

# Reign of Fyre

*A Campaign Seed (www.gurps.hardpoints.de)*

## Introduction

200 years ago, after a particularly bloody battle between the giants and an alliance of dwarves and men, the dragons decides to implace their Pax Draconica on the peoples of the world and recruited an army of lizardmen, wyverns, and other dragon-kin to subjugate the warlike nations of the lesser races. But after 20 years of occupation, resistance is stirring and warbands have appeared that have taken the up a guerilla fight against the occupational forces.



## Materials

A good start for this campaign are the *Creature Collection*, the *D&D Classes converted to GURPS*, and *Power-Based Magic of Glantri* found in the *D&D Conversion* section of the GURPS Hardpoint.

## The World

Fyre is a flat disk surrounded by the World Edge Mountains. Beyond the mountains, there is a primal soup of Chaos, which slowly erodes the world and is the source of magic. The creation of permanent magic has the inherent risk of producing tears in the fabric of reality, so it is frowned upon and few magical items exist.

The climate on Fyre is somewhat cold, almost on the verge of an ice age. Due to the limited resources, the largest population centers are town-sized (14000 inhabitants).

The technological and cultural level is pure middle ages. There are no fancy plate armours, no glasses, and no dwarven steamtech! Also, society is largely feudal - there are no large armies, most fighting is done by the few nobles who can afford to buy armour and horses.

## The Cosmology

Fyre has no gods, though many people believe there are. There have been a few instances of supernatural creatures having pretended to be gods, though. This means that there is no divine magic, though many magic-users believe that the secrets of magic were taught to them by the gods.

## The Nations

### Elven Principalities

The Elven Principalities were a state of feuding nobles under the theoretical rule of the Fey Emperor, a waning nature spirit. When the dragons took over, they slew the Emperor and replaced him with dragon-bloode giant governor that rules with an iron fist.

Elven society is known for its aethetics of simplicity, its flexible pantheistic religion, and its lightly armoured, gravity-defying warriors, the Death Dancers. The favoured weapon of this secretive order is the throwing hatchet.

### Elven Death Dancer

This 150 point template uses the advancement trees created for the converted DnD classes.

#### Death Dancer [150]

Primary Attributes: DX+2 [40]

Secondary Attributes: FP+2 [6]

Packages:

- deadly dance combat package [50]
- adventurer package [25]

Tree Advancement: Still Mind 1 [4], Natural Resistance [10], Uncanny Dodge [15], Death Jump 1 [10]

Special: Code of Honour (Knight) [-15], Fit [5]

#### Deadly Dance Package [50]

Combat Reflexes [15], Jumping DX+1 [2], Thrown Weapon (Axe/Mace) DX+3 [8], Deadly Dance DX+2 [12], Axe/Mace DX+2 [8], Knife DX [1], Bow DX+1 [4]

#### Deadly Dance Skill (DX/Hard)

The deadly dance technique has the same game effects as Judo but looks a lot more fluid and dance-like. It acts as a default for the dance skill at Deadly Dance-2.

#### Death Jump [9/level]

Prerequisite: Jumping 13+level, Deadly Dance 13+level.

This ability is exactly the same as super jump with each use costing 2 FP. It may be taken up to level 3.

### Divine Dwarven Kingdom

The dwarves are ruled by their high priest and live in a society where religious ritual plays a dominant role. Whether they are miners, craftsmen, or farmers, every move is highly ritualized and the constant murmur of prayer can be heard throughout the underground cities of the short folk.

Dwarven religion is strictly monotheistic and very intolerant of other faiths. The Dwarves believe that their ruler is a direct descendent of a mystical hero that helped the One God to banish the forces of Chaos, some of which are now remembered as the other gods.

While their output is hampered by the great ritualization, dwarven craftsmen are renowned for their great skill and their items are almost always of superior quality. Dwarven goods typically bear runic prayer patterns. Also, dwarven healers are considered to be among the best.

The elite of the dwarven fighting force are the Offra, who are willing to give their lives for their race and god. They are easily recognized because they shave all their hair unlike the other dwarves male and female alike.



### The Land of Fire and Ice

The giant races hail from the land of fire and ice, where the two extremes of volcanic heat and glacial ice exist very close to each other. The giants are generally primitive barbarians that are normally about 2.5m tall but grow in size and strength when angered.

Giant society is primitive (bronze age) and unstructured but their martial prowess is unquestioned. The dragons use giant lizardmen to keep control here but uprisings are quite common.

### Thanotos

The human kingdom of Thanotos was torn by a conflict between the worldly

ruler and the head of the Church of Lizard Deity but after the dragons have intervened, the Grand Dragon, as the high priest of the church calls himself, has taken over. Since the church has held great power with the common populace, mankind is one of the races that was most willing to accept draconic rule. A handful of excommunicated knights has retreated to the forests and is fighting against the dragon church.

### *The Lizard Lands*

Little is known of this exotic jungle land but a few rumours have spread. Apparently, these lands lie far to the west and are home to bloodthirsty cults and ancient ruins. The lizards are brought to the known world on the back of dragon turtles and they are blindly obedient to their dragon masters.

## *Adventure Seeds*

### *The Ruins of Akano*

The dragons have sent out an expedition of lizardmen led by a young adult dragon to the island of Akano, a cursed place full of undead. What do they seek in that dreadful place? Can it be allowed to fall into the hands of the enemy? Any why does the leading dragon seem to be so nervous, even scared?

### *The Amber Monks*

The monastery of the amber monks has so far kept a neutral stance in the battle against the dragons. However, their great martial skills and powerful earth magic would be a great addition to the forces of freedom. The PCs are sent on a diplomatic mission, which is plagued by accidents. Can the heroes find the traitor amongst their midst before even the legendary patience of the monks is exhausted?

### *The Beast*

During a raid on the dreadful dragonkin beastmaster Elic Siath, a dangerous creature is accidentally released that even the beastmaster considered too dangerous to control. When the creature starts murdering dragonkin and human alike, the PCs must find a way to neutralize this creature. Could the beastmaster or his allies know how to do this? What was the destination of their caravan and could it offer a way to kill the creature?

### *The Ritual of the Earth Dragon*

A powerful geomancer serving the dragons plans to perform a ritual that will cause a massive earthquake to destroy the dwarven metropolis of Skaldni. The PCs have to race against time to find out about the ritual, leading to a number of cinematic chases through the underground tunnels of the Dwarves.