

Rynn



Rynn lived in a remote mountain village, where she was the most skilled warrior in the village. She had a younger brother Delon and, although he was not related to them, the village priest Atimar acted as their grandfather. After the village was destroyed, Atimar gave Rynn a mission as he lay dying, to seek out Arokh and re-establish the Order of the Flame.

Being bonded to Arokh, Rynn has great power. Her strength and speed are greater than a normal human could hope to have. She also knows some spells, which are quite powerful. Given the level of magic needed to power the spells, only the most powerful magi can use them. Most of her powers are less powerful versions of Arokh's dragon various breaths. This is a list of the spells Rynn knows:

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Fire

Rynn can throw a ball of fire from her hand. She can also throw a more powerful version which releases a thermal shockwave. Rynn can also create a ring of fire around her, which emanates out from where she is standing and sets ablaze anything nearby.

Ice.

Rynn can shoot a freezing blast from her hand, which will freeze targets solid. In this state, they are extremely brittle and can be smashed. Particularly strong targets will defrost in time, weaker ones are broken outright.

Lightning

Rynn shoots a bolt of lightning from her hand.

Impale

A magic spear appears in her hand. When Rynn plunges the speartip into the ground and says either of the magic words, the tip will emerge under the target and shoot into the air, impaling the target while spinning them around. When Rynn withdraws the spear from the ground, the attack is ended. Rynn can also use the spear as a staff or weapon in close combat. Being magical in nature, the spear is unbreakable. The words to enact the spell are Ta Megda and Yvervan Tak Mala.

Thunderclap

By clapping her hands together, Rynn can release a radiating sonic shockwave.

Time Slow

Use of this spell will slow time, except for the one enacting the spell (and, in this case, being bonded to Rynn, Arokh is also unaffected). The words to enact the spell are Sharvak Mard.

Healing

A healing spell of great power. Since Rynn and Arokh are bonded, they share the benefit of this spell, which heals any injury, as long as the subject is alive. Although she hasn't done so yet, Rynn could also use spell to heal others instead of herself and Arokh. The words for this spell are Am Megda.

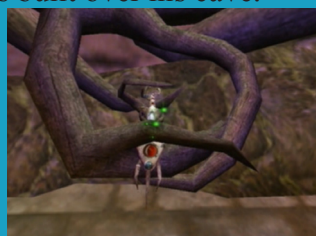
Earth

Similar to Impale, but instead a twin spiked protrusion of rock emerges from the ground.

Arokh



Arokh is an ancient dragon of the Order of the Flame. His current age is 300 years old, although age does not really apply to him. With the exception of Mala-Shae, he is the oldest and wisest dragon alive. When the Dark Union first fought the Order, Arokh was their foremost fighter. He fought many of the most powerful members of the Dark Union, including having several at his mercy and slaying one of them in battle. His first bonded partner was the warrior Heron. When Navaros made his final campaign to defeat the Order, Arokh carried Heron to their enemy, where he plunged the Runeblade into the heart of Navaros. Although Heron was lost, Arokh survived thanks to his stone cocoon. With the loss of so many of their number, the remnants of the Order placed Arokh in his cave. While Arokh slept, a village was built over his cave.



Arokh has various powers, most of which he has taken from his enemies after slaying them in battle. His powers usually have two forms of attack, the second being more powerful than the first.

Fire

This is the only power Arokh had to begin with. He can shoot balls of fire or fire a stream of flame.

Ice.

Arokh can use this power in three ways. The first is to fire a freezing snowball which chills the target. The second is to fire three of these snowballs in unison. The third use of this power is to lower the temperature to freezing in the surrounding area to freezing. This power was taken from the dragon traitor Werokh.

Lava

An exploding lavaball of great heat. The other use of this power fires a central lavaball with three orbiting lavaballs. This secondary use is quite devastating, one of Arokh's more formidable attacks. This power was taken from the demon queen Shilla.

Poison

Arokh can fire a stream of poison or fire a cloud. This cloud can also be left in the air as a trap. It will dissipate soon, but is dangerous while it exists. The second use is to fire a sticky ball which adheres to surfaces and releases a cloud of poison while it remains in place (the ball disintegrates after a short time). This power was taken from a feral poison dragon which was more powerful than its kin.

Lightning

A bolt of lightning. The secondary use is a ball of lightning which moves towards the target, releasing multiple bolts of lightning before striking. These bolts will arc to conductive points, most often the metal armor of an enemy, the ground or parts of a building. This power was taken from the War Giant king Totarl. It was further enhanced with power from the sea monster Mezzadrel.

Sound

A directional pulse of sound, like a moving wall of sound. Repeated blasts will pulverize a target. The secondary use of this power is another of Arokh's most formidable powers. A ball of sound is fired. When it hits the target, it releases a spherical sonic shockwave, pulverizing the target instantly (if it's not very strong) and other similar targets within the sphere of the shockwave.

The Cypher Rune

This is an ancient artifact used by the magi to seal the Ancient Gates. It has the power to open and seal magic barriers. This artifact no longer exists, since it was destroyed when Arokh absorbed its power. He can now use the power of the Cypher Rune as his own.

Rynn and Arokh



Rynn and Arokh are quite similar in personality. They are both fond of jokes, sarcasm and are relatively well-spoken. However, the rage of either of them is quite terrible to endure. They are indomitable and not easily intimidated.

The Bonding

Rynn recovered Arokh's bonding crystal from the tomb of Heron and brought used it to awaken Arokh. The crystal remains on their crystal Bonding Plinth, since, after the bonding of warrior and dragon, it serves no purpose. Because they are bonded, Rynn and Arokh are linked together. Although they can sense thoughts, this is not often done because they prefer to speak aloud. However, because they are bonded, Arokh will always know where Rynn is and she calls out to him, she will always be heard, no matter where he is. If Arokh is nearby, he can arrive at her location with great speed. Because of the bond, Rynn has a measure of magic which is used to power her spells. She also shares in Arokh's longevity, strength and speed. Although technically mortal, neither of them will age. However, there is a consequence of the bond that can be quite deadly. If one of them is injured, the other feels the pain. If one dies, so does the other.

Their power shields them from being controlled by magical means, whatever spells might be used in this manner will be ineffective.

Rynn and Arokh are immune to each other's destructive powers and cannot be affected by them. However, they are not immune to these forces if they come from an outside source. Like another dragon, an enemy magi or natural events. However, Arokh's armored skin and Rynn's Dragon Armor provides a great deal of protection from these things, even if it doesn't shield them completely.

After defeating Navaros, Rynn and Arokh were summoned to Surdana, where they now reside, in a dwelling carved out one of the hills near the city.

Members of the Order of the Flame are sworn to help those who need it and fight evil.

Artifacts of the Order

On her journeys with Arokh, Rynn recovered certain relics created by the Order of the Flame. Because of the danger these artifacts pose if they fell into the wrong hands, Jade placed a protective spell on them so that only Rynn could use them. If someone other than Rynn tried to lift them, they would find that whatever they tried to take would be impossibly heavy, meaning that whoever was attempting to steal them would be unable to lift them from wherever they were placed. Also, the spell prevents magic users from accessing the magical powers inherent in the Runeblade and the Bow of the Order.

Runeblade



This is the most powerful treasure Rynn discovered. When Navaros' victory seemed certain, the Mages of the Order created a sword of great power. The sword is unbreakable and inflicts great damage. The magic of the Runeblade can also nullify dark magic. The Rift crystal is set in the sword, which has the power to open and seal magical barriers. In the hands of an experienced magic user, the Runeblade could give them great power. But Rynn is not this experienced, so she's unable to use it this way.

Bow of the Order



A magical bow. It has no arrows, but upon drawing back the string, a magical arrow is created. Since the arrows are magical in nature, they don't obey the normal rules of physics. If they fail to hit their target, they will keep searching for it until they find it. If the target is out of range, the arrows will hang in the air until their target returns to range. The arrows are composed of energy and release a magical energy blast upon impact, which is quite damaging.

Atimar's Blade



A short sword previously owned by Atimar. He was always losing it and Delon was constantly being sent to find it again. Although not especially powerful, it is unbreakable, having being created by the Order. It's an excellent close combat weapon, good for fast close-in striking. How Atimar came by it is unknown.

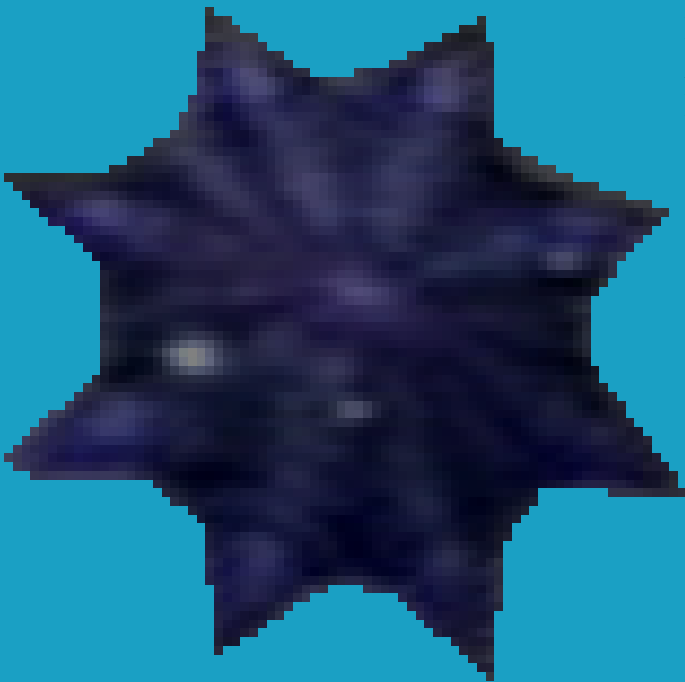
Artifacts of the Order

Dragon Armor



Long ago, a War Dragon who served the Order fell in battle. His skin was made into a suit of armor. This armor will almost completely shield the wearer from harm, but does not protect against magical attacks. It's resistant to dragon powers and physical impacts. The armor is relatively light, about as thick as a winter coat. But, despite it's bulk, it's very flexible (to the wearer) and protects them from the extremes of the elements. While wearing it, Rynn is less vulnerable to heat, cold, etc. Although there is a helmet, Rynn prefers not to wear it most of the time. The armor is unbreakable.

Dragon Shield



Manufactured from the same source as the Dragon Armor, this shield has the same properties as the Dragon Armor.

Other Characters

Jade



The only survivor of a village which attempted to resist the conquest of the Desert Lords. Although the power of the Desert Lords was great, the village resisted their attacks quite successfully, in no small part due to Jade's great powers. Then the Desert Lords sent the Pain Golem, an unstoppable unliving monster to destroy the village. After this, Jade went to live in a tower in Surdana. When the Desert Lords came to conquer Surdana, Lady Myschala and Jade sent a magical summons to Rynn and Arokh.

While Jade could not fight several Desert Lords, it was well within her power to destroy them in individual confrontation, seeing as her sorcery was more powerful than theirs. She also can cast the spells Rynn uses, because she taught them to her. Like Rynn, Jade is also ageless.

Myschala



The ruler of Surdana, using the title of Lady. She has the greatest knowledge about the dragons, although she is not a member of the Order. She is also an ageless one, having ruled Surdana for several hundred years.

Dehrimon



The current military commander of Surdana. He holds the position of General in their army. Although relatively old, he is still a formidable warrior.

Other Characters

Ranwulf



The Chief of Ravenshold, a camp in the far North of Drakan. He is a great warrior.

Mala-Shae



The “mother dragon”. She is rarely seen, but is quite powerful. She’s at least twice Arokh’s size, being a great white dragon. She possesses the power to communicate with all her “children”, either individually or separately. When the Order of the Flame was lost, she lead her children into the Sleep of Ages, never to return until the Order of the Flame returned. Although it’s not known where Mala-Shae resides, she was not sleeping like her children. She was waiting for the time when a dragon of the Order would summon her again. Although scholars have studied Mala-Shae and her siblings (other Ancestral Dragons like her) for centuries, little is known or has been discovered.

Other Characters

Navaros

The greatest betrayer of the Order of the Flame. Navaros was a War Mage in the service of the Order. But, one day, he disappeared without warning. Ten years later, he just as mysteriously returned and the Order's council convened to meet with him. He used a destructive spell to destroy them all. In his absence, Navaros had studied the forbidden dark magic. When the council was destroyed, the armies of the Dark Union laid siege to the places of the Order, led by Navaros and his war dragon Kouros. As the final battle neared, Navaros decided Kouros was no longer necessary and absorbed his power, killing the war dragon in the process. With his stolen power, Navaros was more powerful than any mage had ever been. But even that was not enough to protect him when Arokh and Heron fought him. When he was slain, he had been preparing a great destructive spell. Without the control of Navaros, the spell became chaotic and obliterated both armies. This was when Navaros discovered the Curse of the Order.

The Curse of the Order

If a warrior of the Order is responsible for killing their bonded dragon through foolishness, they are condemned to be a shadow, an insubstantial ghost until they are released to cross over and join their dragon in the afterlife. The pain of this separation from their dragon is akin to heartbreak. The only way to release a shadow from their entrapment is to bring their bonding crystal to their bones (which are protected from harm by the Curse) and the shadow must say certain words to cross over.

Navaros did not experience the pain of separation, because he kept the war dragon's power, but because his body was completely destroyed, it was not possible to release him. Now Navaros is an invisible spectre, forced to live in a room within the Rift created by his death. He can use magic mirrors to see the world around him, but is incapable of leaving this place. However, with certain dark magics, enacted by his servants (who are now dead, so unless more are found, he can't do it again), he is capable of remotely occupying someone else's body. Or, alternatively, if the Rift is open, he can manifest a monstrous body and leave that way. But, given the choice, Navaros would prefer to be a male human. Since the Rift is now sealed, it is unlikely this option will be available to him again.

Locations

Surdana



The only city of the Order to survive the war with the Dark Union. It's an ancient place of the Order, with the most important Ancient Gate, the Mother's Eye having been placed near the palace of this city. Surdana's military might is quite formidable, shielding them from most threats. There is also a nearby monastery, home to the Brothers of the Word, an order of monks dedicated to scholarly study and poetry. Rynn has a special story in their library, composed in honor of her aid in releasing them from a siege of undead skeletons.

Ravenshold



A wooden fortress in the far North of Drakan. It's cold there, being snowy and icy all the year round. The Northmen are allies with Surdana, frequenting combining their armies to defend either Surdana or Ravenshold. Normally, the travel time to either place from the other would be a long journey. But with the use of the Ancients' Gates, forces from either side can quickly mobilize to aid their allies.



Ancients' Gates

Mothers' Eye



Five of these gates exist. It's unknown how they came into being, but they act as magical portals between each other. The controlling gate, known as the Mother's Eye, was constructed near the palace of Surdana.

By touching the crystals on stands in front of the Mother's Eye, it is possible to select locations to travel to. If all five gates are open, the Mother's eye can also be used to summon Mala-Shae.



Ravenshold Gate



The other Ancient Gates are in various other locations. The two most important ones (after the Mother's Eye) are outside the fortress of Ravenshold and close to the Surdana farms near the desert.

The other two are rarely used, because they're in undesirable locations. The third one is in the territory of the Halfmen, a race of aggressive minotaurs. The fourth one is in the desert, which used to be a stronghold of the Dark Union, before the dragons of the Order laid waste to the area during their battle with the Desert Lords and the remnants of the Dark Union. The sand in that area has been fused into glass and the shattered pieces of Stratos are scattered around, mostly in the remains of the Dark Union's stronghold, because they crushed it when the sky fortress fell from the sky after being destroyed when attacked by the dragons of the Order.

Desert Farms Gate



Backstory

Rynn lived in a remote mountain village. She was the most skilled warrior in the village. When the Dark Union reorganized, they raided the village, killing all who resisted and taking the survivors to work in the Grimstone Mines, including Delon. After the attack, Rynn returned to the village, finding a dying Atimar. He told her to seek out Arokh. Upon convincing Arokh to bond with her, they went on a quest to find her brother. Although they found the surviving villagers, exposure to the grimstone in the mines had caused great damage and they were almost dead. One of the miners told Rynn that Delon was not amongst those in the mines and they set off to find him elsewhere. When they finally located him, they discovered that Navaros still existed and he wanted Delon as a host. Although Rynn forced Navaros to release Delon, her brother fell into the Rift and was lost. Enraged at the loss of her brother, Rynn and Arokh defeated Navaros as he attempted to leave the Rift in a new monstrous body, now that the one he wanted was lost.

Rynn returned to what remained of her village, but after burying the dead and failing to locate any other survivors, even though Arokh searched the surrounding area thoroughly, they were at a loose end. It was then they were summoned to Surdana. A group of Desert Lords (demonic sorcerers), led by Jassad Duthane, having failed to conquer their home, came to conquer Drakan. Where they came from, they were weaker in comparison to their stronger kin, but even a weak Desert Lord is quite powerful. They had powerful magics and supplied them to those hostile races who would aid them in conquering Drakan, including the remnants of the Dark Union. But there were three obstacles in their way: Rynn, Arokh and the sorceress Jade. Faced with the invasion, Myschala had asked Jade to summon Rynn and Arokh to aid them.

With Arokh's aid, the Mother's Eye could be reopened and the Dragon Mother Mala-Shae would return, to awaken Arokh's kin. The Desert Lords had no hope of defeating the dragons of the Order. Knowing this fact, but loathe to admit it, Jassad tried several tactics to dissuade Rynn and Arokh from completing this task. Some of his attempts were to convince Rynn, Arokh and their allies to peacefully surrender. The others were to hire powerful enemies to kill either Rynn or Arokh. When one of these attempts failed, he tried to get Rynn to work for them.

Eventually, it was discovered what Jassad's trump card was. He had the remaining Ancient Gate taken to his sky fortress Stratos, which was heavily defended. But he had not realized that Rynn and Arokh would find the way to enter the fortress safely.

Once there, Rynn and Arokh made short work of Jassad's defenses. Wounded by Rynn and no longer able to fight her, Jassad used the Golem Staff to awaken the Pain Golem. Because the Pain Golem would only be active while Jassad was alive and Arokh could not damage it, he attacked Jassad instead, knocking him to the ground. Suffering injuries inflicted by both Rynn and Arokh, he could not control the Pain Golem and it became inactive, falling forward and crushing him.

With the defeat of Jassad, the way was clear to the final Ancient Gate. When it was opened, Mala-Shae returned and called her children from the Sleep of Ages. The dragons of the Order wreaked a terrible vengeance on Jassad's remaining forces, burning Stratos from the sky and slaying his armies.