragon, and thus could not create them in the same image. Dinosaurs are thus viewed by dragonewts as failed attempts to breed more dragons without the need for True Dragons.

Most dinosaurs are found in Dragon Pass, where they are herded in the great ranches of Dragon's Eye. Other colonies herd them too, Ormsland and Ryzel for example, but the greatest concentration is, and

How Dinosaurs Came Into Being – a Wrymfriend Myth

Chaos came and tried to corrupt all things. It slew many dragonewts and tried even to destroy the True Dragons, but Chaos had not reckoned on the Night Dragon, which rose to challenge it.

On the eve of the First Great Battle, Night Dragon slept and dreamed. From its dreams came the Crushers, which towered, with their long necks and stout limbs, over the Chaos Army. On the morning of the battle Night Dragon commanded them into the fray and they did great damage but would not eat the enemy.

On the eve of the Second Great Battle, Night Dragon summoned his ally the Storm Bull and they dreamed together. From these dreams came the Thunderers which had terrible horns and were faster than the Crushers. On the morning of the battle Night Dragon and Urox commanded the Thunderers and they did great damage but still would not eat the enemy.

So, on the eve of the Third Great Battle, Night Dragon dreamed even more vividly and from its dreams came the Renders which were fast and vicious. He commanded them to tear apart the Chaos hordes and they did, but because they were small they were easily killed by the monsters the Chaos gods had summoned in preparation.

On the eve of the Fourth and Final Battle, Night Dragon dreamed once more and combined size, speed and the love of red, dripping flesh into a final mythago. This was the Death King, and when Night Dragon had dreamed enough of them into being, he marched into the fray with the Death Kings fanning behind him like a cloak of Terror. The Death Kings destroyed the Chaos monsters and ate them just as Night Dragon wanted.

When the battle was over and Chaos vanquished, Night Dragon surveyed his dreamed creations and knew they could not be undreamed, so he went to the Inhuman King of Dragon Pass and told him to look after the Crushers, the Thunderers, the Renders and the Death Kings, which the Inhuman King did.

And blessed are we of Night Dragon's dreams!

always has been, Dragon Pass. The dragonewts have developed specific effects to communicate with, and control, dinosaurs, and because this is an innate ability to some Beaked stages, and almost like dreaming, the dragonewts can accept that Night Dragon had a hand in the dinosaurs' creation.

Dinosaurs are used as beasts of burden and for war. As beasts of burden they haul stone and wood to build with, and as beasts of war the wyrmfriend and dragonewt armies ride into battle on the backs of Crushers and Thunderers to break morale as the Renders and Death Kings stalk the flanks, controlled by dragonewt and wyrmish magic.

Some dinosaurs, usually the weakest specimens, are used as food by the Beaked and Nobles. Brontosaurus and triceratops are considered too tough -- even for the hardy dragonewt palate -- but velociraptor and tyrannosaurus are considered delicacies. Dinosaur bones are used in the making of dragonbone armour and weapons, with the bone singing effect being used to transform the raw material into the desired shape. Wyrmfriends consider the use of dinosaur bone above dragon bone to be a somewhat strange and inferior practice, but once the Bone Singing ritual, as performed by a dragonewt, is complete, no one can tell the difference.

The EWF has shown a surprising empathy with dinosaurs and this has encouraged the Inhuman King to let the Guiding Council use them and raise their own. Gifts of dinosaur eggs are common between Dragon's Eye and Olorost, and both dragonewts and humans have become unerring judges of fine quality dino-flesh with prized bulls and cows being treated with the same respect and care as any pure-bred horse.

But dragonewts are forever aware that dinosaurs are relatives and they are mindful of becoming too attached to these creatures. They are brute beasts with little inkling of the true draconic path (with the exception of the magisaurs) and clearly do not reincarnate, showing they are irrevocably sundered from dragonhood. Thus, while some wyrmfriends view favoured dinosaurs as gigantic pets, dragonewts are somewhat dispassionate and quite often make a particular show of being so when an enthusiastic EWF War Dragon Commander effuses about the quality of a particular triceratops or tyrannosaurus.

Dinosaurs are controlled through the various effects the dragonewts have at their disposal: command reptile, dominate the reptilian mind and speak with reptiles. Beaked dragonewt animal trainers are adept at this task and those with a particular talent for dinosaur communication are steered into this profession. The wyrmfriends have been able to emulate the dragonewts' skills in dinosaur handling with a great deal of success, but they still lack the cold, reptilian logic needed to get the very best from the animals.

Dinosaur Types

Gloranthan dinosaurs do not vary much, statistically, from those presented in *RuneQuest Monsters*. The species most commonly encountered are presented below.

Allosaurus (Death Princes)

Allosaurs are found predominantly in the jungles of Kralorela and are herded by the dragonewts of Fanzai. They have not been used in battle for a considerable time and the herds are relatively small, although they are used as part of the jungle patrols around the dragonewt capital to scare away (and eat) those who would cross willingly into dragonewt territory. Allosaurs are large, bipedal carnivorous dinosaurs, reaching nine to ten metres in length and standing over three metres tall. They have a massive skull on a short neck, a long tail and shortened forelimbs. The most distinctive feature is the pair of blunt horns, just above and in front of the eyes. Dragonewts like to decorate these horns with shaped dragon bone, tipped with obsidian, to heighten the monstrous effect. Although short in comparison to the hind legs, the forearms are massive with large, dragon-like claws.

CHARACTERISTICS

STR	6D6+32 (53)
CON	4D6+21 (35)
DEX	2D6+9 (16)
SIZ	4D6+32 (46)
INT	3 (3)
POW	2D6+6 (13)
CHA	3 (3)

Allosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	10/17
3-5	Right Leg	10/17
6-8	Left Leg	10/17
9-11	Abdomen	10/18
12-15	Chest	10/19
16	Right Claw	10/16
17	Left Claw	10/16
18-20	Head	10/17

Weapons

Type	Weapon skill	Damage / AP
Bite	50%	1D10+2D12
Kick	35%	1D6+2D12 / 3

Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 6m

Traits: Formidable Natural Weapons

Skills: Athletics 90%, Perception 50%,
Persistence 50%, Resilience 80%,
Tracking 40%

Typical Armour: Hide (AP 10, no Skill Penalty)



Ankylosaurus (Clubbers)

These squat, quadrupedal, five-toed herbivores are found in the forests surrounding Contemplative Rest and at large across Dragon Pass. The ankylosaur has a wide shell of thick, spine-covered armour plates over much of its turtle-like body, with four thick legs and a blunt snout on a wide, triangular head. Ankylosaurs are famed for their tails, a long, muscular appendage that ends in a cruel club of bone and which is used to great effect by their War Dragon handlers when taken onto a battlefield.

Dragonewts prize the armour plating of ankylosaurs and use it to fashion dragon bone armour. The tails are used to fashion maces, although this is a weapon much more favoured by the EWF.

Ankylosaurs are relatively easy for dragonewt handlers to control. All draconic effects used to influence the reptilian mind have a +20% modifier when used upon ankylosaurs.

CHARACTERISTICS

STR	4D6+21	(33)
CON	3D6+15	(24)
DEX	2D6+6	(13)
SIZ	4D6+21	(33)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Ankylosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	14/13
3-4	Right Hind Leg	6/13
5-6	Left Hind Leg	6/13
7-10	Hindquarters	14/14
11-14	Forequarters	14/15
15-16	Right Front Leg	6/13
17-18	Left Front Leg	6/13
19-20	Head/Neck	14/13

Weapons

Type	Weapon skill	Damage / AP
Bite	50%	1D12+2D6
Tail Smash	60%	4D6 / 4

Special Rules

Combat Actions: 3

Strike Rank: +8

Movement: 5m

Traits: Formidable Natural Weapons, Trample

Skills: Perception 40%, Persistence 35%, Resilience 80%

Typical Armour: Armoured Hide (AP 14 Tail, Hindquarters, Forequarters, Head/Neck) Thick Hide (AP 6, Legs) no Skill Penalty

Weapons

Type	Weapon skill	Damage
Tail Lash	70%	4D12
Trample	65%	5D12

Special Rules

Combat Actions: 1

Strike Rank: +3

Movement: 4m

Traits: Trample

Skills: Athletics 120%, Perception 25%, Persistence 50%, Resilience 110%

Typical Armour: Thick Hide (AP 14, no Skill Penalty)

Brontosaurus (Crushers)

Brontosaurus are herded extensively across Dragon Pass with a few small herds lumbering through Kralorela and northern Dara Happa. Massive reptiles with tiny heads, thick, ovoid bodies and a long tail, the ground shakes when they move, which they do slowly and with an ungainly, swinging gait balanced by the mighty, pendulous tail. They stand some five metres tall at the hips and with a total length that exceeds twenty metres. Brontosaurus are not aggressive unless strenuously commanded by their handlers and will often ignore a creature as tiny as a single human unless specifically directed. They are completely untroubled by the sight or prospect of an advancing army and can be easily pushed towards a column or line, crushing it underfoot.

Characteristics

STR	4D6+40	(52)
CON	2D6+30	(36)
DEX	1D6	(3)
SIZ	4D6+50	(62)
INT	3	(3)
POW	1D6+6	(11)
CHA	3	(3)

Brontosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	14/20
3-4	Right Hind Leg	14/20
5-6	Left Hind Leg	14/20
7-10	Hindquarters	14/21
11-14	Forequarters	14/22
15-16	Right Front Leg	14/20
17-18	Left Front Leg	14/20
19-20	Head/Neck	14/20

Pteranodon (Swoopers)

Pteranodons roost in the high peaks across Glorantha, especially around High Wurm, the Rockwood Mountains and the Mislal Mountains. They are particularly common in Kralorela where flocks of pteranodon are viewed as a good omen. They are enormous flying reptiles, with wingspans averaging ten to twelve metres, with slender bodies, wide, leathery wings and a grasping claw at the midpoint of each large-taloned foot. The pteranodon's head has an elongated, toothless beak, with a narrow crest almost as long as its jaw, jutting from the rear of its skull. Dragonewts can control and ride pteranodon and it is not unknown for them to tip the headcrest with gaudy trimmings such as demi-bird feathers, obsidian shards and the heads of fallen foes.

Although the natural habitats of pteranodon are the high cliffs and peaks, swooper roosts have been constructed in the high towers of Dragon's Eye and Fanzai where the pteranodon roost quite happily. They are fed on small mammals and river fish but never too much so as to maintain an optimum flying weight. Before any kind of conflict it is dragonewt practice to starve the pteranodons so that they will be keen to swoop down and tackle human-sized prey even they cannot lift it. The spear-like beaks, when fletched with shards of obsidian, are dreadful weapons when delivered from a high plummet.

Although a pteranodon is capable of running along the ground on all fours, using its feet and the claws on its wings, dragonewts consider this a debasing of their natural grace and do not permit its practice.



When a pteranodon has outlived its usefulness, or has fallen in battle, its wing tendons are removed and used for wyrmish longbow strings, whilst the head crests are kept to adorn armour. The feet and claws, when fricasseed by an experienced Noble chef make a tasty snack.

CHARACTERISTICS

STR	4D6+6	(20)
CON	3D6+3	(14)
DEX	2D6+12	(17)
SIZ	4D6+12	(26)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Pteranodon Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	3/8
4-6	Left Leg	3/8
7-8	Abdomen	3/9
9-12	Chest	3/10
13-14	Right Wing	3/7
15-16	Left Wing	3/7
17-20	Head	3/8

Weapons

Type	Weapon skill	Damage
Bite	55%	1D8+1D10
Claw	45%	1D6+1D10

Special Rules

Combat Actions: 3

Strike Rank: +10

Movement: 2m, 6m when flying

Skills: Perception 65%, Resilience 70%, Stealth 40%

Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Stegosaurus (Spine Tails)

Dragonewts love stegosaurus. Though they are herbivores, they are ferocious fighters with their bony, spined tails that deliver an armour-piercing punch. Stegosaurus are highly territorial, with clearly marked territories for their small herds across Dragon Pass and in the forests surrounding Ghosts Around. The small head and tail of the beast hang low to the ground, while its back arches up as high as four metres. The bony plates protruding from the creature's spine offer it protection against the giant carnivores among the dinosaurs and, of course, two-legged enemies. The tip of its tail is equipped with four long spikes that are used as the handles for klanths; a well-delivered punch with that tail splits skulls and armour plating with equal ease.

Stegosaurus are small-brained and this makes them harder, rather than easier, to control and command. The shallow mind of the beast is unreceptive to magical commands and all effects and magics associated with controlling reptiles suffer a -20% penalty when used on stegosaurus. They are also very quick to anger and highly unpredictable, which makes them all the more intriguing to dragonewts.

CHARACTERISTICS

STR	5D6+21	(36)
CON	4D6+12	(24)
DEX	2D6	(7)
SIZ	6D6+21	(39)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Stegosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	10/13
3-4	Right Hind Leg	8/13
5-6	Left Hind Leg	8/13
7-10	Hind Quarters	10/14
11-14	Fore Quarters	10/15
15-16	Right Front Leg	8/13
17-18	Left Front Leg	8/13
19-20	Head/Neck	10/13

Weapons

Type	Weapon skill	Damage / AP
Bite	50%	1D10+2D8
Tail Smash	65%	1D12+2D8 / 3

Special Rules

Combat Actions: 2

Strike Rank: +5

Movement: 4m

Traits: Formidable Natural Weapons, Trample

Skills: Athletics 65%, Perception 40%, Persistence 60%, Resilience 75%

Typical Armour: Bone Plating (AP 10, Tail, Hind Quarters, Fore Quarters, Head/Neck) Thick Hide (AP 8, Legs), no Skill Penalty



Triceratops (Thunderers)

Found throughout Ralios, Slontos and Dragon Pass, Triceratops reach about eight metres in length and stand around three metres at the shoulder. The most distinctive feature is their large, elongated skull, which closely resembles that of a Ruler dragonewt. All triceratops bear a single horn on the snout, above the nostrils, and a pair of one metre long horns above each eye. To the rear of the skull is a relatively short, bony frill that serves as an important piece of armour plating for a Thunderer Rider.

Despite being herbivorous triceratops have a surly and often unpleasant disposition and are likely to charge anything that enters their territory. That said, they seem capable of forming attachments to particular handlers and it has been known for a triceratops to stand over a fallen rider, protecting him from enemies.

The cavalry of the EWF consists of several Thunderer regiments, each with their regalia painted onto the beasts' head frills. Dragonewts continue their traditional habit of adorning the head horns with obsidian; and in Ormsland it is fashionable to paint a second face onto the frill, either as a parody or as a dire warning to enemies.

CHARACTERISTICS

STR	6D6+30	(51)
CON	3D10+12	(28)
DEX	2D6+3	(10)
SIZ	6D6+30	(51)
INT	3	(3)
POW	3D6	(11)
CHA	3	(3)

Triceratops Hit Locations

D20	Hit Location	AP/HP
1	Tail	10/16
2-3	Right Hind Leg	10/16
4-5	Left Hind Leg	10/16
6-9	Hindquarters	10/17
10-13	Forequarters	10/18
14-15	Right Front Leg	10/16
16-17	Left Front Leg	10/16
18-20	Head	14/16

Weapons

Type	Weapon skill	Damage
Gore	60%	1D10+2D12
Tail Lash	35%	3D12

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 4m

Traits: Trample

Skills: Athletics 60%, Perception 50%, Persistence 40%, Resilience 80%

Typical Armour: Thick Bone (AP 14, Head) Tough Hide (AP 10, all other locations), no Skill Penalty

Tyrannosaurus (Death Kings)

Found almost exclusively in Dragon Pass, but with isolated groups in Dara Happa, tyrannosaurs are utterly terrifying, consummate predators that are absolutely without fear or mercy. The Dragon's Eye herds are kept docile by their handlers almost constantly, but every so often it is necessary for the dragonewts to let their tyrannosaurs loose on a closely monitored killing spree.

A fast, bipedal predator Death Kings measure in excess of thirteen metres in length and up to eight metres in height. The eyes are restless and hungry, the maw dripping saliva in anticipation of its next meal. The massive hind limbs make tyrannosaurs fast, agile and powerfully strong, whilst the tiny, two-fingered forearms are next to useless. It is dragonewt custom to adorn the slender forearms with bangles and a few tyrannosaurs have been trained to hold a klanth, although they can do little with it.

Tyrannosaurs are very difficult to control. All magic and effects used to command and control reptiles suffer a -40% penalty when dealing with tyrannosaurs and, even amongst dragonewts, only the most experienced are allowed near the tyrannosaur pens (which are held magically enclosed by Inhuman King magics). In battle they reach a state of killing frenzy once the scent of blood is in the air and for this reason the Death King regiments are always held back from the fray and only unleashed at the last opportunity, in case they turn on either themselves or their handlers.

Anyone witnessing a tyrannosaur killing frenzy is subject to -40% to all Persistence tests whilst in the dinosaur's vicinity.



CHARACTERISTICS

STR	4D6+40 (52)
CON	5D6+30 (47)
DEX	2D6+3 (10)
SIZ	4D6+30 (42)
INT	3 (3)
POW	2D6+6 (13)
CHA	3 (3)

Tyrannosaurus Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	10/18
3-5	Right Leg	10/18
6-8	Left Leg	10/18
9-11	Abdomen	10/19
12-15	Chest	10/20
16	Right Claw	10/10
17	Left Claw	10/10
18-20	Head	10/18

Weapons

Type	Weapon skill	Damage
Bite	60%	1D10+2D12

Death King Stew

The dense, earthy meat of the tyrannosaur is a particular Noble favourite. The leg meat and shank is ideal for the long, slow cooking needed for this particular dish. First the leg is hung for a year in a cool dark place and treated with salt and herbs. Then the leg is diced whilst the shank is left whole, and the cuts of meat are marinated in wine and triceratops blood for two weeks. Next the cuts are transferred to a large cauldron filled with water and brontosaur urine and more herbs are added. The whole lot is simmered for six days precisely whilst the Noble cooking the stew stands watch, chanting the OUROBOROS mantra and stirring and skimming. Root vegetables are added for the final hour of cooking and the whole, steaming concoction is served in large bowls with unleavened bread croutons.

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 5m

Skills: Athletics 90%, Perception 50%,
Resilience 95%, Tracking 50%

Typical Armour: Thick Hide (AP 10), no Skill Penalty

Velociraptor (Render)

The velociraptors of Glorantha are much larger, meaner and dumber than the turkey-sized dinosaurs most commonly attributed to the genus and are closer to utahraptors in appearance. Standing at some two metres in height and up to six metres in length, they have a wickedly curved claw on each hind limb of dagger-like proportions. Bipedal and fast, they can be trained to carry a rider although their unpredictable nature makes it a risky business.

Renderers are pack hunters, forming groups of between three and five when found in the wild. They like forested areas; the jungles of Fethlon and the forests of northern Dragon Pass crawl with the creatures. Although capable of carrying a rider, dragonewts prefer their demi-birds to velociraptors because they are easier to control. Mental commands are not a problem; it is the leaping, spinning and slicing nature of velociraptors that proves difficult, applying a penalty of -20% to the Ride skill when the creature is fighting.

Characteristics

STR 4D6+12 (26)

CON 3D6+3 (14)

DEX 4D6 (14)

SIZ 4D6+12 (26)

INT 4 (4)

POW 2D6+6 (13)

CHA 3 (3)

Velociraptor Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	5/8
3-5	Right Leg	5/8
6-8	Left Leg	5/8
9-11	Abdomen	5/10
12-15	Chest	5/11
16	Right Claw	5/7
17	Left Claw	5/7
18-20	Head	5/8

Weapons

Type	Weapon skill	Damage / AP
Bite	40%	1D8+1D12
Kick	35%	1D6+1D12 / 2
Foreclaw	65%	1D4+1+1D12 / 2



Special Rules

Combat Actions: 3

Strike Rank: +9

Movement: 6m

Traits: Formidable Natural Weapons

Skills: Athletics 40%, Perception 50%,
Resilience 80%, Stealth 50%,
Tracking 45%

Typical Armour: Thick Hide (AP 5, no Skill Penalty)

The Magisaur Curse

Almost all dinosaurs reproduce naturally and are relatively dumb beasts – with the exception of the magisaur. For reasons unknown, a Crested dragonewt sometimes fails to reincarnate into a higher form and instead regresses to a dinosaur stage. The regression takes time to complete, but once it begins it is irreversible. When the Crested dragonewt is reborn into a Crested stage, it emerges with webbed fingers and toes, the first sign of the magisaur curse, and each subsequent rebirth regresses the dragonewt further until the fully-fledged magisaur emerges from the birth egg for a final time.

No one has been able to understand what triggers this degeneration and it is very rare. Magisaur are intelligent, retain their magical knowledge, but are removed from the draconic path completely. It is thought that particularly heinous Wrong Actions trigger the curse, but there is little evidence to support the theory. What is intriguing is that when the regression is complete it emerges with a defined sex – something alien to dragonewts – and the desire to mate. Naturally the magisaur is cast out from the colony and it must make its own way in the world. Dragonewts do not, and will not, herd magisaur.

Magisaur display a natural affinity for swamps and form social groups dominated by an alpha male. They have forgotten all memories of their dragonewt existence, save for occasional dreams that hint at what they once were. Each magisaur has the runes it knew as a dragonewt embossed onto its hide with all known spells firmly embedded in it memory. It can learn more

Rune Magic if it chooses and magisaur have been known to establish cults worshipping Hykim and their own deity, The Scaled Mother.

Magisaur are herbivorous and passive. They only show aggression when their herds are threatened by predators or when challenging the leader of the herd for social position, where combat involving weapons and magic are involved in an intense, bloody struggle.

The most common type of magisaur, those freshly regressed from the dragonewt stage, is the small magisaur. It retains much of the dragonewt intelligence but none of its memories. As the magisaur ages, it grows larger and its intelligence ebbs. By the time it is fully mature – some 60 years of age – it is intellectually little more than a dinosaur.

CHARACTERISTICS

	Small	Medium	Large
STR	2D6+8 (15)	2D6+18 (25)	2D6+24 (31)
CON	3D6 (11)	3D6+6 (17)	3D6+12 (23)
DEX	1D6+6 (10)	1D6+6 (10)	1D6+6 (10)
SIZ	2D6+12 (19)	2D6+24 (31)	2D6+36 (43)
INT	3D6 (11)	2D6 (7)	1D6 (4)
POW	2D6+12 (19)	2D6+18 (25)	2D6+24 (31)
CHA	3 (3)	3 (3)	3 (3)

Magisaur Hit Locations

D20	Hit Location	AP/HP (S, M, L)
1-2	Tail	2/5 4/8 6/11
3-5	Right Leg	2/5 4/8 6/11
6-8	Left Leg	2/5 4/8 6/11
9-11	Abdomen	2/6 4/10 6/14
12-15	Chest	2/6 4/10 6/14
16	Right Claw	2/4 4/6 6/9
17	Left Claw	2/4 4/6 6/9
18-20	Head	2/5 4/8 6/11

Weapons

Type	Weaponskill	Damage*
Bite	30%	1D6+1D4/1D12/2D8
Kick	30%	1D6+1D4/1D12/2D8

* Damage bonus varies for either small, medium or large sized magisaur.

Special Rules

Combat Actions: 3

Strike Rank: +10/ +9 / +7

Movement: 6m

Skills: Athletics 30%, Perception 50%, Resilience 70%, Stealth 40%, Tracking 20%

Typical Armour: Thick Hide (AP as above, no Skill Penalty)

Typical Magic: Runecasting 40%, with 1D6 Rune spells appropriate to runes known as a dragonewt

Dream Dragons

The True Dragons sleep and while they sleep they dream. Their dreams are vivid and magically powerful; so powerful that they break free of the dream state and manifest in the mundane world as living, breathing creatures that exhibit the qualities and desires (or those uppermost in its mind) of the True Dragon who has dreamt it into existence.

Dream dragons are thus a material realisation of a True Dragon's unconscious musings. They take physical form but have no anchorage in the mundane world and

little concept of who, or what, they are. Intellectually, dream dragons are relatively simplistic although, as a manifestation of a True Dragon's dream-state, they are certainly intelligent and able to interact with their surroundings. However, no dream dragon ever exhibits any true depth of character. Dream dragons are, at best, the manifestations of one or two, perhaps three, base instincts or desires of the True Dragon who created it. They are therefore easy to understand, with no prolonged agendas, and simple, instinctive motives that may be no more complex than 'find food' or 'kill anything not like me'. Alternatively they may embody deep, noble and idealistic goals such as destroying Chaos, teaching gods how to behave, and simple exploration and inquisitiveness. Until the dream dragon acts, there is simply no way of knowing what motivates it or what its actions are likely to be.

Even those dragons that have been slain, dream, because although their mortal bodies have been set to one side, their immortal minds are still active across the Void. Indeed, dragons like Aroka and Sh'kaharzeel may be the most dangerous of all because they dream, sometimes, of vengeance against those who killed them, and their dream dragons are motivated only by the simple, yet horribly powerful compulsion of revenge at any cost.

Dream dragons are a rare occurrence in Glorantha. The EWF offer prayers to the Cosmic Dragon and the Great Dragon to Be for more dreams to become tangible so that they might try to harness the power of the dream dragons in their Great Project. The desire is to capture and question a dream dragon, remaining long enough to gain divine insight into the True Dragon's mind to fuel their immense creation. But tangible as dream dragons are, dreams do not last forever. They change and dissipate as the dreaming mind shifts focus; therefore, the physical, fire-breathing dragon that crouches on a bed of gold today might be gone tomorrow, dreamed out of existence as easily as it was dreamed into it.

The Characteristics for dream dragons are below. Some sample motivations are offered in the Dream Dragon Motivation table directly after. Encountering a dream dragon should always be a momentous



occasion because they are so rare and are so powerful. How long the dream dragon remains in existence relies upon the Games Master and the needs of the campaign or story; likewise, its motivations should be adapted to fit the circumstances.

Dream dragons always manifest in the form of a traditional dragon: serpentine with four limbs, two wings, and a long, whip-like tail. They have a dreamlike quality to them -- a haziness of the features - perhaps a soft ethereal glow to the skin. Other times they are hyper-real -- more real than any dream has a right to be.

Dream Dragon Characteristics

STR	6D6+40	(41)
CON	6D6	(21)
DEX	6D6	(21)
SIZ	6D6+20	(31)
INT	4D6	(14)
POW	4D6	(14)
CHA	3D6	(11)

Dream Dragon Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	12/10
3-4	Right Hind Leg	12/10
5-6	Left Hind Leg	12/10
7-8	Hindquarters	12/12
9-10	Forequarters	12/14
11-12	Right Wing	12/10
13-14	Left Wing	12/10
15-16	Right Front Leg	12/9
17-18	Left Front Leg	12/9
19-20	Head	12/10

Weapons

Type	Weapon skill	Damage / AP
Bite	85%	1D10+2D8 / 2
Claw	70%	1D8+2D8 / 3
Tail	60%	1D10+2D8 / 4
Flame	80%	4D6

Special Rules

Combat Actions: 4

Strike Rank: +18

Movement: 6m, 10m when flying

Traits: Breathe Flame, 4D6 1/hour;
Formidable Natural Weapons

Skills: Athletics 90%, Evaluate 80%,
Persistence 70%, Resilience 60%,
Tracking 70%

Typical Armour: Dragon Scales (AP 12, no Skill Penalty)

Dream Dragon Motivation Table

D20	Motivation
1	Escaping an Enemy
2	Greed
3	Hunting Chaos
4	Investigating the Great Dragon Project
5	Jealousy of some half forgotten Nature
6	Looking for Other True Dragons
7	Lost
8	Performing a DreamQuest
9	Random Destruction
10	Revenge
11	Seek Food
12	Seeking an Enemy
13	Seeking Enlightenment
14	Seeking Learning
15	Seeking Love and Kindness
16	Seeking Treasure
17	Seeking Truth
18	Trying to Find a Place to Sleep
19	Wandering/Exploring
20	Wanting Worship

After determining the dream dragon's motivation, consider which True Dragon brought the dream into existence, using the descriptions of the True Dragons in the Myths and Cults chapters as inspiration. Determining the True Dragon that the dream dragon belongs to should help further define its motivation and needs.

DRAGONW T VOICES

In which dragonewts from each stage of their lifecycle and different regions of Glorantha describe themselves, their people and their motivations.

The Crested Dragonewt

Who Am I?

I am Insignificant Other, an Orxiliate of Dragon's Eye in the Most Holy Realm of Dragon Pass.

Where do I come from?

Darfostalabos is my nest and city. There can be no other. It shines in a sea of dismay that is an unmade, unfinished world. All other cities are parodies of great Darfostalabos and exist in its golden shadow. I live with my egg-kin in the First Band of the Great Circle, which is the halo of the Cosmic Dragon's eye.

What is my history?

This is my fifth rebirth as a Crested dragonewt and I welcome each new hatching because I am improving and moving forward. In my first birth I was killed when I consumed fire because I wished to know and understand pain, but that was Right and I was made stronger by it. In my second birth I was sent to fight against the Old Ways people who threatened our caravans and I took two heads with my sling but was cut down by one of Sh'kaharzeel's enemies. They did not take my skin and I thank the Wondrous Mother for her patience with me. In my third birth I undertook the Long Walk to Ormsland and learned there to understand Courage and Cowardice and mastered them. The Tailed Priests were pleased with me and gave me the right to take utuma, which led to my fourth birth in Darfostalabos. In that birth I served the Beaked warriors of the earthshaker pens and there learned to value Silence and Being. I spent a great deal of that birth in meditation and because of that I was allowed utuma once more which brought to me to this, my fifth birth, which should be the last as Orxiliate.

What is my future?

Only our Rulers can see the future, but I know my road is long and straight. I will be reborn in time with stronger limbs and I shall move to be with the warrior-kin and tend the earthshakers. We will make war on the enemies of the Empire because they close upon it

and try to disrupt the shape of the Great Dragon. They do not understand but we shall make them and I will die several times with great gladness.

What do I believe?

I believe that the Wondrous Mother of Many will return to us on the eve of the Great Dragon to Be's coming and prepare for a new mating. She will roost here in Darfostalabos and will mate on the great plains east of the mountains. There will be a quaking of the earth and new eggs will be made. We will be called upon to build a new city around her nest and from the eggs True Dragons shall be born who will serve the Wondrous Mother and the Great Dragon to Be. The lands shall be ours and we will share with those who know how to act like us.

Why do I believe it?

The world is not finished. Orxili's limbs are restless and unmake the world constantly. Only the Great Dragon to Be can lay Orxili to rest and make the world whole. Draconic thought must spread and make the world one. It will subsume our enemies and make us greater and pave the way towards our becoming True Dragons.

What must I do?

I must still master the Rune of Illusion and learn to control my stubbornness. I must learn obedience and acquiescence so that I might end Orxilius and take utuma again to gain my beak, my klanth and my demi-bird. I must grow closer to the Great Dragon to Be. I must continue to honour my masters and my king. I must be a good dragonewt.

What do I think of the Great Dragon to Be?

Praise the Great Dragon for it comes to redeem us! It will remake the world and all in it. It will bring enlightenment to every soul and will call back the Wondrous Mother to make more eggs. Dragonewts will be whole and at peace. Those with single lives will be reborn as children of the Great Dragon and Orxili will be defeated. A New Age dawns as the dream comes together and I am but one serration on the scale of the Great Dragon.

The Beaked Dragonewt

Who Am I?

I am Argostofilus the Broken Klanth, a Golden Shadow of Ormsland. See my klanth? It is notched from cleaving the head of a broo with a stone skull when I ventured into Dorastor to fetch the Black Skinned Death King from the hidden valley. I fight for my king and never show fear, even when staring into the eyes of the Black Skinned Death King as it slaughtered our Capturing Party. I was not killed that day, and though my klanth is broken I learned many things that teach me how to be a dragon.

Where do I come from?

I live in the radiance of Absolute Circuitous Fortuity in the nest of Ock. Our nest has buildings which we make from thatch and bind with Crusher dung, which makes thatch hard when made wet and allowed to dry. As a warrior of my people I have a house and a Crested servant who kills my meals and mixes my heppatti to drink. My Lord is Single Eye Watching of the Tailed Priests of the Earth Dragon Way. It was he who learned of the Black Skinned Death King in Dorastor and sought the permission of the Inhuman King to bring it back to our pens. Because I served well and fought bravely, I may be allowed to live in the city and join in the cosmic symphony which we hear from our hovels in Ock.

What is my history?

I do not remember what I did as Orxiliate, although it is said I completed three great quests that led to my rebirth as Argostofilus. And I have been Argostofilus twice. In my first beaked birth I joined the Earth Dragon Way and learned The Comforting Embrace and pledged protection to Ock, Absolute Circuitous Fortuity and Ormsland. I patrolled the Nidan Mountains in search of the hated God Learners and killed some of their Rightness Army (which did not seem to me to be capable of Right Action, despite their name and shining spears). They caught me but I took utuma and shredded my skin so well that they could not use my body in their Orxili-inspired sorceries. I was then reborn as you see now, and I have served the Earth Dragon Way diligently and learned to control my curiosity and impulsiveness. Single Eye Watching is pleased with me, especially after cleaving broo and helping to capture the Black Skinned Death King, but I have many paths and many people to protect before I shall be reborn again.

What is my future?

My future is service, just as Earth Dragon serves. I use my klanth and my powers to protect all those around me. One day I shall find someone to protect personally, but for now I protect the Black Skinned Death King because already the God Learner spies seek ways to free it and use it against us. I seek to become better and improve my protection. One day I hope to go to the city and protect the Inhuman King.

What do I believe?

I believe that when Earth Dragon took Asrelia under his wing he set the expectation for all dragonewts to follow. We are here to protect the world from those who would do it harm. Orxili the Monster and Father of Chaos seeks to undo what has been made and we must protect the world from its limbs. We must protect ourselves from our enemies and we must protect our nests from impurities.

Why do I believe it?

I have been to Dorastor which was formed from one of Orxili's eyes and I have seen the foulness that threatens us. If troubled times approach, as my priests say, we will have to go to war, but our lands must still be protected even while we fight. I am that protection and the armour of my people.

What must I do?

I must learn the powers that give me strength and toughen my skin. I must learn to make earthquakes with my fist to flatten the advancing armies. I must fight bravely with my broken klanth and, when the time is right, release Black Skinned Death King to bring horror to those who would attack us. I must die several times yet but be reborn even stronger than before.

But my klanth will always be broken.

What do I think of the Great Dragon to Be?

We are told it is a Good Thing and the Wyrmfriended Empire must be welcomed, but I am not sure I trust them. I think we have all we need in the protection of the Earth Dragon and Night Dragon, who fights Chaos. If a Greater Dragon is to arise it is because the Cosmic Dragon wills it, and not because humankind can make it so.

The Noble Dragonewt

Who Am I?

When I am wearing my hood, you may call me Hooded Chant Leader. When I am not, you may call me Llostorilos Human Talker. I am a Noble of the dragonewts of New Gold Dream and designated Human Talker and Speaker to Animals of the Golden Sun Dragon Way here in this, the finest city beyond Dragon's Eye. Now, shall we eat?

Where do I come from?

I have travelled far and I do not remember all the steps. Once I was in Dragon Pass and from there I walked to Ormsland and from there I saw the Golden Sun Dragon descend from Heaven and curl itself around Yuthuppa. Thus I knew my calling and so I walked the Dragonewt Roads again and came here, by way of Raibanth and the Silt Valleys. I am much travelled in three birthings of this stage. As a Beaked warrior I served Sh'kaharzeel. Before that I was a simple, mindless fool that did as it was told and served in High Wyrn. Now I am resplendent and wise and here in New Gold Dream. Now, shall we eat?

What is my history?

I have told you some of it, but what is history but a sequence of events? Sequences are boring so I will talk of what I have achieved. I speak eight languages as if they were Auld Wyrnish. Two of those languages I have devised myself and intend to teach them to the Golden Sun Dragon when it decides it will talk with us. I have communed with the Inhuman King of Ormsland but my loyalty lies with the Inhuman King of Dragon Pass for that is where my egg lies, deep in High Wyrn's caverns. I have not yet been to Fanzai to talk to their Inhuman King, but I will go there one day. I will not go to Slontos because something bad is happening and I must remain pure to serve the Golden Sun Dragon. Would you like to hear one of my languages? Shall we eat, perhaps?

What is my future?

I will become an emissary of the Golden Sun and spread its light from Dara Happa across the Empire. I will take the rays of the sun and weave them into

the Great Dragon to Be so that its scales will crackle with golden fire. The sun will burn here on the ground when the Great Dragon rises and two suns will then blaze in the sky. I shall bask in that radiance and be reborn into a Ruler who serves the Great Dragon in the celestial court. All this talk is making me hungry. Why don't we eat something?

What do I believe?

I believe that the time is at hand for the Empire to initiate its Plan and raise the Great Dragon. The Golden Sun Dragon is here to watch over its birth and the Empire has never been stronger. I do not believe there will be any great disaster and I do not believe the Great Dragon to Be shall fail. I believe in an Empire of Two Suns and that I shall be reborn into it. Really, I am very hungry.

Why do I believe it?

Humankind has learned from dragonewts and we have learned from them. The mutual teachings make us strong and nothing can withstand strength. We occupy an imperfect world and struggle to reform it just as the Cosmic Dragon struggled to remake infinity when it was broken.

What must I do?

I must serve the Golden Sun Dragon. I must take its word to those who still believe Yelm commands the sky and teach them that the New Sun will be in the shape of a dragon.

And I must eat!

What do I think of the Great Dragon to Be?

It is inside all of us. Everyone struggles on a dangerous road to realise the Inner Dragon, but it is there. For dragonewts the road is straight and clear, but for humankind it twists and turns and plunges into ravines. The Great Dragon to Be will awaken the Inner Dragon in all and make your roads as straight as ours. We shall ascend to the sun and from there to the celestial court, leaving this world to be scoured by the True Dragons who will offer worship to the Great Dragon of the Golden Sun!

The Ruler Dragonewt

Who Am I?

I am Ghorostonos. You are in my realm, but I grant you permission as long as you listen and do not speak.

Where do I come from?

I have always been of Absolute Circuitous Fortuity and always will be. I listen to the Great Symphony and appreciate its resonance. I see each note as motes of dust floating out to the Void and I have quested after them to perceive the music with true clarity.

What is my history?

I have had many lives. I was born in what is called The Dawn Age when my egg was hatched after the Great Darkness. The world was simple then and gods still wandered in confusion. Only we dragonewts had wisdom. As a Beaked warrior I was at the battle of I Fought We Won where Chaos was finally cast from the world. Later I helped build this city and from there I served the Inhuman King until I became what you see before you.

What is my future?

The world flows and I flow with it. Down the river lies my egg and in it the dragon body I shall inhabit soon enough. Before that I must carry the Great Symphony to the Cosmic Dragon and I must quest into the early ages of the world and into its future. I shall do this through my dreams and I shall see how Absolute Circuitous Fortuity will lead a new ascendance in the worlds to come. For there are many. I have seen them.

What do I believe?

I believe the wyrmfriends have pure hearts but are mistaken in their actions, just as the Crested dragonewts are often mistaken and confused in theirs and commit Wrong Action through a lack of understanding and experience. I have that understanding. The wyrmfriends should listen to me but their ears are blocked with schemes of power.

Why do I believe it?

I have quested to a time when a red moon hangs over everything, embracing Orxili. It is not a dragon. It is not their Great Dragon. Either the Great Dragon to Be

has flown away or it was not born from the egg the wyrmfriends try to create. Either way, there is a path of ruin and it leads to the red moon.

What must I do?

I cannot change the path ahead but I can become a True Dragon and I shall be upon my next rebirth. Before then I must play my part in the Great Symphony and ensure that none of its notes reach the ears of those who would raise a red moon. I must seek to make the wyrmfriends understand the folly of their path and to be content with what they have and know. They can understand no more of our ways.

What do I think of the Great Dragon to Be?

It is a fine shadow, but a shadow nonetheless. Shadows change with the passing of the sun and the sun always sets before it rises again, stronger than before.

The Inhuman King

Who Am I?

I am the Inhuman King of the nests of Fanzai, Fethlon and the Kralori Lands. You may not know my name.

Where do I come from?

I have always been here, since the Days of Strength when we prevented Kajabor from coming east. I held fast whilst Dragon's Eye was weak and nearly destroyed.

What is my history?

My history is written in the jungles that surround Fanzai and in the distance between my people and the mortals of Kralorela. I fought in the Leaf Wars and before that in I Fought We Won. Fanzai was built around me to protect the eggs in the Days of Strength. My history is that of distance and isolation. That is what kept us strong and keeps us so.

What is my future?

Soon, I shall sleep and be subsumed into the immortal egg. I shall emerge as a dragon and then I shall find a deep place and await the changing of time. I will sleep through the Hero Wars and emerge at the end to rebuild what has been lost. That shall be the time of dragons again.

What do I believe?

Time and History are illusory. Humans are weak and insensate. To them, war is a natural state. War is a cancer and we must isolate ourselves from it.

Why do I believe it?

I have seen countless things in my lifetimes. I have seen wars and heroes rise and fall. I have seen the futility of it all and determined that greater barriers are needed to keep us pure from mortal taint. I believe that the world will change two more times and dragons will gain their strength through that changing.

What must I do?

I must wait to become a dragon. Then I shall accomplish much through my dreams.

What do I think of the Great Dragon to Be?

This thing that emerges in the west is not born from a dragon's egg. It was not laid by the Wondrous Mother of Many so it cannot be a dragon in the same way that a wyvern is not a dragon. There are many things in the world that mimic dragons but are found to be illusions. What is born of the mortal mind stays of the mortal mind. It is a transient creation destined to fail and consume those who try to build it.

The Barbarian Dragonewt

Who Am I?

I am Thoraston Fourlives. I wander Dragon Pass as a sword for hire. You may call me Thoraston or Greentail.

Where do I come from?

Once I was of Contemplative Rest but when I ate the seedlings from Lord One Ex's gardens, because I was hungry, I was banished and my egg denied to me. Now I wander. I have been to Ghosts Around, but did not like it. Now I seek the lands of Ralios where I hear great things are being done and I would take part in them.

What is my history?

As a Crested dragonewt I progressed through Orxilius quickly and mastered all my runes. I was reborn, too quickly perhaps, because in this Beaked body, which you see now, I have struggled to master my base desires and have failed on many occasions. I tried to

atone by completing the Ten Year Trek Lord One Ex devised, but I returned hungry and ate his seedlings. That is why I was banished.

What is my future?

My future is to die, just as you will die. I am wandering a broken path with no way of being reborn and so I must make the most of the time I have. I do not seek to master my instincts as I once did, although I still seek Right Action in all things because that is the dragonewt way. I will make my way to Ralios because I want to see the world before it changes or before I die. I have my demi-bird and I know the ways of dinosaurs. I have much to offer and my klanth is sharp. I can make my fists into the claws of a dragon and I fight well.

What do I believe?

Once I believed in becoming a dragon but that is no more. Now I have no beliefs other than to live from morning until dusk, to eat only when I am hungry, and to avoid Wrong Action whenever it tempts me further. I would find new beliefs and that is why I walk towards Ralios. I have learned that there are people there who can become like gods through learning and discovery. Perhaps I can be like them, or serve them.

Why do I believe it?

The path of the dragon is closed to me, but I still need something to believe in. The Big Wheel turns and I am one of its spokes. I will serve because that is what dragonewts of my stage do. I will fight and protect, but I seek things to fight for and things that need protection.

What must I do?

I will walk with you on your journey and we shall see great things together. We will fight foes when they appear and I shall learn more of the human ways so that I can be a part of your world since I can no longer be a part of my own. I will become Like You.

What do I think of the Great Dragon to Be?

I do not like the wyrmfriends. Look at me! If a dragonewt can fail the dragon path, how can humans succeed? I think the Great Dragon will destroy everything and it must be opposed. I hear the God Learners will oppose it, and I will go and be like them to play my part.

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Glorantha

THE SECOND AGE

DRAGONWEETS A GUIDE TO THE ERAVSSARR

The dragonewts are the most enigmatic of the Elder Races in the world of Glorantha. Most are immortal, experiencing constant reincarnations as they slowly move towards becoming the enormous true dragons.

Their beliefs are largely impenetrable, although in the Second Age two factions try to lift the veil of their mythos. The Empire of Wyrms' Friends looks to bring about the awakening of a new, massive dragon, seeing in this aim the opportunity to achieve their own enlightenment. The sorcerers of the God Learner Empire seek to learn the secrets so they can plunder them in the pursuit of personal power.

What the dragonewts really think about all this is unknowable. They continue to travel the world, conducting their rituals and magic. One thing is absolutely certain, the dragonewts are still powerful and if they were ever angered their fury and those of their dragon forebears would bring disaster upon all who would stand against them...



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