

Wyrksteeth's Coat of Arms

GAZETTEER



Wyrksteeth's Coat of Arms

An Unofficial Game Accessory

The Dragon Kingdom of Wyrksteeth

by [Giulio N. Caroletti](#)

as it appeared on the Tome of Mystara issue #2

by Iulius Sergius Scaevola

Foreword by the Author

I wrote this Gazetteer in order to complete the information found in CM1: Test of Warlords and Dawn of the Emperors, which explained briefly how 1,000 dragons lived in the Wyrksteeth range in Norwold. The presence of such a large dragon population was apparently unknown to people due to the ability of the Dragon King of Wyrksteeth, a cunning red dragon who avoided mass attacks against Norwold in order to keep his home free of human armies that probably would crusade against the "foul beasts."

But I thought to myself: would a large red dragon really hide himself in a shell like a trembling mortal human in a city, or a dwarf in the mountains? Are not red dragons one of the greatest races of the World? So why hide? A red dragon that old would surely make himself one of the protagonists in the world theatre. So obviously, I had to change something. Humans are inferior beings, but may prove useful; a large army of human servants would be a fine toy in the hands of a dragon. The kingdom begun to form in my mind; I have tried to build it in the most believable way, taking into consideration (a) dragon philosophy (we are better than the other races; we are free and don't need anyone; humans are servants); (b) dragon political beliefs (political plots and intrigues can appeal to any dragon as well as an open confrontation, and the evil nature of some of them make them perfect to plan projects that can kill many people if necessary without shedding a tear); and (c) the schemes of dragon Immortals. In the final section, I have traced a way you can fit Wyrksteeth's history inside the recent wars of the Wrath of Immortals. {Note: For my own purposes, I have changed the gender of the dragon Immortal Pearl. As Immortals may change their appearance at will, I did not see this as a great dilemma.}

If creators of Mystaran web pages would use my information partially or totally to build material for their Mystara, I would like to be informed, although they may of course do as they wish with this information in their own campaigns.

THE DRAGON KINGDOM OF WYRMSTEETH

CONTENTS

PLAYER'S GUIDE

THE KINGDOM OF WYRMSTEETH: WHAT EVERYONE KNOWS.....3

GENERAL STATS.....4

- Area
- Language
- Coinage
- Economy

LIFE IN WYRMSTEETH.....5

LAWS, CRIMES & TAXES.....6

RELIGION.....7

GEOGRAPHY, MAP & CITIES.....9

CONTEMPORARY EVENTS.....11

POLITICS12

THE ARMY & RELIGIOUS ORDER.....13

CREATING WYRMSTEETH CHARACTERS.....17

NPCs.....20

DRAGON RULERS.....21

DUNGEON MASTER'S GUIDE TO WYRMSTEETH..... 22

- Notes on dragon society in Wyrksteeth and the “Parliament” of Dragons

DUNGEONS & DRAGONS and D&D are registered trademarks owned by Wizards of the Coast, a subsidiary of Hasbro, Inc.

This book is a work of fan contributions and does not possess official recognition by Wizards of the Coast. The editor and contributors make no representations to imply otherwise.

This work may not be sold commercially in the United States of America or abroad. It may be electronically replicated (“downloaded”) in its entirety for personal use.

The contributors retain copyright to their individual contributions with a fair-use understanding of citation in subsequent works. The artist and cartographer retain all rights to their works as typically construed for art.

Content:

Giulio Caroletti, Iulius Sergius Scaevola, John Calvin, additional content from: Tome of Mystara #2 (Dragon #170- Bruce Heard), plus others.

Map: from Threshold #8 - Robin D



THE DRAGON KINGDOM OF WYRMSTEETH

PLAYER'S GUIDE

THE KINGDOM OF WYRMSTEETH: WHAT EVERYONE KNOWS

Jasper, a guard in the city of Alpha:

"Why do you want to go to Wyrksteeth? Ain't you got enough dirty work in this country? Ain't you got monsters enough, here 'round Alpha? Ah, I see, it's too hot here, so you wanna cool down with a holiday in the mountains, heh? Boy, I don't wanna scare you, but you see, Norwold's a big place enough to find trouble, if you search for some. You can get killed in Landfall two minutes after you're there, if you enter there dressed like that - boy, I know you're a mage, but Norwold isn't Alpathia, and they'll just stab you in your back if you think you might be revered just because you know the power words for 'fireball,' got me? So, if you really wanna know somethin' 'bout the wyrms down there, well, listen to me and try dress like a man on your trip round Norwold.

"Wyrksteeth...first of all, you see the mountains. Ice everywhere, and you'll wonder how to get there. The roads seem to be all the same: you walk until you're as cold as the snow filled tops, then a stronghold will block the way, and then you'll see the members of the army. They'll fill your head with questions, and they'll check your answers, and if something doesn't match or seems strange, well, you can turn your back and forget to enter the country. Then they'll give you the permit on parchment to enter. And they will check it in every town you pass through, so you'd better take care of it, or it's jail for a long, long time. The cities are no cities. They call them so, but they are not more than military barracks mingled with dark wooden houses and shady inns. Military everywhere. Think people in Norwold are reclusive? Well, you never hear a word in Wyrksteeth. Nobody speaks with strangers; they seldom speak to each other. They who're not soldiers are mercenaries, adventurers or people who's hiding or wants to be left alone. No fun up there. The only ones to speak are treacherous Thyatians that will play you all sort of nasty trick as soon they understand where you come from. And the laws are strict. Break them and you're in prison, and after that you're thrown out the country, and no way to get back. No one is stupid enough to do that, anyway.

"And then there are the dragons. You never see them. You never talk to them. They live alone in their lairs, and leave the people in peace. They have armies to help them when their raids against us get to be too much for us to tolerate anymore. And if they decide to, they feed themselves on people in Norwold, or Wendar, or humanoids in Denagoth. There are plenty enough for them, so they don't care 'bout humans in their realm. They are served and revered, and protected in case of war. Dragons treat their servants well."

The dwarf Balin of Rockhome, in a Corunglain tavern:

"Well, you 'civilised' humans ain't wise enough to understand those people. They just want to be left alone, and do as they wish without asking anything of anyone. They have a strict society. The rules are simple: Stay out of trouble. Don't bother your neighbours. Don't bother the dragons. If you follow them, that's ok, it's a perfect place to live in. If you don't, you're out, they don't want problems so they erase them. It's simple. You humans think it is cruel, but it's just life as we dwarves see it. There are many dwarves in



THE DRAGON KINGDOM OF WYRMSTEETH

Wurmsteeth. It's the only place outside our clans where we can live without being annoyed by your exuberant ways. Wanna' live in peace with humans? Wurmsteeth. All religions tolerated; mages and clerics the same status as fighters; no thieves, no bandits, no rogues; lycanthropy is legal but controlled very well. Maybe too much army. But the dragons there ain't stupid or evil. They, too, just wanna' be left alone. It has worked until now - you don't annoy dragons, dragons don't attack you. Simple enough for a dwarf...but you humans are too stubborn to understand."

Former Thyatian ambassador Lucius Balbus:

"Wurmsteeth is a strange and gloomy country. You can live there for years and not know anything about anyone you have met in the streets each morning of your residence there. You see dwarves, humans, dragonkin, half elves, and they're ready to share a beer in the tavern, paying no attention at all whether you are a peasant or the emperor of Alpathia - but they will keep mouth shut on their lives, their origins, their ideals in politics and religion, even if you consider them to be friends. People who live there are all soldiers of fortune in the army, misanthropes, solitaries, refugees, or people who had enough of their troubles and want to live unnoticed and un-annoyed. It's a very unnerving place to live if you are fond of social life, parties, games, jokes, or just of a good brawl in a tavern, except in Seel. The people are as cold as the air around them."

GENERAL STATS

Area

The official Wurmsteeth Kingdom area is 48,822 km² (19,071 square miles), though dragons live beyond the official borders on the cliffs of Wurmsteeth Range, Icereach Range, and Final Range. Most of the area of the official territory is not settled.

Population

The Wurmsteeth population is composed of approximately 28,000 humans and humanoids of different races. The people live only in towns and cities, because the harsh climate makes it nearly impossible to survive in the wilderness. The most represented race are the humans (20,500), of which 13,500 are of Antalian, Heldann, and Northern Reaches descent. 5,000 are Thyatians. Of these humans, approximately 4,000 are werewolves. The 7,500 non-humans comprise 3,000 dwarves; 1,500 dragonkin; 2,500 lizardmen and lizardkin; and 500 of other races (elves, gnolls, half elves, etc.). Apart from these, in the Norwold Mountain Ranges (both inside and outside the official territory of Wurmsteeth), there are approximately 1,200 dragons. Most of them swear fealty to the Dragon King of Wurmsteeth.

Language

The official language of Wurmsteeth is the common chromatic dragon tongue. Most inhabitants of Wurmsteeth, and all the natives, speak it. Other used languages are dwarvish (Stormhaven dialect), Antalian, and Thyatian.



THE DRAGON KINGDOM OF WYRMSTEETH

Coinage

The Wurmsteeth official coin is the elke, a coin which bears on one side the symbol of Pearl, the Moon Dragon Ruler, Immortal of the sphere of Matter, and on the other the rising moon accompanied by an animal. When the coin is in silver (the common elke), its value is 1/10 of a gp, and it bears the symbol of a wolf; if it is in gold, it bears the symbol of a dragon (value 1 gp). If it is in copper, it bears the symbol of a boar (in honour of the dwarves of Wurmsteeth, which recognise the boar as their symbol), and is worth 1/2 silver elke (1/20 gp).

Economy

The economy of the region deals with two principal occupations: the first is the work done by freemen, soldiers of the army, clerics and wizards in agriculture (who, by their efforts, are able to produce potatoes and wheat enough to sustain the population, along with lamb and beef; fruit and other meats are imported), and woodcutters. The second economic base is the mining of minerals and iron. These mines are owned by the dragons, who usually employ dwarven engineers and miners to oversee work conducted by criminals when possible, and by specialised dwarven miners when the need arises. Some citizens also work as artisans (many dwarves craft jewels for the dragons; humans and dwarves alike are weapon forgers) or to provide services (cartographers, astronomers, sages, mercenaries, innkeepers). Many Wurmsteeth citizens are adventurers who hold Wurmsteeth as their home.

LIFE IN WYRMSTEETH

Most of the people of Wurmsteeth are humans, mainly of Antalian descent (people from Norwold or the Northern Reaches), but there are Thyatians, lycanthropes from Averaigne, dwarves, and members of other races. The customs are varied, because each group is normally devoted to his personal traditions. The people from different races keep themselves loosely in touch, and some national holidays are celebrated locally. Obviously, there is no nobility in Wurmsteeth - or, better said, there is no humanoid nobility in Wurmsteeth. Its true lords are dragons.

Most people in Wurmsteeth are very serious, due in part to the influence of dwarven culture and the harsh climate. The normal humans of Wurmsteeth are generally cold and unfriendly Heldanners or Viking types who embody the more asocial aspects of the Northern Reaches populations. They talk very little, and they have few social activities. Additionally, many Wurmsteethians are descendants of refugees or exiles, so a many have developed a sort of cultural paranoia, believing that strangers (particularly those of the race from which they have fled) are hostile at best, and searching for them, or their family, at worst. They don't like people messing around, asking too much questions, and making too much noise. Otherwise it wouldn't have been possible for dragons to coexist with them. This feeling is less present in the Thyatians, and Seel is nearly a normal city.



THE DRAGON KINGDOM OF WYRMSTEETH

Life in Wyrksteeth is mainly work and rest, for citizens of all races. And then there are the dragons: The dragons live on their own, and are rarely seen. Most of them have learned spells to look like humans or dwarves, and they often visit the cities in disguise, but no one knows who they are, and no one really cares.

Population is controlled by the authorities. Families are restricted to four children; those who have more must leave, or give the child up for adoption. In the future, if the population continues to grow, the authorities will surely reduce the number to three or two, if necessary. The dragons don't want new cities and too many humans around.

LAWS, CRIMES & TAXES

The most important laws of the state are included in the Constitution. They include: Every citizen of Wyrksteeth is free. He may be of any race, country, gender or faith (except the illegal churches of the "heretical" dragon Immortals). Every citizen of Wyrksteeth is protected by the law against the crimes detailed in the following paragraphs. Harm done to a citizen must be recompensed by the local authorities. If they cannot deal with it, the cause passes on to the High Courts. Crimes are judged by the local army, who act as tribunal, police force, and militia. Clerics of different faiths are used to resurrect the wrongful dead. Usually clerics or mages can be asked to use their spells to help find the truth in controversial matters.

Principal crimes and punishments:

Theft or Fraud

The thief is jailed for 10 days each moon (monetary unit) they have stolen; the thief must repay the sum. If he is unable to pay, the state will provide him with the money, though each moon missing is another 10 days in jail. If two thieves rob 300 moons, then each of them must give back 300 moons; three hundred go to the victim, three hundred to the Treasury.

Treason

Traitors are stripped of all possessions. If the traitor has (innocent) heirs, the confiscated property passes to them; if not, it passes to the Treasury. Traitors are jailed for life. There is no death penalty in Wyrksteeth.

Espionage

Spies are accorded with the same as traitors. Falsely accusing a citizen of treason gets you half his potential punishment.

Murder

First-degree (intentional) murderers serve a sentence ranging from 20 to 100 years, depending upon circumstance (age of the victim, type of murder, etc.). They must also reimburse the church for their victim's resurrection. If resurrection is impossible they must be jailed for twice the period stated. If they don't possess the money to pay, the amount will be translated into days of jail (see "Theft") to add the punishment. Second-



THE DRAGON KINGDOM OF WYRMSTEETH

degree murder gets 1/5 of the punishment shown above, but must still pay the full fine. A temporarily insane killer will be examined by clerics at his expense and cured, then set free after he has paid (in money or jail days) the amount needed to resurrect his victim. An involuntary or accidental killer must simply pay back the sum to resurrect the victim. It is to be noted that an intentional assassin will be banished from Wyrksteeth lands, as will a two-time second-degree offender, a three-time "insane" offender, etc. Jail time is served as a hard labour period in the mines of Wyrksteeth. All the mines are directly subject to dragons, so in fact the jail period is a dragon service period. If a dragon wishes so, he can use the human or humanoid in others ways. No one usually cares if a 20 years condemned man vanishes mysteriously, and tears are seldom shed for one who dies in "jail." The dragons have the power to exile the punished instead of having them at their service. Usually, dragons don't do so.

The killing of a dragon by other dragons of the territory is allowed. The dragons are not subject to the laws governing their subjects, but the stronger ones usually keep the less intelligent and powerful from harming the humanoid citizens. The murder of a dragon by humanoid hands has never happened since the Constitution was approved, but if such a case were to present itself, it would surely mean hard time for the assassin.

Taxation is progressive in Wyrksteeth. Taxation is high, taking from 10% to 50% of annual income. Dragons are not taxed. Half of tax revenue goes to the Treasury, the other to the dragons, with a hierarchical distribution that is reviewed every month. Not paying the taxes is equivalent to theft against the state. If a citizen does not pay the taxes twice he is exiled. Wyrksteeth citizens don't typically mind paying the taxes, though, because the state services (army, healing, law) are good, and the progressive criteria is quite honest.

RELIGION

As explained before, there is no official religion in Wyrksteeth, though the country hosts the most important clerical temple and school of Pearl, the Moon Dragon. This presence has slightly reduced the religious tolerance level of the country: clerics and followers of Diamond (the Star Dragon) are no longer permitted; and those of Opal (the Sun Dragon) are watched with suspicion. However, most people of Wyrksteeth are indifferent about religion, and clerics are seldom zealots.

Clerics and followers of the religions must not break the Wyrksteethian laws in following their faiths and rituals, so strange religions usually are not present here. The most common immortals followed here are:

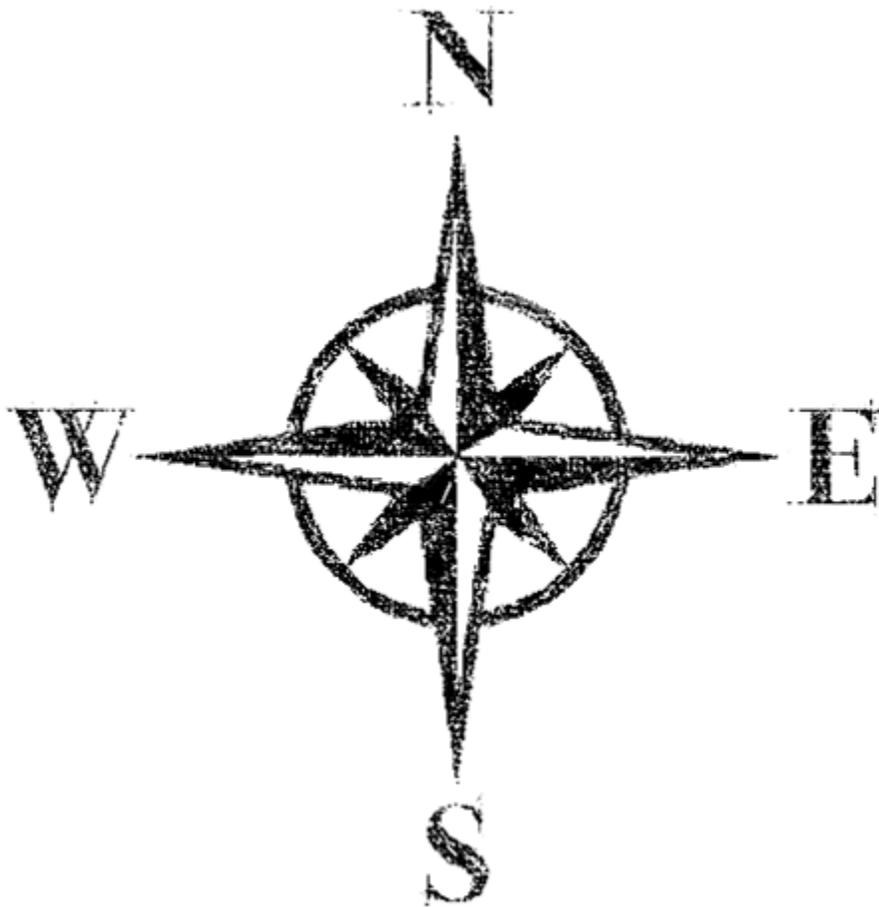
Pearl, the Moon Dragon - The Moon Dragon is extremely popular in Wyrksteeth. His cult is very old, and many humans who are not otherwise interested in religion appreciate him because they believe that it is thanks to him and the presence of dragons (which scares ignorant outsiders) that they can live in peace and be left alone. A great order of



THE DRAGON KINGDOM OF WYRMSTEETH

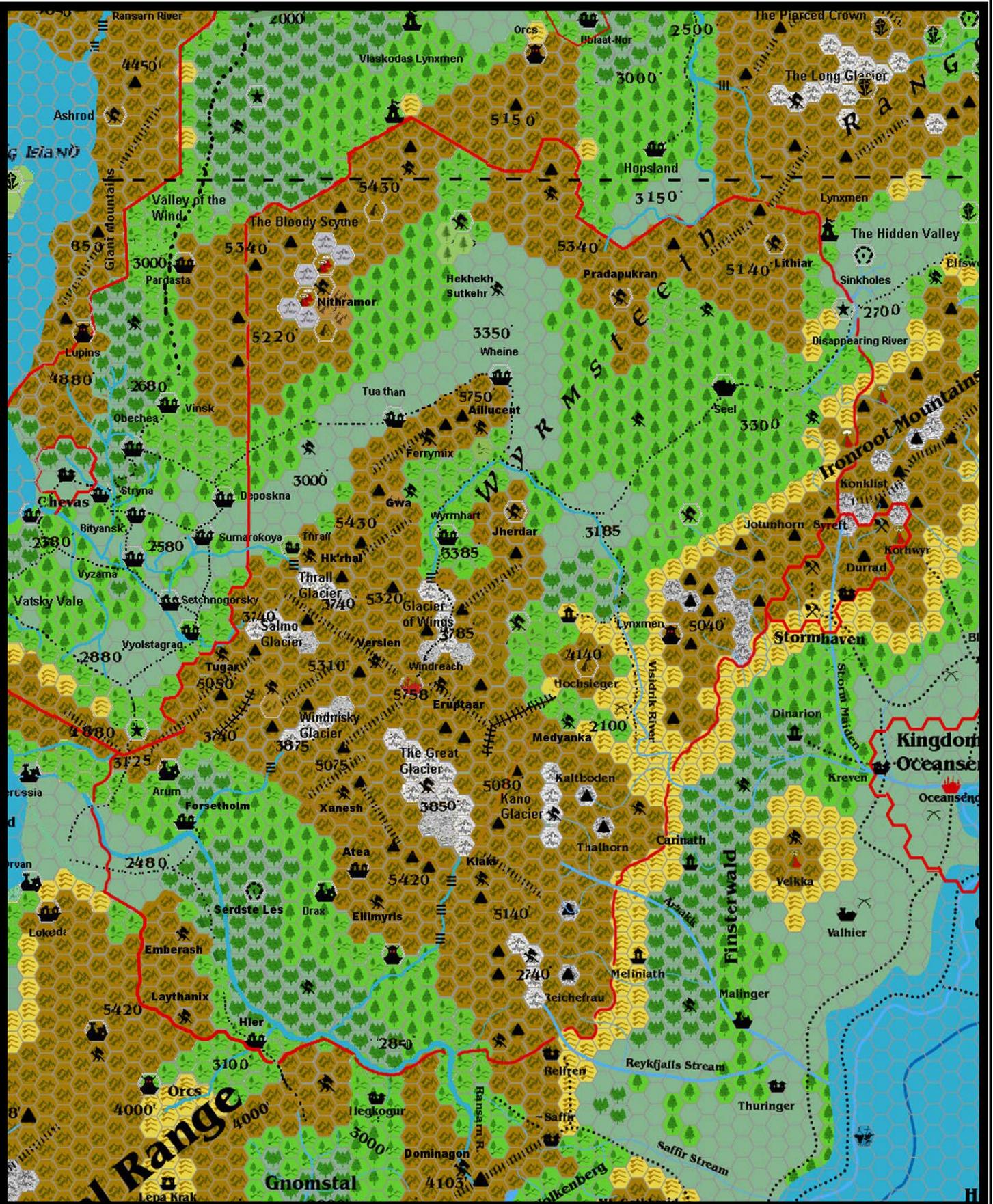
clerics of Pearl is the Holy Blood Sword, which is detailed in this work. Many lizardmen and dragonkin also revere him.

Kagyar (Vulcanus) - Kagyar the Artisan, sometimes known as Vulcanus by Thyatians and fire elementalists, is revered here. Many artisans are present in Wyrksteeth, most of them dwarves; most of these are Kagyar's followers.



THE DRAGON KINGDOM OF WYRMSTEETH

GEOGRAPHY OF THE WYRMSTEETH RANGE



THE DRAGON KINGDOM OF WYRMSTEETH

The Wurmsteeth region is dominated by the ominous mountain range, which extends north east of the Finial Range. Seen from a distance, the mountains seem to form a dragon's smile, with the lower caps as inferior teeth and higher ones as superior. The Wurmsteeth Range occupies approximately an additional 9,000 km² (about 3,613 square miles) not officially in the possession of the Dragon King; but dragons, many of whom have sworn allegiance to him, live here, and there are no other settlements nearby. The mountains occupy most of the region, with more than two third of the territory incapable of sustaining human settlements. The Wurmsteeth mountains can reach heights of 5,000 meters. Their climate is harsh: winter, with heavy snows and temperatures as low as -25°C, lasts from late Sviftmont to Flaurlmont. Spring runs from Flaurlmont to Klarmont, Summer from late Klarmont to Fyrmont, and Fall from Ambyrmont to late Sviftmont. What little agriculture exists is in the valleys between the mountains, most of which lie 300-600 meters above sea level. Thus, human cities are all built at this level.

Southwest of the Wurmsteeth range are the Black Marshes, inhabited solely by Black Dragons, and extending for approximately 6,000 km² (2,343 square miles). A few village border the marshes, inhabited by Norwold woodsmen who pay the dragons to have access to the woods of the region. Green dragons live on the forested slopes of the eastern territories; they have an agreement with the Great Druid of Norwold not to allow anyone to cut the trees there (they accomplish this quest with joy, thus being able to hide occasional murders as "justice"). Red dragons live in the central volcanoes. Whites can be found throughout the mountain range; though Blues are less common, preferring to live in the western foothills or in the territory north of the official Wurmsteeth boundaries.

Towns and Settlements: There are just four large settlements in Wurmsteeth, comprising nearly all the humanoid inhabitants of the region:

Seel Population 8,500 (5,000 Thyatians; 1,000 Averoignans; 1,000 Heldanners; 1,000 Vestlanders; 500 Soderfjordans; [3,500 are werewolves]). Seel was founded in 885 AC by lycanthropes. Many of the current residents of the city are werewolves, though officially most deny it. The laws of Wurmsteeth allows them total privacy, so they enjoy a life envied by many lycanthropes in the world, in an active, hospitable (if a little rough) city. All the Thyatians living in Wurmsteeth are settled here as well, so Seel is an ideal place for foreigners. Seel is surely the first place a homesick visitor should go; people here are the most open to foreigners in all Wurmsteeth, so long as you don't mention "lycanthropy." The local ruler of the Army is a werewolf, and will not hesitate to have the intrusive or too-curious put in jail on a trumped-up charge, just to keep things quiet. In Seel, there is also a small arena, built in the Thyatian style. The arena is used only in the summer, for gladiator fights as well as theatre.

Th'hral (also Thrall) Population 3,500 (2,500 lizard men). Th'hral is one of the strangest cities of the Old World; it hosts a community of lizardmen and other lizardkin. Th'hral is seldom visited by humanoids of other Wurmsteeth regions, and there are no temples of Pearl in the city, just a small temple dedicated to Ka. Humans are regarded



THE DRAGON KINGDOM OF WYRMSTEETH

with suspicion, and so non-reptilians/non-draconics are seldom found here. The lizard men sustain themselves by fishing in the subterranean lake of Th'hral; fruits and vegetables are brought to the community by merchants who come here twice a week.

Tua'than Population 10,000 (3,500 Heldanners; 1,000 Vestlanders; 2,000 Soderfjordans; 1,000 other humans; 2,500 dwarves; [500 of the humans are werewolves]). Main city of Wyrksteeth, Tua'than has a permanent dwarven population that lives underground in the quarter of Grag Cath. The dwarves work the mines in the service of the Dragon King; they enjoy their job and position, considering themselves the trustworthy artisans of a great King, who appreciates their work and appropriately rewards them. They have a strong militia, and a very good relationship both with Stormhaven and Rockhome. However, these dwarves are more gruff and serious than those, and are typically more closed-minded of other races, for example believing that the humans of the city are of value only because they have apprenticed under the dwarves for the last two centuries. Tua'than is reminiscent of Northern Reaches settlements, suspicious and cold toward outsiders. Drinking and wrestling are popular pastimes. Tua'than is also home to the main barracks of the Holy Blood Sword and the Legion of Moon.

Wheine Population 2,000, humans, 500 dwarves. This town is built at the foot of the mountains and like Tua'than has a large underground quarter. Industry here is dedicated to forging and smelting the metals from Tua'than, but there are also a few small mines they work themselves.

WindReach While it is the "Capital" of the kingdom, it is primarily the abode of Red Death (Mors Rufus) and his immediate retainers. There are quarters for dozens of visiting guests and dignitaries as well as the chambers for when the parliament of dragons meet, but travel to Windreach is restricted to air or the well patrolled overland mountain trail from the village of Wyrmhart. There are approximately 200 personnel present at any time, comprising the soldiers, clerics, vassals and administrators serving Red Death.

Wyrmhart Population 200 (100 humans [40 are werewolves], 100 dwarves) this small village is part of the private domain of Red Death and is the gateway to the capital. The main industry here revolves around support to the capital with blacksmithing and sheep and goat herding being the mainstays.

Other settlements. 1,500 dragonkin and 500 dwarves work directly for various dragons in mines or as personal guards; they have barracks or small mining villages scattered through the region. A number of humans and dwarves who work in the mines may be found there too, depending on the need of manpower.

1,500 Heldann woodcutters and wood men have small communities of 30-50 men in the woods of Wyrksteeth. These too may be more populated if men from the cities or from Norwold are temporarily employed there.



THE DRAGON KINGDOM OF WYRMSTEETH

CONTEMPORARY EVENTS

831 AC: Clerics of Pearl and dwarven barristers design the Constitution, framing the laws of Wyrksteeth. Many lycanthropes and humans are expelled from Wyrksteeth or arrested to work in the mines, being accused of different crimes. Grag Cath is renamed Tua'than, with Grag Cath becoming the dwarven quarter under the surface.

843 AC: Foundation of the city of Th'hral.

859 AC: Sire Philippe de Suveire, a Glantrian noble werewolf in exile, becomes a cleric of Pearl.

871 AC: Sire Philippe de Suveire becomes High Cleric of Pearl and begins recruiting werewolf followers.

876 AC: Founding of the Legion of Moon, the elite force of the Holy Blood Sword, formed exclusively by lycanthropes.

883 AC: It is decided that only the High Cleric of Pearl may be the General of the Legion of Moon.

885 AC: Founding of the city of Seel.

893 AC: Founding of the city of Wheine.

952 AC: Wyrksteeth rulers invite Heldannic refugees to the nation. This act irritates the Order of Vanya. Mutual distrust follows the event.

964 AC: Official alliance between Rockhome and Wyrksteeth dwarves.

981 AC: The current Moonlord, Harald Hardråde, signs a mutual aid treaty with Malachie du Marais, and supports Malachie's claims on Morlay and Malinbois.

985 AC: Sire Malachie du Marais founds the Canine Protection Society. Many Wyrksteeth citizens become full time members or sympathisers.

993 AC: Thyatian noble Julius Penhaligon becomes General of the Legion of Moon.

998 AC: Alliance between Wyrksteeth and Thyatis.

1000 AC: Gazetteer time. All information in this booklet is presented with this date in mind.



THE DRAGON KINGDOM OF WYRMSTEETH

POLITICS

Wormsteeth's politics mostly concern Norwold and its political situation. The main interest of the Dragon King is to wait for a weak moment for Ericall and his Alphatian troops, to claim northern mountains of Wormsteeth (which are yet unsettled by Norwold). Internally, the dragons must keep from attacking humans living inside Wormsteeth (though Greens often do it anyway, so the eastern border with Norwold is less settled). Thus, they usually travel far before raiding villages or human towns - usually to Denagoth, or Norwold settlements in the northern part of the country, or around Landfall. They always work alone or in small groups, and officially Wormsteeth denies any involvement in such raids; many raids are officially said to come from the Wormsteeth region that is not part of the Kingdom, and is nominally under Ericall's control. Mors Rufus has long pondered whether it might be best not to reclaim the northern range, in order to have a scapegoat for the raids. Due to Wormsteeth's heavy dwarven population, good relations must be maintained with Stormhaven; dragons never attack dwarven communities.

Relations with Oceansend are similar to those with Norwold, although the clerics of Pearl would prefer less attacks since many Oceansend families are of Thyatian and Heldann stock; so, the occasional raids here are not liked by the human population of Wormsteeth. Relations with the rest of the Old World are few and far between. The help given to the Heldann refugees after the conquest of their country by the Knights of Vanya has assured Wormsteeth the hate of the new rulers of that country. The dragons have decided to increase their popularity by helping the Resistance in Heldann, giving political asylum to many persecuted revolutionaries and giving them economic support. This is not an "official" action, however.

Wormsteeth has a mutual defence treaty with Rockhome, though both countries would be loathe to ask one another for help. Both support the Canine Protection Society, so their relationships with Glantri are simply the worst possible, because of the total religious freedom in Wormsteeth, plus the help lycanthropes in Glantri get from their werewolf cousins of Wormsteeth [Editor's Note: - This situation is likely to change after Malachie du Marais is crowned Prince]. Wormsteethians are unwelcome in Glantri, and it is very likely that a visitor would be arrested on a false charge. In Wormsteeth, one is very unlikely to meet Glantrians who are not allies of the werewolves, or clerical exiles. Wormsteeth is also an ally of Thyatis, and many of the dragons' raids are conducted against Alphatian ships, or even against Alphatian communities on the Isle of Dawn. Thyatians of Wormsteeth strongly support these raids, and are proud of being helpful to their Empire, though they live so far away.



THE DRAGON KINGDOM OF WYRMSTEETH

THE ARMY

The Wyrksteeth Army is a very powerful one, with nearly 5,000 full time soldiers in four divisions (4 x 1,245 per divisions = 4,980); the military makes up nearly 20% of the population. In peacetime, soldiers are employed as farmers, fisher, or in other essential occupations. The army also serves as the nation's police force, fire brigade, and justice Tribunal. Apart from the regular infantry, there is also the Order of the Holy Blood Sword (see below), a strong military force. While the Wyrksteeth Army may not be capable of fighting a large-scale war, it is strong enough to defend the country and can valiantly help any ally. It must be remembered that in case of need in Wyrksteeth (eg, invasion), there are also 1,200 dragons, plus the militia of the dwarves.

There are four Dragon Rulers, who act as the supreme generals of the army. (In actuality, they rarely interact directly with the army.) Each army division consists of 1,245 soldiers, divided as explained below. The Dragon Rulers are independent of one other and nominally independent of the Dragon King, as well - they respect him and reluctantly admit his superiority, but have never sworn oaths of fealty. As commanders of the army they must report to the Dragon King; in this way the Dragon King has attempted to impose a sort of authority on these dragon lords. Most other dragons have sworn loyalty to one of the rulers or directly to the King, so civil war could be devastating; but this is not normally a concern. The Legions are officially loyal to their commanders; the Dragon King, without the feudal Legions, would not have an official State Army. However, he has at his command all the Order of the Holy Blood Sword, and many soldiers would find it very difficult to obey to a Dragon Ruler against the Dragon King and vice-versa. At any rate, the relationships of the single Dragon Rulers with the King are good - it's in the interest of the King that the dragons' armies don't fail him in case of need, and it's in the generals' interest to have the powers and protections guaranteed by their role in the army, so both parties consider themselves happy and satisfied with their deal - at least for now. There are 2 Overlords for each division. The Overlords must periodically report pertinent information from the ranks to the Dragon Ruler. (The Overlords are detailed in the NPC section.)

The Overlords of each division have at their orders 11 Captains (5 each plus one Captain under combined command.) Captains are all fighters of level 7-13, armed with plate mail, 40% two-handed sword and hand axe, 30% axe and shield, 30% sword and warhammer or axe; there is a 50% that the weapons are magical, with a combined total bonus of +(1d4+1); otherwise they have a combined bonus of 1d4-1. There is also a 20% chance that they have 1-3 other magical items of medium or lesser power.

Each Captain has at his orders 2 Lieutenants, for a total of 22 Fighters of level 4-9. They are armed with plate mail, shield, sword and hand axe or warhammer. There is a 20% (+5% per level over 4th) chance that they have magical weapons, of a total bonus of 1d4. Otherwise, they have excellent quality weapons (4th-6th level) or two +1 weapons (7th-9th).



THE DRAGON KINGDOM OF WYRMSTEETH

There are 110 Sergeants (fighters of level 2-5), 10 for every Lieutenant. They are armed with banded armour, shield and long sword, warhammer or axe. The weapons are all of excellent quality.

Regular Infantry consists of 1,100 Fighters of level 1-3; every 10 respond to a Lieutenant. They are armed with weapons of good quality: chain mail, shield, short sword or hand axe.

Uniforms of the Legions

First Legion: The First Legion, at the order of Xanesh, the Neutral Dragon Lord, is dressed with scale mail of dark blue colour, covered with breast, leg, and arm plates in dark iron grey. They wear white cloaks with the symbol of a two-headed dragon, with one blue and one white head.

Second Legion: The Second Legion, at the order of Incendiarius, the daughter of the former Dragon King, are all armed with banded armour, a red cloak with a flaming volcano within a black circular symbol, red war boots, and red decorations and joints between armour pieces.

Third Legion: The Third Legion, at the order of Ipsilon, is dressed with wide dark green cloaks, small wooden bucklers, and leather armour. They have bows and crossbows and are specialists of forest guerilla tactics.

Fourth Legion: The Fourth Legion is formally at the orders of Hk'hral, but he only cares about his lizard-men city, and delegates all human army-related activities to his human Overlord, Fang. Humans of the Fourth Legion are dressed in black and green scale mail and scale-covered iron shields; they wear no cloaks. They are all trained in underwater combat in the swamps, and many small groups are sent to other nations and hotter swamps to learn to fight better in swamp climates.

Apart from normal soldiers, there are 5 personal guards for the Dragon Rulers employed and payed by the army. They are normally mercenaries of high level, and they have at their orders all other servants of the Dragon Rulers, whom they may employ to defend themselves.

Order of the Holy Blood Sword

[Clerics of Pearl/Syare, the Moon Dragon, the Moonlight Knight, the True Wyrn]
The Holy Blood Sword is the new name adopted by the Church of Pearl in the Old World, after the founding of the Kingdom of Wyrksteeth, in 828. The Order is devoted to the cause of dragons and of Syare-Pearl; its main political aim is to strengthen the dragons' position concerning diplomatic ties with other churches and nations. The Dragon King is the superior of the Moon General, and secular head of the Order; although he is not a



THE DRAGON KINGDOM OF WYRMSTEETH

cleric or a official member of the Order, the organisation depends entirely on his leadership.

The Order of the Holy Blood Sword is formed entirely of specialty Priests of pearl. There are about 600 priests in the Order currently (including about 150 Searchers, 350 Followers, 80 Sentinels and a fixed number of 20 Defenders - see below). The specialty priests are named Soldiers of the Blood Sword.

The principal temple of Pearl in Wyrksteeth is the Temple of the Moon in Tua'than, which dominates the city from a nearby mountain top. The Temple is made of dark blue marble with decorations in mother-of-pearl. At night it shines a bluish light. Its plan resembles a dragon's mouth, with two set of "teeth" - rooms one in front of the other, separated by an irregular corridor 50 meters long, which ends in a cave access that leads underground to the Altar, where a giant statue of Pearl, made partly of real dragon bones, partly of mother-of-pearl, is located. This statue is in fact a drolem, but only the most high level clerics know this secret.

Novices of the order are known as Searchers for the Unknown Path; only when they reach 6th level are they admitted to the rituals and considered part of the Order. When they do so, they are named Followers of the Moonlight Knight. At 12th level, they become Sentinels of the Wyrm; at 20th level, they choose a dragon race to follow, and become known as Defenders. There are only 5 Defenders for each of the six chromatic dragons (Blue, Green, Red, White, Brown/Amber, and Black). To become a Defender, a 20th level Sentinel of the Wyrm must confront another Defender, and the winner gains that status. The loser is known as a Wanderer and must travel in Mystara for nine years fighting for the cause of dragons, and must leave his title and all benefits gained by being member of the Order. If he succeeds, he is admitted to the Moon Legion. Moon Legionnaires are considered, in the Hierarchy of the Church, lower-ranked than Defenders (in truth, Defenders defeated the Moon Legionnaires), though the Moon General, the highest-ranking priest of the Order, is always drawn from the ranks of the Moon Legionnaires. When the Moon General resigns or dies, the four highest-level Moon Legionnaires fight amongst themselves, and the winner must then defeat the strongest Defender of each Dragon in order to become Moon General. If the candidate fails, the undefeated Defenders fight amongst themselves, and the strongest becomes Regent of the Order for 5 years. After these 5 years the Regent is admitted to the Moon Legion and a new contest for the title is made, with the former Regent being among the Moon Legion contenders.

Dogma: True Dragons are the most perfect creatures made by the Immortals to reflect their powers, and bring a shard of immortality to lesser creatures. Lesser creatures are made to serve Dragons to their best efforts. All true believers must sacrifice themselves to the cause of Dragons. Dragons will one day regain power over all Mystara, but there is no sense in destroying those made to serve them: it is just a matter of time for them to understand their folly. To this cause, the Order is devoted. The Order knows that much time will pass before dragons control Mystara (they estimate it at 5,000 to 6,000 years!),



THE DRAGON KINGDOM OF WYRMSTEETH

but it is extremely devoted to the ideal. Pearl/ Syare delights himself with this dream of conquest and power, but admits to himself that this will probably remain just a dream. Priestly Vestment: Priests of the Holy Blood Sword don't need a special suit in normal life, though for ceremonial occasions (rituals or holy days) they must wear the official uniforms of the order, described below.

Adventuring Garb: There are two possibilities in adventuring garb: If they need secrecy or act in an unofficial capacity for the Order, clerics of the Holy Blood Sword can dress whatever they find suitable for the occasion. If acting officially for the Order, they dress with a dark blue armour that shines faintly in the moonlight, composed of a banded breast plate, shoulder plates, lamelled plates on legs and arms, a heavy metal belt, and a shield with a mother-of-pearl symbol of Syare. They carry normally warhammers or maces, few use broad swords; all weapons are of exceptional quality. Searchers for the Unknown Path are not allowed to wear helms or shields. Followers of the Moonlight Knight are allowed the use of helms and shields. Sentinels of the Wyrms are given a custom made weapon +3, +6 vs. metallic dragons. Defenders wear armours of the colour of their dragon choice, depending upon the race. Many of them have slain several metallic dragons, and so have earned the right to trade metal plates with plates made of their dragon victims.

Alignment: Any neutral or evil

Races: Humans, lizard men

Turn Undead: Yes, as a cleric of two levels less

Command Undead: No

Requirements: STR 12, INT 9, WIS 9, COS 12

Prime Requisites: Cos, Wis

Weapons: All bludgeoning weapons plus long and broad swords.

Armor: Any, with the previously indicated restrictions

Major Spheres: All, combat, elemental (fire & earth), guardian, healing, necromantic, protection, sun (reversed only), time, wards

Minor Spheres: Charm, elemental (air & water)

Suggested Proficiencies: Common chromatic dragon tongue

Special Abilities:

At 1st level they have infravision in a 18 meter radius At 6th level they gain the ability to become invisible at will on nights of a full moon At 12th level they gain a +2 bonus on saving throws vs. metallic dragon breath At 20th level Defenders gain a +4 THAC0 bonus vs their special foe (metallic dragon)

A fallen Defender who becomes a Wanderer loses all his special abilities. Very few Wanderers become members of the Moon Legion; and they are magically altered by Syare, so they become Minions of Pearl. They regain all the abilities of Sentinels (but not of Defenders) and additionally:



THE DRAGON KINGDOM OF WYRMSTEETH

They age at the rate of 1 year each 5 normal human years They become werewolves in the Initiation Ceremony, which consists of a prolonged exposure to bites of the other Legionnaires in wolf form,

Dragons and Defenders:

- Black Defenders are all lizard kin.
- Blue Defenders are humans of Thyatian descent. Some of them have been given license to return to Thyatis and join the Retebius Air Fleet.
- Brown [D&D Amber] Defenders may be humans of any race, but some are lizard origin. There is also one gnoll defender at the moment.
- Green Defenders are the most difficult to find, since Green Dragons are the least liked in Wurmsteeth; Green Defenders are often outsiders who immigrated to Wurmsteeth specifically to join the Order.
- Red Defenders are not often seen around and about; most are Thyatians, but some are Averoignans.
- White Defenders are always Wyrmdanners. There is a sort of affinity between white dragons and northern men, because both love snow, cold climates, and winter.

Creating Wurmsteeth Characters

[Note: Notes on creating characters may be found in TSR's Gazetteer series. Notes relevant to Wurmsteeth are found below.]

Thyatians - Thyatians are mostly found in the city of Seel, which hosts 5,000 Imperial natives. They are by far the most friendly culture of Wurmsteeth. Although they are not so active and lively as their southern relatives, they are among the nicest people to deal with. They keep different inns and taverns in Seel, and travel often out of Wurmsteeth, many to visit their relatives in Thyatis, with whom they have still contact. Thyatians came here from three different sources: some were lycanthropes, werewolves that searched for a more easy way to live their condition; others were adventurous men who were searching for a new place to settle; still others were leaving Oceansend after the declaration of independence of the city during the Alphantian attack of 959. The Thyatians of Wurmsteeth are so concerned with feeling that they are still a part of the Thyatian Empire that many buy houses in their ancestral country, spending great amounts of time and money in order to travel there and spend some time in the company of their parents. Usually they do so in the coldest winter months. They also spend lot of time and money in order to import Thyatian wines, cheeses, and other products.

Wyrmsdanners (Heldanners & other Antalian peoples transplanted to Wurmsteeth) - The Antalians are the largest ethnic group of Wurmsteeth (13,000). Heldanners and men from the Northern Reaches living here call themselves Wyrmsdanners. Many of them have lost a lot of their violent cultural traits, because the most violent and dangerous people were thrown out the country after AC 831. They have developed a more vengeful personality,



THE DRAGON KINGDOM OF WYRMSTEETH

easily offended by insults, and they have a special hate for the race that has caused their exile: Heldanners nearly all escaped the Order of Vanya's attack. Northern Reaches men are mostly descendants of pirates and bandits that hid themselves in Wurmsteeth. Some of them (30%) are people of Norwold who found more safe to be under the dragon's control than be exposed to their raids. These are more similar to Northern Reaches men, and more relaxed than their somewhat paranoid Wurmsteethian cousins.

Werewolves - Werewolves number approximately 4,000. 800 are Averoignian; 1,000 Thyatian; 1,500 Heldanners or Northmen; and 700 of various other nationalities. They differ in nothing from their human neighbours, and it is nearly impossible to find who a werewolf is (though this is also because of the Wurmsteeth laws that help them remain unnoticed, as long they do not harm others). The laws forbid the use of anti-lycanthrope herbs or charms, and any visitor that is found bringing them in the country is cast out of the country, after a heavy fine. In 802, the Dragon King invited many refugees from Glantri, driven out by the persecutions and by the great plague, to settle down in Wurmsteeth. In his invitation there was an explicit mention of werewolves, so many of them undertook the long journey to Norwold. Some werewolves found it easier to settle down in that country, but others decided that they were too tired of fighting with humans, and perhaps the shelter of the dragons could protect them from the endless persecutions. In the following years, the lycanthropes tried to build themselves a new life in the country, but some of them had no intention of controlling the nature of the beast and proved often to be a threat to dwarves and other humans, so the risk of a new purge was high. The problems went on for many years, until in 831 the Constitution, approved by clerics of Pearl and dwarves, set a stop to them by imposing the exile to all troublemakers, both werewolves and humans. Many were forced to leave the country, others left of their own will, dissatisfied with the new laws. A large number remained; these were the ancestors of the Averoigne-origin lycanthropes. Soon, other werewolves from Norwold, Heldann, and Thyatis tried to secure permission to live in Wurmsteeth, and the population grew. Werewolves gained control of the Order of the Holy Blood Sword; many serve in the Army; and there is a branch of the Canine Protection Society in Seel. For more information on werewolf characters, see PC4, Night Howlers.

Dwarves - Dwarves of Wurmsteeth are like any other dwarves on the surface of Mystara; they are short humanoids of heavy built, of strong constitution. Dwarves were the first race to be invited to Wurmsteeth after the 802 events. Some of them accepted, forming the Wurunkrest clan; others refused, fearing dragon intrusion in their clan activities, and went to build the Stormhaven fortress. There are now 3,000 dwarves in Wurmsteeth. Dwarves of Wurmsteeth are all members of the Wurunkrest clan, which is mostly composed of miners and gem crafters. The Wurunkrest dwarves are of light brown skin complexion, and have blue or golden eyes, with red or light brown hair. They are isolationists; they want nothing to do with the outer world, and also have little to do with other Wurmsteethians, apart from those from their home town, Tua'than. Even then, dwarves think of Tua'than as two separate towns: Tua'than, the outer town, where humans live; and Groggat, the "real" town, the dwarven town (mostly under the surface, inside the mountain). Despite their isolationism, the dwarves have strong ties with their cousins of



THE DRAGON KINGDOM OF WYRMSTEETH

Stormhaven, and holds some contact (with clan Ambassadors) with Rockhome. Dwarves have their own society, and have a Clan Master and a Dwarven Relic. They consider themselves as employed artisans for a race that must be respected, and they believe that the dragons return this respect in kind. Thus, they are extremely proud of their work (perhaps excessively so), and view humans of Wyrksteeth as a sort of lesser race that works for the sustenance of the nation, while they dedicate themselves to higher activities.

Lizardkin - Nearly all lizardkin live in Th'hral, which they founded in 845 AC. They are all under the direct rule of the Dragonlord Hk'rhal, who pleases himself with the name of Dragonlizard. Hk'rhal genuinely loves all lizardmen and lizardkin, whom he has always regarded as small, human-proportioned dragons, made by the lizard gods in the image of dragons. He has helped them build the city and devotes a lot of time to the city of Th'hral, where he is often found in the shape of a Lizard King. There are two different races of lizard-kin represented here, members of the arctic lizardman subspecies (they are white-azure in skin colour, and like cold climates) and varkha (presented in MCA III as underdark lizard men, here simply shorter and subterranean dwelling lizard men). Some live in the surface Th'hral, but most prefer to live in the subterranean lake that provides them with an abundance of fish. They are a reclusive race, and don't care much for other people in Wyrksteeth. They love their dragon ruler Hk'rhal, and are totally loyal to him, but care nothing for other dragons. In lizardkin society, males typically become fighters, while females become clerics of Ka; though it's not unusual to find a male cleric and a female warrior. Arctic lizard men receive a +2 bonus to strength and a -2 to dexterity. Varkha receive a +1 to strength, +1 to constitution, -1 to dexterity and -1 to charisma. Basic armour class is 5. Most are of neutral alignment, with varkha inclining to lawful evil.

NPCs

Julius Penhaligon, Moon Legion Overlord. Born in 959 in Thyatis, last son of Cornelius Penhaligon, younger brother of Arturus Penhaligon [see Gaz 1], he became cleric of the Order in 977, and wandered the Old World for several years. Julius was captured in Glantri and suffered experiments at the hand of prince Volospin Aendyr, and was turned into a werewolf. After escaping Glantri, he returned to Wyrksteeth, where he became a Red Defender. He was never defeated and became first a Regent in 988, then the Moon General in 993. [Cleric 19 AD&D; Cleric 34/ Werewolf 12 D&D]

Jacob 'Raven' Aloysius, First Legion Overlord. Wereraven. Fighter 12 AD&D, Fighter 20 D&D. Comes from Ierendi. Born 968.

Steinhard Hoen, First Legion Overlord. Wizard 13 AD&D, Magic User 23 D&D. Wyrmdanner. Born 971.

Harald Haraldsson, Second Legion Overlord. Fighter 17 AD&D, Fighter 29 D&D. Son of the former Moon General Harald Hardrade. Wyrmdanner. Born 963.



THE DRAGON KINGDOM OF WYRMSTEETH

Geoffrey MacDonald, Second Legion Overlord. Fighter 20 AD&D, Fighter 36 D&D. Glantrian from Klantyre, member of the Followers of Claymore. Born 949. Ruler of Tua'than.

Julian Hastings, Third Legion Overlord. Wyrksteethian descendent of Glantrians, born 967. Werewolf, ruler of the city of Seel. Fighter 11 AD&D, Fighter 22 D&D.

Sylvie du Chateau Tarent Third Legion Overlord. Averoignian, born in Wyrksteeth in 976. Thief 10 AD&D, Thief 18 D&D. Ruler of Wheine.

Gsharr, Fourth Legion Overlord. Lizard man 23 D&D, Fighter 11 AD&D. Hk'rhal's second in command in Th'hral.

Fang (P'hegshyan), Fourth Legion Overlord. A human, "Fang" is in fact an Outer Being cultist who long ago lost his human attributes. His powerful magics have prevented his treachery from being discovered.

DRAGON RULERS

Red Death (Mors Rufus), Dragon King of Wyrksteeth. The Red Death is the ruling King of all Wyrksteeth. He succeeded Incendiarious when that dragon departed in search of Immortality. Red Death was Incendiarious' second-in-command, and a good ally in the forming of Wyrksteeth, though he was a just young dragon then. Incendiarious recognised Mors Rufus' potential, and (unofficially) made it clear that he was his choice as heir. When the old dragon left Wyrksteeth Mors Rufus proclaimed himself King, and after crushing a small rebellion, became the ruler of Wyrksteeth. Red Death is responsible for the creation of the human settlements in the land, and has sought the help of the strongest dragons of Norwold to reinforce his authority. Red Death is still young, at 1,000 years.

Xanesh, Dragon Ruler, Commander of the First Legion. Xanesh is a blue dragon of neutral alignment. He proclaims to be the ruler of blue and white dragons, and carries the self-appointed title of Neutral Dragon Lord. He cares little of other dragons, but he doesn't want to raise the ire of Red Death, and so is informally bound to him. Xanesh hates Ipsilon, so if Ipsilon should attack Red Death he would stand by the Dragon King, but he would remain neutral if any other parties would be involved. Obviously, if a major war would explode, he would side with the party that does not have Ipsilon on its side.

Incendiarious, Dragon Ruler, Commander of the Second Legion. The red dragon Incendiarious is the female offspring of King Incendiarious, and has been the secret lover of Red Death for several years. Their relationship has always been inconstant and anything but faithful, but the two dragons have a great respect and physical attraction for each other, and don't care of the other's betrayals. Incendiarious has born 3 hatchlings to Red Death in the past centuries. If a war should explode between Red Death and one of



THE DRAGON KINGDOM OF WYRMSTEETH

the other Dragon Rulers, her Second Legion would be unswervingly loyal to him. Incendiarious lives in Norwold, in a volcano in the northeastern part of Icereach, and maintains contact with her subject Overlords by use of magical scrolls.

Ipsilon, Dragon Ruler, Commander of the Third Legion. Ipsilon is probably the most savage dragon of Wyrksteeth. He is a Great Wyrm of incredible strength and magic, and considers himself as strong as Red Death. Ipsilon has not attacked Red Death because he was accorded the title of Dragon Ruler immediately after Red Death took the throne, but Ipsilon is jealous of his power and could, in the future, try to cause a major war between dragons to obtain it. He is not liked by the other Dragon Rulers, but he is more powerful than them, and so they have not managed to attack him. Ipsilon cares nothing of humans, and would greatly enjoy waging a brutal war against Norwold - naturally with himself crowned Emperor of the region as the outcome.

Hk'rhal, Dragon Ruler, Commander of the Fourth Legion, Lizard King of Th'hral. Hk'rhal is strange black dragon, who believes that lizardmen and similar creatures were made by the Immortals in the image of dragons; he has a great love for these creatures. He dislikes non-reptilian humanoids, whom he sees as pale and trembling copies of those admirable races. He often takes Lizardman form, and enjoys ruling the city of Th'hral. He has no preferences toward the Dragon Rulers, and respects Red Death, though he does not fear him.

DUNGEON MASTER'S GUIDE TO WYRMSTEETH

[Players, read no further!! - This section contains possible spoilers for playing in Wyrksteeth, and by reading on you will ruin your gaming experience there. If you have enjoyed reading this Gazetteer, please refer your DM here. For now, please scroll to the bottom of the screen and click "Home" to continue enjoying the Tome of Mystara. - Editor.]

DRAGON HISTORY OF NORWOLD

This is the true and complete history of dragons in Norwold. Most of the dragons of Norwold and Wyrksteeth are perfectly aware of it, simply because many of them have lived through many of the below events.

Dragons as a race are one of the oldest created in Mystara. After the axis shift brought about by the Great Rain of Fire, Norwold became one of coldest regions of the planet. Dragons, as a race, have subspecies that adapt to any climate easily, and the high mountains of Norwold were a preferred choice for these intelligent flying lizards. The first dragons to come here were the White. They had moved from the Arctic Regions that had become too hot with the polar shift, and many settled here; others searched further, and finally moved along with frost giants to occupy barren Frosthaven. The White lived



THE DRAGON KINGDOM OF WYRMSTEETH

in Wyrksteeth from around 2800 BC in relative peace, little bothered by Antalian tribesmen who were occupied Norwold (indeed, these men proved tasty if frozen) Problems arose around the year 1900 BC, when a solitary red dragon named Syare stumbled upon the volcanoes of Wyrksteeth Range and decided to make them his new home. His encounter with the white dragons of the region didn't deter him; he defeated the greatest of them and the others fled, some to the Icereach range, some even to Frosthaven. Then he began to ravage the Antalian villages and cities, contributing to the fall of that civilisation. Syare forced the Antalian cities to revere him as a god, demanding sacrifices in his name. His rulership was cruel and savage, but it provided the Antalians protection against the horde of King Loark in 1722 BC. Syare ruled undefeated for centuries, finally leaving his realm only to seek Immortality in the Sphere of Matter. During his Quest, Syare spent years to regain an old Artifact, the Shard of Sakkrad, which he found protected by a gold dragon. The battle was hard, but he destroyed the wyrm and delightedly passed to a new life in which he had the powers of a red, a blue and a black dragon. In this shape, he decided to create a new land that would be the Testimony of his might and the final step toward Immortality. To this end, he defeated dragons and dragon clans without killing them, having them swear loyalty to his power and follow him to live in Norwold. This was the birth of Wyrksteeth, and in 745 BC it was also the birth of the Immortal Moon Dragon, Syare (which in the dragon tongue means "Pearl"). Syare looked upon Wyrksteeth and decided that before his leaving he would not appoint a successor. He was enthralled by the chaotic situation that would follow his departure, and he left Norwold suddenly, without a trace. The dragons took their time to discover what happened. Many simply didn't care of his leaving, and continued to live in Norwold; others were happy and left for their old homes. But other, more clever dragons saw the possibilities of power hidden in his departure. For the moment they did not act; dragons have plenty of time.

While the strongest dragons of Norwold gathered their followers and prepared for a major war to obtain control on the region, Pearl cultivated with care the Antalians' old cult of the "Dragon God from the mountains" (in fact, Syare himself). The Wyrksteeth range became taboo for the barbarian tribes of Antalian descent, and although not many of the Antalians worshipped Pearl, many continued to fear him, and to live in the hope he would protect them from conquest outsiders, as he had before. Pearl watched with great satisfaction over Wyrksteeth, because it would be theatre to an epic war between dragons that would both satisfy his sense of drama and find him a worthy successor. Many dragons of different races fought for years, while the Antalians, barred from the mountains by religious beliefs, never suspected what was happening. As dragons clashed for generations, the memory of Syare-Pearl began to fade for most humans; but the mountain people, who could sometimes see a dragon pass by, still believed in the presence of a dragon spirit who protected the land.

When the war finally came to an end, around 500 BC, it was Lyalia who succeeded. A blue dragon, she led the Blues to become the greatest force of Norwold, aided by the White clan; most Reds and Greens, being inferior in number, fled to southern regions, with thoughts of vengeance. Black dragons, who had allied with Browns [D&D: Ambers], stayed low, but remained in Norwold, and waited. Lyalia's rule was not as wise as Syare's.



THE DRAGON KINGDOM OF WYRMSTEETH

She enjoyed leading great bands of dragons to destroy and sack human settlements, driving humans to hate the great creatures that they once believed to be their protectors. Not long passed before wyrmslayers began to appear in the now-infamous region, to destroy every trace of the "foul race." Lyalia was killed by a great barbarian leader, and dragons lost their ruler and their unity, scattering throughout Norwold. Reds and Greens, Blacks and Browns, returned to Wyrksteeth under the iron rule of a new commander, Incendiarius (not to be mistaken for the female dragon of CM3: The Sabre River; that Incendiarius is the strongest of his children currently alive). Incendiarius was a great wurm of superior intelligence, originally from Rockhome. He had long lived with humans, roaming the world in search of gold and magic, and was one of the strongest creatures of Mystara. He saw in Wyrksteeth the same chance for power that his predecessor Syare had seen. But he acted very differently from Lyalia, keeping a loose control on the dragons, knowing that their free nature could only with difficulty be tamed into forming a real society. And he was not willing to spend his entire time ruling; wielding raw power was good enough if it allowed him to concentrate on his treasures and his magic. This allowed him to reign for centuries over the dragons, whom he prohibited to organise and conduct great raids on villages of Norwold (in order to keep the humans from knowing the vast numbers of dragons that lived there). The dragons lived and prospered.

Centuries passed without significant events, until AC 802, year of the Great Plague. Many dwarves fleeing Glantri escaped to the north, and - to avoid crossing elvish territory - crossed the mountains to Norwold, where they formed the Stormhaven clan. Dragons who lived there were not overjoyed by the event, but the new ruler of Wyrksteeth, a dragon known as Mors Rufus ("Red Death" in Thyatian) who had succeeded Incendiarius around 400 AC when Incendiarius left in search of Immortality, saw a new way to attract followers. He presented himself in the guise of the "ruler of the mountains," who allowed the dwarves to stay. He asked the dwarves if they were willing to work for him in the mines of Wyrksteeth in exchange for settling in his kingdom, and some of the more young and ambitious agreed. They founded the mountain city of Grag Cath, while the others sought shelter in the caves of Stormhaven. Mors Rufus then made his intention known to other important rulers of the Known World and began attracting followers to his nation. There were not many people who liked the idea of working under a dragon, but Mors Rufus had carefully planned the immigration by inviting members of hunted races, such as werewolves, and those hated by humans who still had enough culture and civilisation to be a good ally for the dragons (some lizardman, human exiles and refugees, misanthropes, a few half-elves). Many clerics of Pearl from all over the Old World left for Wyrksteeth; there they founded the Order of the Holy Blood Sword, elite fighters in the name of Dragonkind, in 828 AC. The Dragon Kingdom of Wyrksteeth was born.

Notes on Dragon Society in Wyrksteeth

Based on information found in *Dragon* #170, in an article by Bruce Heard, the Dragons live their existence passing through different cycles, each divided in several quests. In order to allow anyone to understand this chapter, I will shortly review the quests:



THE DRAGON KINGDOM OF WYRMSTEETH

- Quest for Wealth
- Quest for Magic
- Quest for Power
- Quest for Knowledge
- Feeding
- Ceremony of Sublimation

How is the dragon society in Wyrnteeth influenced by these cycles?

Surely not much changes with the first two quests, which are related simply to the particular dragon, but when we take a look at the Third Quest, we can understand much of the political organization of the Dragon Kingdom.

Mors Rufus, Dragon King of Wyrnteeth, is the most important Suzerain of the area, thus the title. Since the "founding" of the nation by Syare/Pearl, the title of Dragon King has always been a self-appointment, as is often the case with chaotic or evil creatures. Anyway, given the massive number of vassal dragons the King has, it is difficult for a strong dragon to have ever contested this title. Other powerful dragons have mostly ignored the King, not willing to transform Norwold in a giant battlefield, with the chance of being killed or subjugated by another dragon. This is especially true since a dragon at that powerful a level, having the chance to attain Dragon Immortality in the Ceremony of Sublimation, would hardly risk its own life in such a manner.

Since 802, when Mors Rufus began to attract humanoids to Wyrnteeth, dragons have slightly changed their view on things. The position of Dragon King and the influence in human and demihuman politics has become much more interesting to the eyes of powerful dragons, allowing them to gain considerable advantages at all stages of their Quests. A good example of this is the placement of troops to protect their lairs during the Ceremony of Sublimation itself; the shield against wyrmslayers and other crusaders at any stage in their life provided by an entire nation of minions, and the possibility of using their minions to provide them with the materials needed for their first two Quests.

The creation of a Wyrnteeth Army was not so easy. Although the idea for the human "colonization" of Wyrnteeth originated with Mors Rufus, a decisive contribution was given by the other great dragons of the region that requested positions of power in the new nation from the "King," as soon as they understood the potential of the idea. Here are the individual entries for the dragon's behavior in this matter:

Mors Rufus:

The Dragon King was formerly the most powerful vassal of Incendiarous, the former dragon king who attained Dragon Immortality.

Xanesh:

Xanesh has remained mostly uncaring of humans, and was the last of the great dragons of the region to ask for alliance with Mors Rufus. He is still not sure of what human followers could do to help the dragons, and secretly he has an



THE DRAGON KINGDOM OF WYRMSTEETH

anarchical desire to throw out humans and destroy the political structure of Wyrnteeth, with the exception of the Order of the Holy Blood Sword. His hate for Ipsilon has more than once led him to the thought of defeating the green dragon to become suzerain to the great number of followers he has. This could also help him to challenge the authority of the Dragon King. But he is still inferior in power to Ipsilon, so he is desperately searching a way to hasten his steps in his Quest for Power. To further it, he has travelled out of Norwold in the past decades, to find new vassals without letting the other Dragon Rulers know.

Incendiarious:

An exception to the rule that wants female dragons to mate with weaker dragons is her relationship with Mors Rufus, but Incendiarious is a very powerful dragon indeed, maybe more than her ally knows. She is backed by her seven loyal children and all their vassals, plus a number of weaker dragons used as occasional lovers; so, in fact, it could be that the female dragon is more important to the Dragon King than Mors Rufus is to her.

Ipsilon:

The green dragon has the greatest number of vassals of all other dragons of Norwold, but fortunately he is too savage and impetuous to make really good use of them. He is a very contradictory figure: he hates humans, but he is the dragon that most resorts to them in order to attain his goals; he feels he is the stronger dragon of Norwold, but he has never challenged old and huge dragons, and thus most of his followers are weaker than the vassals of the other Rulers.

Hk'rhal:

The bizarre Hk'rhal is, unbeknownst to most, a vassal of Mors Rufus. He was defeated three centuries ago, when the two dragons were much younger. Hk'rhal doesn't have too many vassals, and is tempted by the idea of becoming a Renegade, entering the service of the Sphere of Time, to better help his lizard followers, but he hates the idea of becoming hated by the others of his kind.

The Feeding Problem

The fifth cycle (feeding) also raises problems for a land which holds so many dragons: why don't they eat the human population?

The dragons, in fact, hide a terrible secret among their mountains. Buried deep under the rocky cliffs of the volcanic area of Wyrnteeth, where red dragons especially thrive, are vast complexes of underground caverns, where dragonkins known as the Claenra feed and raise a quite special dragon-cattle: a degenerate and mingled race of humans, descended from war slaves, prisoners serving a life sentence, sentenced-to-death, and



THE DRAGON KINGDOM OF WYRMSTEETH

especially all the humans and werewolves that were officially driven off Wyrnteeth's borders after the 832 treaty between humans and dwarves.

In the caverns, there are more than 8,000 of these degenerated humans, raised as idiot cattle. Put in great pens, these poor creatures are forcibly fed and controlled by the Claenra, who control their matings and keep their intelligence from growing. The degenerates can neither speak nor understand each other. They communicate only by grunting, are extremely pale and many have atrocious deformities due to the fact that nobody cares if relatives intermingle. An elite association of the Claenra, known as the Seers, closely control the dragonkin, and are generally well informed on the status of the cycles of the dragons. This information is used to help the human and dwarven population in Wyrnteeth, preparing them to the Omens of Coming and the eventual problems that arise when a dragon completes his cycle, but also to prepare a stock of degenerates to feed the dragon and at least keep their hunger to manageable level, where they are reasonable enough to avoid attacking the humans. The dragons are not at all disgusted by their use of the degenerates. They believe that the people they used to breed the degenerates would have died anyway following the human and dwarven laws, and in this way they used them in a more rational form to avoid problems with the honest (and more profitable) humanoid population of Wyrnteeth!

The Claenra

The Claenra are a reptilian race that were stranded on Mystara from another world, where they were nearly exterminated by elves. Led by the Word of the Dragon (Pearl), they arrived in Norwold around AC 800 and were soon "employed" by Mors Rufus to work for him. Today there are about 1,500 Claenra, 300 of whom are "Seers." Claenra are much similar to drakes, in aspect, but they are tall like elves and possess two arms, adapted to the use of most weapons and human tools. Their skin is a sickly light blue, and they have three rows of short but very sharp teeth. The whites of their eyes are red, with serpent-like black pupils. The Claenra don't leave Wyrnteeth too often; they have a long life-span (400 years), and are used in the breeding and controlling of the Degenerates. Pearl has a plan for them to be reshaped into a race that can be more useful to his purposes in Mystara, and thus nearly all their offspring are born as Seers (see below). The existence of the Claenra is known to only some of the highest ranking officials of the Army and the clerics of Pearl.

The Seers

Although the Seers are a branch of the Claenra dragon-kin, they possess the power, imbued to them by Pearl, to disguise themselves in the population like humans. This is not a magical power, rather a natural one, so it cannot be detected by magical means.



THE DRAGON KINGDOM OF WYRMSTEETH

The Seers have several important duties: apart from the ones described above (control the status of dragon cycles, inform the humanoid population of Omens of Coming, provide Degenerates to feed the dragons awakening from the Quest for Knowledge), the Seers are also charged with the duty of providing new "animals" to the Degenerate herds.

Whenever a man is sentenced to be jailed for life, he is taken by the Seers and brought to the Claenra. If they may prove useful to the dragons in some way, they are employed by the dragons, otherwise they are put in the underground caverns with the Degenerates, though not before they are feebleminded permanently.

The Seers act also as guards for dormant dragons in the Quest for Knowledge, although in this case they usually work along with soldiers from the Army or clerics of Pearl.

Sample Dragon Hierarchy

The purpose of this section is to show how a dragon hierarchy works, and may explain how the Suzerain/Vassal relationship is founded and how it can develop in time. It is also useful to build the hierarchies between the Dragon King and other dragons of the region, explaining the reasons for his power.

Ferrimyx: This huge red has scales of the deepest crimson. Around her jaw and eyes they darken black, as if burnt to a crisp. Blue and purple veins can be seen shot through her wings. She has mated twice in her lifetime, once very recently (4 decades ago). Her first mating with the dragon Aarl'lek produced seven offspring. Of that brood, only three still survive: Virraxn, Nithramor, and Lithiar. Three of that brood were slain by their father before they reached maturity, while the fourth, Hedfang was killed in a battle of dominance. Her second mating with the dragon Emberash produced five offspring. All five still live with Ferrimyx in her lair, too young yet to venture out on their own.

For several centuries now Ferrimyx has dwelt in the western range of the Wyrksteeth Mountains. She is slowly but steadily building up a power base in the area, and in surrounding regions.

Ferrimyx directly controls Aillucent, Gwa-Dthorim, Hekhekh, Sutkehr, and Emberash.

Aillucent: This ancient white's scales have yellowed with age. His shriveled wings are smaller than they should be, preventing this wyrm from ever taking flight again. His claws and teeth appear to be made of clear ice.

Over 5 decades ago, Aillucent's power was challenged by a younger and stronger white. Aillucent fled, beaten and near death. Ferrimyx found him in this condition. Instead of dispatching the wretch, Ferrimyx granted him shelter inside of her own territory. Now he uses his magical knowledge to benefit his red benefactor.



THE DRAGON KINGDOM OF WYRMSTEETH

Aillucant hates Ferrimyx, who taunts and tortures him every time she visits his laboratory lair. He has led her to believe that he is working on a way to distill lycanthropy, information he knows Ferrimyx will use against Mors Rufus' dwarven allies. What he has told Ferrimyx is only half of the truth however. Using were-creatures provided by the Seers, Aillucant is devising a way to infect himself with lycanthropy. He hopes to strengthen his failing body and extend his already long lifespan. Several lycanthropic servants assist him in his efforts.

Gwa-Dthorim: This slender and agile green has scales streaked with greens and browns. His small wings grant him a greater maneuverability, but also prevent him from attaining the speed and altitude of most dragons.

Gwa moved into the forests below Ferrimyx's lair nearly a century ago. The huge red left him to his own devices until 990 AC, when a flock of young greens moved into the area. Gwa quickly dominated the young dragons, and began to use them to expand his own territories. Ferrimyx decided that she had ignored Gwa for too long and challenged him in his own territory. After a short and bloody battle, Gwa submitted to her authority. Being a brutal savage at heart, he doesn't mind the situation as long as Ferrimyx allows him to occasionally vent his frustrations upon the local countryside.

Gwa-Dthorim directly controls Gwa's Flock.

Gwa's Flock: This flock of seven (2 small dragons, and 5 young [treat as 1/2 hit die of Small in the RC]) are all obviously hatched from the same brood. Their bright green scales are accentuated by russet patches across their faces and along their spines. Still quite young for dragons, these greens act mostly on instinct, although Gwa can generally get them to follow his commands. The oldest of the flock is just starting to pick up a few bits of Dragonish from its master, although its comprehension is limited.

Hekhekh and Sutkehr: This brother and sister pair have glimmering black scales that dull to a gray on their undersides. Hekhekh has numerous scars and acid burns across his back and neck. Sutkehr has a vicious gash across her left nostril, as well as several broken horns.

Both dragons know a smattering of Dragonish - enough to have gained them the following of several different lizard men tribes in the area. They have just begun to use the tribes in order to raid other lands and amass a sizeable amount of treasure (a portion of which they pay in tribute to Ferrimyx). Tensions are heating up between the pair of small blacks, as they both prepare for their first Ceremony of Sublimation. There may not be enough wealth in the area to sustain them both.

Emberash: This large red male's scales are almost a glowing orange in color, the edges flaked in grays and blacks.

Emberash was brash and arrogant when Ferrimyx took him as a mate 4 decades ago. Little did he suspect that the older and wiser red would turn on him soon afterwards. She



THE DRAGON KINGDOM OF WYRMSTEETH

had little trouble in humbling Emberash. Now he seethes with hatred for her and her new brood. Although he would not, and could not, openly defy Ferrimyx, he secretly plans for her downfall.

Emberash directly controls Laythanix, Ellimyris, and Emberash's Flock of Whites.

Laythanix: This large red has just emerged from a successful Ceremony of Sublimation and is feeling the pains of extreme hunger. Fortunately Seers in the area have spent long years in preparation for this event, and have a herd of "cattle" ready for him to devour.

Laythanix has scales of blood red, with horns protruding from every joint. With his newfound size and strength, Laythanix is considering re-challenging his feudal lord Emberash. He has already made up his mind not to accept Emberash's surrender, should it be offered. After his master is taken care of, Laythanix intends to widen his power base.

Ellimyris: This small gold has very fine golden scales with intricate coppery patterns interspersed throughout her hide. Her eyes and teeth are the same coppery color, as well as the few horns that protrude from her head.

Ellimyris left her overcrowded homeland in search of greener pastures. Unfortunately the best territory she could find was in a mountain range surrounded by reds. For many years she avoided them, focusing her attentions on the local humans and dwarves. Several years ago however, Emberash caught up to her and subdued her. She detests obeying the hateful red, but has to admit that her fealty to him now affords her the ability to act in a much more open manner in this harsh land.

Emberash's Flock of Whites: This small flock of six white dragons live near the peaks of Emberash's mountain territory. They are stupid and vicious, but he can control them enough to get his wishes across to them. The whites are obviously not from the same brood. They have banded together in order to better survive in these lands.

Ties of Blood

Young Red Flock: This brood of dragonlings was produced by the mating of Ferrimyx and Emberash just over 40 years ago. The five young reds are striped with crimson and orange scales, and various patches deepen to an almost black color. Still very young, the dragonlings lack any horns on their bodies, and their wings are as yet too undeveloped for flight.

Ferrimyx still does most of the hunting for her brood, although a few of the larger ones are starting to venture out on their own. Ferrimyx keeps a watchful eye on them whenever they do. Although they are still too young to be of any political help to their mother, the dragonlings take a very active role in maintaining their lair. Their mother



THE DRAGON KINGDOM OF WYRMSTEETH

often has the Seers deposit herds of degenerates, who the dragonlings toy with at their whims. They organize the "beasts" into squadrons, and often have mock battles with them before ending their games and devouring them.

Virraxn: This small red female has coal black eyes, and dull red scales flecked with yellows. The smallest of Ferrimyx's offspring from her mating with Aarl'lek, Virraxn is content to stay in her mother's shadow. She lacks the ambition and drive that is common amongst her kind, and instead of building an empire for herself, she has chosen to live off of her mother's resources.

Ferrimyx tolerates the young female, for she is completely beholden to her mother. Virraxn often acts as messenger for her mother, and infrequently will perform feats more demanding, such as small raids or minor acts of terrorism. She lairs very near to her mother, but can most often be found in the presence of Ferrimyx.

Nithramor: This large red has a skull covered in horns and bony protrusions. His eyes are lit like flames, and a constant trickle of smoke can always be seen escaping his maw. Nithramor is the only remaining male of Ferrimyx's first brood with Aarl'lek.

Nithramor banded with his brother Ligander, just after leaving his mother's lair. The two brothers did fairly well for themselves in the overcrowded Wyrmt teeth Mountains, hiring their services out to other, larger reds in the area. Unfortunately their rapid progress caught the eye of their father Aarl'lek who promptly descended upon them to end perceived threats to his own power. In the battle that ensued, Ligander was slain, and Nithramor driven away.

While in exile, Nithramor established a small domain in the deserts of Ylaraum. Over the course of a century, he established himself over the other dragons in the area, personally subjugating a small bronze and a large blue. After completing his first Ceremony of Sublimation, Nithramor has returned to the Wyrmt teeth to reclaim his birthright. He and his vassals, are now trying to carve out their own little power bases from this great kingdom.

Ferrimyx has lent him support in his efforts to re-establish himself, and Nithramor is not an ungrateful son. He may be persuaded to offer support to his mother in a time of need, but will not risk what he has built needlessly. He has also formed tentative alliances with several dragons laired near his father, in the hopes of overthrowing Aarl'lek and avenging his lost brother.

Lithiar: This large red female is covered in blood red scales and horns of ebony. She is considered beautiful among her own kind (although what that means to humanoids is unclear).

Another offspring of Ferrimyx and Aarl'lek, Lithiar was the first to leave her mother's lair. She has no fixed lair, but instead roams about the entire Wyrmt teeth range. Despite



THE DRAGON KINGDOM OF WYRMSTEETH

the lack of a permanent home, Lithiar has already performed the Ceremony of Sublimation successfully once, and is preparing to do so again.

Lithiar despises her father, and covets his lands. She has helped in various schemes of Nithramor's, but has never proven to be completely reliable to him. She holds Virraxn in contempt, and is disgusted by her total lack of ambition. It is because of this, and because of the fact that Ferrimyx continues to harbor her poor excuse for a sister, that Lithiar has not spoken to her mother in over 150 years. She has never lifted a finger to harm either her mother or sister, but neither would she lift one to help them in any way. In fact she often dreams of their eventual downfall, and how sweet it would be to witness it from afar.

Aarl'lek: Not really considered to be tied by blood to Ferrimyx, this huge red male was her first mate, and probably worth discussing here. His powerful wings are large, and when spread out against a sun lit sky, they shine like rubies. His scales are large and tough, and although he lacks many horns his skull is unusually thick and bony.

Sensing treachery in his partner, he did not tarry long after his brood was born. Ferrimyx has proven to be a dangerous and crafty opponent in the years since then. Her offspring are just as treacherous, and Aarl'lek knows that they all plot his downfall. Over the past centuries he has hunted them down wherever he could.

The Killers in the Name of Law (The Red Hammer)

The Killers in the Name of Law, also known as the Red Hammer, is a small but extremely dangerous organization that is growing constantly in power in Norwold. It is made mostly of humans and dwarves, and led by the Wurunkrest Clanmaster, Baldur Borneth. The Free Hunters were created in 811 as a dwarven reaction toward the lycanthropes that were threatening their community. In fact, although nothing really seems to support this fact, there have been great tensions for several years between dwarves and lycanthropes before the two groups came to an agreement signed in 831. But let's get deeper inside the history of the turbulent years following the announcement by the Dragon Mors Rufus in 802.

In 802, the Year of the Great Plague in Glantri, Mors Rufus, one of the mightiest dragon suzerains of Norwold, invited the Kildarkok clans to move into the mountains of Wyrksteeth, and work for him in several mines, because he had never had the skills to do so by himself, nor had the scarce human population of the region, who were also too superstitious and ignorant to work beside creatures of great power like dragons - especially himself. Although the dwarves had experienced traumatic situations in Glantri (not to mention the hard travel to cross the Wendarian and Heldannic regions to Norwold) some of the younger dwarves, led by an independent clan leader, Baldur Borneth, left for the region, eager to open a new chapter in the glorious dwarven history.



THE DRAGON KINGDOM OF WYRMSTEETH

The new clan was to be named Wurunkrest clan, and soon to become one of the strangest dwarven communities in Brun. Here, although the dwarves had taken a revolutionary attitude toward life with the non-dwarven creatures, the Wurunkrest clan developed an even more misanthropic culture. One of the reasons for this had to be the second step by Mors Rufus to secure for himself a "stock" of useful followers and servants: the invitation to other Glantrian refugees (804), at the beginning namely Averoignians, hunted down because they were clerics or followers of Immortal philosophies, but after some time also lycanthropes. While most of the Averoignians and Glantrians who made their way to Wyrnteeth were bandits, many also were werewolves. Some were in fact clerics and their families, hunted down in an especially fierce way during the Plague years.

At the same time, more clerics from all over Brun were called by Mors Rufus when possible and visited in dreams by Pearl as well, and encouraged to join the Wyrnteethian nation and create a more organized and useful clerical order that had to worship Pearl and the dragon-kind in all its expressions in Mystara.

During the 804-812 years, the Glantrians arrived little by little, and with them were also a contingent of Norwold Heldannic people. There were immediately problems between the Averoignian bandits and werewolves on one side, the Heldann freemen on the other, and the dwarves on a third. With Mors Rufus quite puzzled by the outcome of this situation, and embarrassed by his ignorance that the three races could have problems of coexistence, it was the clerics of Pearl who were charged to take control of the situation: they tried to do so offering the dwarves the support of their clergy. The duty of the clerics would have been to help the dwarves that had been infected with lycanthropy, and at the same time help the dwarves in their war against the lycanthropes. So Baldur Norneth, Clanmaster of the Wurunkrest, counter-proposed the creation of an elite squadron that would have eliminated all the lycanthropes from Wyrnteeth: the Killers in the Name of Law were born on the night between the 21st and 22nd of Kaldmont 811.

The Killers in the Name of Law were made of select dwarven warriors, known as "Crusaders" among their own people. They were joined by the clergy of Pearl, and alliances were forged with the most important Freemen leaders after years of massacres. The blood was shed in copious quantities, with Kildarkok dwarves involved in the fights, and even more brigands and werereatures coming to Wyrnteeth from the nearer areas in Norwold and Wendar, hoping to enter and take control of a safe place from which to conduct their raids. But eventually, the Red Hammer, as the Killers in the Name of Law had become known by then, were more organized and managed to drive off many of their enemies, while the clerics of Pearl were secretly conducting negotiations with the less hostile Averoigne werewolves that didn't want to cause trouble, but just to have a safe place to live (828).

When the dwarves became aware of this, the satisfaction of the Wurunkrest clan for the victory over the "renegade" settlers of Wyrnteeth rapidly changed into wrath (at the same time Mors Rufus was asking himself, "Why in the Abyss did I have to create this mess? They are so noisy..."), and the situation was on the brink of a new explosion of violence.



THE DRAGON KINGDOM OF WYRMSTEETH

Fortunately, the Kildarkok dwarves and the newly formed Order of the Holy Blood Sword decided to mediate between the two groups and, after three years of instability, a Constitution was delared. Then, the Claenra and the Red Hammer, with the second unaware of the first, did the rest.

The Red Hammer Today

The Red Hammer today is an elite dwarven organization, with a few human members, mostly clerics. The Red Hammer has, since 831, taken upon itself the duty of exterminating all lycanthropes that refuse to adhere to the Constitution. Although not all people in Wyrnteeth know this, the Red Hammer has also interfered frequently with Wyrnteeth society, helping the military to eliminate potentially dangerous human leaders (both normal humans, and effective werewolves) with false accusations of being renegade lycanthropes, or similar fabrications.

But, unknown to the Red Hammer dwarves, several non-dwarven members of the Red Hammer are Claenra, assigned to infiltrate the association and watch over its machinations.

The leader of the Red Hammer is Grain Borneth, son of Baldur Borneth, who was the founder of the order. Grain is a very capable leader, and has tracked down and killed renegades for more than 50 years of his life. He is a proud dwarf, and he is convinced that werereatures are equal in rights to any other creature; though only if they follow the laws of their nation. The werereatures that don't live in Wyrnteeth officially, the so-called renegades, are to be eliminated, because they are a dangerous and anarchical faction, bent on destroying the society, in his eyes.

This view on things is shared by most members of the Red Hammer, and by most dwarves in the nation. The Red Hammer is friendly only to the lycanthropes of the Canine Protection Society outside Wyrnteeth, because it believes that it is trying first to receive a legal status inside their state, and secondly because it is an internal factor of discord among the hated Glantrians.

The relations between the Red Hammer and the Claenra could be a big potential for adventures in Wyrnteeth. An interesting campaign could be run with the players being members of the Red Hammer, and discovering the existence among them of spies...in fact, non-human shapechanging creatures: the Claenra! The characters could then discover the truth behind deportations of renegades and criminal citizens alike, and find out that things are not what they seem to be.

Perhaps a civil war could erupt between citizens and dragons, with the clergy of Pearl in full support of the dragons; some dragon ruler siding with the rebels in order to seize the throne and the power from Mors Rufus...quite an interesting plot, isn't it?



THE DRAGON KINGDOM OF WYRMSTEETH

The Parliament of Dragons

The Parliament of Dragons is not a legislative body in the traditional sense. It is a rather grand title given to a meeting of the most powerful dragons in the kingdom of Wyrksteeth. If the situation requires it, any neighboring interested or influential dragons will attend as the event merits. There is no set schedule that the dragons meet as at any given time nearly half of the dragon population is immersed in a quest or too busy for trivial matters that could easily be conducted through couriers or intermediaries. Theoretically any dragon could call the parliament to session, but the reality is that only the king, the dragon lords or a recognized powerful or old dragon would be able to bring the independent dragons to assemble without an indisputable compelling reason.

In the event there is an emergency facing the nation or the survival of dragons as a whole, depending on which dragon attempts to convene the parliament and how much influence they wield, will determine how large the assembly will be. Any event must typically involve more than just two dragon lords or their retainers for it to be considered an internal kingdom problem requiring the parliament to convene. Individual grievances between dragons are not settled in the parliament as the preferred method is by challenge to single combat or limited personal combat with their immediate vassals within their own territories. Fighting is strictly forbidden in the parliament or the surrounding airspace. However, If for instance an outside force (such as Vitriol and the church of Idris in Denagoth) were attempting to expand their influence into the Wyrksteeth range by forming an alliance with some of the dragons and a wandering band of adventurers managed to procure evidence implicating one of the dragons lords in the plot, then that would be a compelling reason to call the assembly.

The parliament itself is a hollowed out magma chamber that cooled centuries ago. It could comfortably house approximately 100 dragons without any crowding with the many niches and alcoves dotting the walls. The floor has been leveled and any petitioner is expected to stay in the middle and state their case for any and what type of action they propose should be taken. If the emergency only affects the kingdom, then the king and dragon lords will determine the outcome with Red Death having the final say. Any other dragons attending essentially act as witnesses to the decision. However if the situation could potentially affect all dragonkind then the king, dragon lords and every available dragon ruler (not every dragon) is summoned to the parliament. Humanoids are forbidden from participating or attending the parliament unless a strict exception is made based on the nature or urgency of the situation. Perhaps a wandering band of adventurers has arrived to warn the kingdom of an impending threat.....



THE DRAGON KINGDOM OF WYRMSTEETH

