

Designed for use with the **Basic Fantasy** Role-Playing Game

# THE ISLE OF DRAGONS



## A GAZETTEER FOR ODYSSEYS & OVERLORDS



### DOMAIN OF THE GREAT WYRMS

# THE ISLE OF DRAGONS

## A GAZETTEER FOR ODYSSEYS & OVERLORDS

**WRITTEN BY: MICHAEL HANEY & TESSA SIMPSON**

**DEVELOPED BY: TRAVIS LEGGE**

**EXECUTIVE PRODUCER: STEVE HEIDEN**

**COVER ART: © DEAN SPENCER**

**INTERIOR ARTWORK:**

**CARTOGRAPHY ANNE GREGERSEN**

**SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN**

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# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



## THE ISLE OF DRAGONS

Dragons served as the elite soldiers of the Gods during the Schism. When the cease fire was ordered, the gods Chandra and Ragnar gave the surviving magnificent wyrms a domain of their own to rule with absolute power — the Isle of Dragons. Some dragons saw this as a blessing, free from the conflicts pursued by other beings. Others saw this as a curse, trapped and prevented from pursuing their own schemes. The Isle of Dragons is a massive island south of Madrea and Gianthome. Each flight of dragons control a fraction of the island as their own territories, but all refer to the reds as the de facto leaders who seized power by absolute strength through fire and claw. In this book, you will find all the information you need in order to bring the Isle of Dragons to life in your **Odysseys & Overlords** campaign. You will find information on each dragon types' territories and the leaders of each group, other inhabitants of the isle, and the massive hoards of treasure the dragons keep, if you are brave enough to find them.

### THE CLIMATE

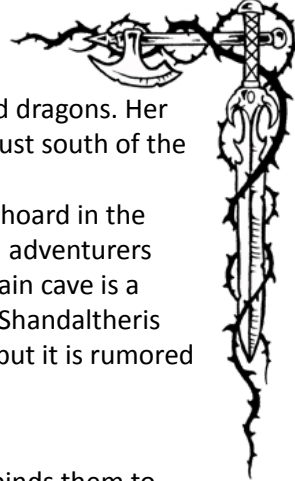
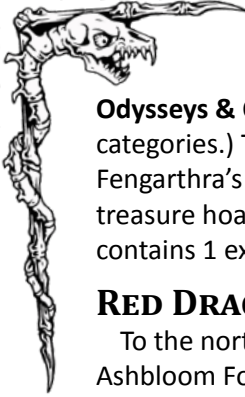
The Isle of Dragons offers diverse ecosystems and climates. On the eastern side of the Isle, visitors and inhabitants can experience an array of lush, warm forests to a frigid mountain range, to tropical shores. The Isle does experience seasons that bring the landscape to their extremes. The Sun is unforgiving, winters bring snow from down the mountain, and hurricanes occasionally hit the eastern coast whipping the denizens into a frenzy. Adventures set on the Isle can take place in any sort of desired weather.

### WHITE DRAGON TERRITORIES

Roosted high in the mountain peaks are the territories of the white dragons. Out of all of the dragon flights, the white dragons are the most loyal to their red dragon leaders. High from the peaks of the Frostweld Spires, the white dragons are the sentinels of the Isle. These predator wyrms serve as watchmen and report any visitors, or intruders, to the red dragons. They see this task as a duty of high honor.

The white dragon's representative is Fengarthra, the Wintercloak. She is what you would consider a middle-aged dragon — age category 5 (see **Odysseys & Overlords Game Master's Guide** for Dragon stat blocks and age categories). The Wintercloak has no room in her heart of disobedience and demands authority and respect among her kin. All white dragons look to her for guidance and she is the one who holds council with the other dragon leaders.

Hidden throughout the Frostweld Spire mountain range are caverns where the white dragons store their treasures. There are three notable treasure hoards throughout the mountains. Two hoards, found halfway up the mountains where they reside, are treasure category H. (see



**Odysseys & Overlords Game Master's Guide** for Treasure categories.) The third and final hoard, resides within Fengartha's lair nestled at the highest peak. Wintercloak's treasure hoard also has the treasure category H, but also contains 1 extra magic weapon of the GM's choice.

## RED DRAGON TERRITORIES

To the north of the Frostweld Spires, lies the expansive Ashbloom Forest. Here is where younger red dragons prowl for prey, while older red dragons have made lairs out of caves at the base of the mountains just on the outskirts of the forest. While this is where the red dragons claim as their own territory, they can be found all across the Isle of Dragons. Red dragons serve as the de facto leaders and the maniacal enforcers. They find joy in terrorizing any inhabitants of the Isle who are not one of their dragonkin, and flexing their might before the other dragons.

The representative of the red dragons and the absolute leader of the entire Isle is Shandaltheris, Empress of Conflagration. She is of the highest age category. Shandaltheris is a great wyrm who served Ragnar with a feverish devotion, and greatly favors the separation of the dragons from the rest of the world. She secretly wishes to ascend to godhood. Until then, she rules the Isle of Dragons with an iron claw. No dragons may ever leave, and those who are unfortunate to trespass in her domain are set to become her new dutiful subjects. The Dragon

Empress lives away from the rest of the red dragons. Her lair can be found in a collection of islands just south of the Isle. She calls her home Cinder's Crown.

Red Dragons keep a category G treasure hoard in the middle of the forest, set as a trap to lure in adventurers and thieves. Within the base of the mountain cave is a category H treasure hoard. No one except Shandaltheris knows the location of her treasure hoard, but it is rumored to be a legendary treasury.

## BLUE DRAGON TERRITORIES

Not all dragons love the ordinance that binds them to the Isle of Dragons. Blue dragons are accustomed to the dry, arid deserts of the mainland; however, when the Gods gave them the Isle, no deserts were created for them to reside. Blue dragons find themselves forced to live thinly spread out across the southern coast of the Isle. They bask in the sun against the sandy beaches, but fear the watery prison that stretches around them. The blue dragons have discovered underground caverns, where they have worked their limited magics to prevent water from seeping in, and keeping these lairs dry enough for them to rest and keep their treasures.

The blue dragon that represents the rest of their flight is a younger rebel named Kalthan, Sky Seeker. Kalthan is an age category 3 blue dragon. They found themselves leading the other blue dragons in their schemes to break the deal that has given the dragons domain over the Isle after the previous representative, their father, was executed by the Dragon Empress after being discovered during an attempt to leave the Isle. Kalthan openly bent their knee to Shandaltheris before the others, but works in the shadows with the black dragon leader to bring her ruin.

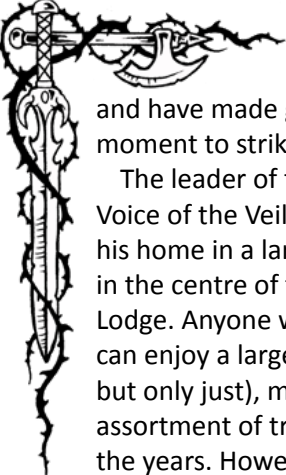
Deep in the labyrinth-like underground caverns are the blue dragon's collective treasure hoard. This hoard is a treasure category H, and another hoard lies hidden in their western territory as well.

## BLACK DRAGON TERRITORIES

The western half of the island has a large forest in the centre, called the Veiled Forest. It is not a forest at all, in fact, but rather a large tree-filled swamp. Travelers that stray from the marked pathways will find trouble with the various denizens of the Veiled Forest, including giant centipedes, lizardfolk, and worse.

Inside the Veiled Forest, the black dragons make their home. Young ones keep to the outskirts of the swamp, hiding in the waters beside the cleared pathways and waiting for opportunities to pounce on unsuspecting travelers. Older dragons stick to the middle, preferring to use pirates and bandits to run errands for them, lazily watching the territories with only an eye and a nose above water. All black dragons enjoy slowly stalking their prey,



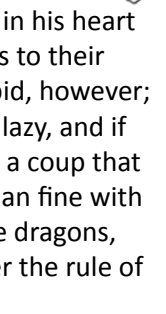


and have made games out of waiting until the perfect moment to strike.

The leader of the black dragons is called Shenmoor, the Voice of the Veil. He is an age category-4 dragon. He makes his home in a large mound made of mud and tree trunks in the centre of the Veiled Forest, a den he calls the Veiled Lodge. Anyone who finds the hidden entrance in the muck can enjoy a large cavern (large enough to fit Shenmoor, but only just), meticulously clean and decorated with an assortment of trinkets that Shenmoor has collected over the years. However, this is not Shenmoor's true place of rest.

One hundred feet south of the Lodge lies an old blackened tree, lightning-blessed, covered in moss and looking perfectly ordinary. Another hidden entrance lies near the base of this tree, a tunnel that leads to the underground tunnel system that creeps around the island. One of the tunnels leads to the true Veiled Den, and it is here where Shenmoor calls his home.

Another of the nearby tunnels meets up with the blue dragon labyrinth that runs underneath the ground of the isle. Shenmoor has joined the blue dragon leader's plans for rebellion. He and Kalthan communicate through trusted kobolds and rarely speak face-to-face, only doing so in the direst of circumstances and only on a private island named the Rock of Secrets. The trusted kobolds call themselves the Black Sparks. They are loyal to Kalthan only, and trust Shenmoor only as much as their leader does. Shenmoor is

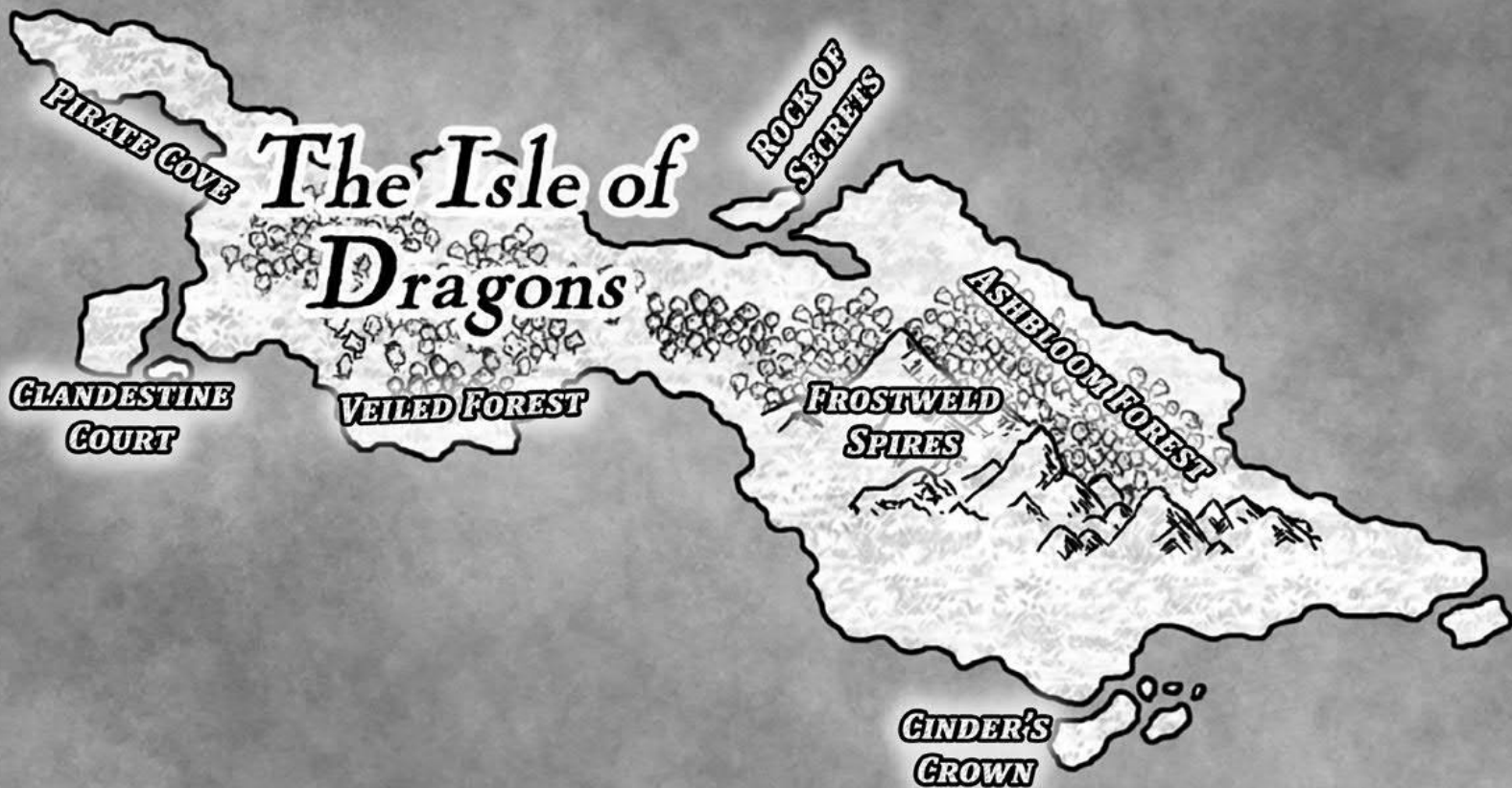


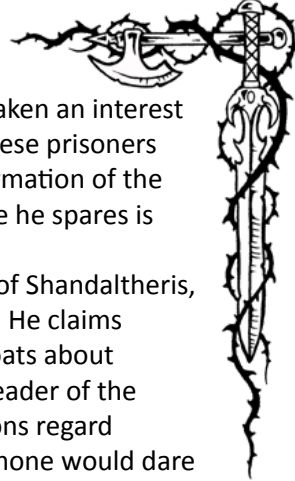
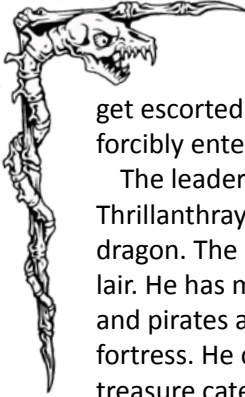
older than Kalthan but does not have the fury in his heart like they do, and so in disagreements he defers to their decision. This is not because Shenmoor is stupid, however; rather he is a cunning dragon who is also very lazy, and if the Empress of Conflagration can be ousted in a coup that he does not have to lead he would be more than fine with that. Black dragons are the most patient of the dragons, and Shenmoor is fine with waiting, stuck under the rule of the red dragons.

Shenmoor has one cache of treasures hidden in the Veiled Den underground, and another hidden underneath the floor of the false-den. The one in the Veiled Den is a treasure category H and the one in the false-den is a treasure category E.

## GREEN DRAGON TERRITORIES

The sun beats hottest over top of the large cove on the western half of the Isle. This cove is called Pirate Cove, and it is here that the green dragons make their territory. Every five years the green dragon leader appoints a lookout to stand sentinel on the western most tip of the Isle. There, the dragons have cultivated a tall tree they call Virid Point. This lookout watches for anyone approaching the Isle. Of all the dragons, the green dragons miss non-dragon creatures the most. Green dragons love hearing stories, and have taken to kidnapping any adventurer they see in the hopes of hearing something new. The best storytellers





get escorted to the leader of the green dragons and are forcibly entered into the royal entertainers.

The leader of the green dragons calls himself Thrillanthraya, the Pirate King. He is an age category 6 dragon. The island to the left of Pirate Cove is entirely his lair. He has many servants, kobolds, captured adventurers, and pirates alike, that are continuously building him a fortress. He calls his home the Green Death. He has a treasure category H in the center of his island lair, guarded day and night by ten guards. Green dragons like to collect stories and Thrillanthraya is no exception. He has many servants working on recording the stories that he knows, and has even built a library to store his publications. He also has a torture chamber on the small island south of the Green Death, where he spends his evenings watching his prisoners suffer.

Every third day, Thrillanthraya orders the pirate crews to fight to the death in the cove. He likes to watch while flying above the cove, laughing and shouting while he watches, as it's very good sports to him. When a pirate crew displeases him in battle, or he suspects them of faking the fight, he swoops to the nearest ship and lets out a jet of poison breath upon the inhabitants. His favorite pirate captain is Captain Greenblud, of the ship the Green Dawn. Thrillanthraya will sometimes order the Green Dawn pirates to capture the favored kobolds of other dragon tribes, most notably the blue dragon's Black Sparks, or

adventurers that the other dragons have taken an interest in and claimed for their own. He throws these prisoners into his torture chamber and extracts information of the other dragons' plans. The only dragon tribe he spares is the red dragons.

Thrillanthraya is very vocally supportive of Shandaltheris, and greatly enjoys his life after the Schism. He claims to be 'retired' from being a soldier, and gloats about how wonderful it is to be living his life as leader of the green dragons. Some of the younger dragons regard Thrillanthraya with heavy disdain, though none would dare say that to his face, for he is a most ferocious fighter.

There is a secret second leader of the green dragons, a young dragon called Frithantla, who is an age category 2 dragon. She thinks Thrillanthraya is a coward and a fake, and wishes that the green dragons were more known for their cruelty than for their affinity for pirates. She feels that under Thrillanthraya, the green dragons have become the jokes of the Isle, and she dreams of a day when they are the de facto lords of the Isle. There's not much she can do right now, but if she were able to steal or sway pirates away from Thrillanthraya then she could wrest power away from him as well. She has yet to try recruiting other green dragons to her side, but is content to wait until the time is right.

## PROXY MEETING LOCATION

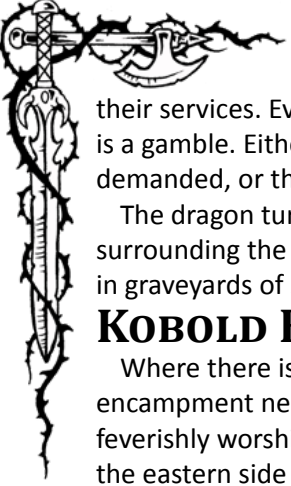
Agencies across the mainland work with the dragons in the shadows, still fulfilling their schemes and desires. Some of these agencies are employed by the dragons, and some seek favor from the great wyrms. There is one location near the eastern part of the Isle of Dragons where those from the other nations can meet under a thinly-veiled banner of peace. Just south of the eastern most tip of the Isle of Dragons is a smaller island called the Clandestine Court. It is a barren, stony island with a ruined parthenon where agents and proxies of the dragons can meet with them to discuss desires and plans.

## DRAGON TURTLES

Dragon turtles served alongside true dragons in the Schism; however, when the gods called for their holy ceasefire, these dragon turtles were not bound to the Isle of Dragons as part of the terms. Therefore, the Empress of Conflagration, and the other draconic leaders, use these massive creatures as emissaries and messengers between the Isle of Dragons and the rest of the world. Those who are wise enough to not step foot on the beaches of the Isle take advantage of these ambassadors; However, using these dragon turtles to communicate with the dragons always comes with a heavy price.

Like true dragons, dragon turtles have an obsession with hoarding treasure. These creatures levy hefty fees of gold or gems to deliver the messages of non-dragons. The more important the message, the higher their fees. These turtles also raise their prices every time someone requests





their services. Every chance meeting with a dragon turtle is a gamble. Either they are satisfied with the payments demanded, or they will attack and sink ships.

The dragon turtles inhabit the coastal waters surrounding the Isle of Dragons with their lairs deep below in graveyards of sunken ships and in caves on the seafloor.

## KOBOLD ENCAMPMENTS

Where there is a dragon lair, there is a kobold encampment nearby. The kobolds of the Isle of Dragons feverishly worship their dragon overlords. The kobolds of the eastern side of the Isle have divided themselves into factions with clear allegiance to specific flights of dragons. Made from natural pigments found across the island, these reptilian creatures paint their armor to match the respective dragons they are loyal to. Kobolds are tasked with creating and maintaining traps across the Isle of Dragons. Their second duty is to lure prey into these traps unless they want to find themselves becoming part of a dragon's meal.

**Traps:** The following traps are recommended for the kobolds of the Isle to use throughout the Isle and in the dragon territories:

*Alarm.* Everyone within a 30' radius must save vs Spells or be deafened for 1d8 turns by the loud noise. The GM should check immediately for wandering monsters, which, if indicated, will arrive in 2d10 rounds.

*Falling stones or bricks.* Rocks fall from the ceiling. The triggering character must save vs. Paralysis or Petrify (with Dexterity bonus added) or take 1d10 points of damage.

*Monster-Attracting Spray.* A strong-smelling but harmless liquid is sprayed on the triggering character. The smell attracts predatory creatures, doubling the chances of wandering monsters for 1d6 hours or until washed off.

*Pit Trap.* Usually hidden with a breakable cover, trap door, or illusion. The victim must save vs Death Ray (with Dexterity bonus added) or fall into the pit, taking damage according to the distance fallen (see "Falling Damage"). A pit trap can be made deadlier by placing spikes, acid, or dangerous creatures at the bottom, or partly filling it with water to represent a drowning hazard.

*Poison Dart Trap.* A spring-loaded dart launcher attacks at AB +1 for 1d4 points of damage, and the victim must save vs. Poison or die.

*Rolling Boulder Trap.* A spherical or cylindrical rock rolls down a slanting corridor. Anyone in its path must save vs. Death Ray (with Dexterity bonus added) or take 2d6 points of damage. Alternatively, if the corridor has no other place for the character to escape to (that is, no room for the character to step out of the path of the rock), it may be necessary to outrun the rock to avoid the damage.

## OTHER DANGERS ON THE ISLE

More than just dominating dragons, crafty kobolds, dangerous dragon turtles roam the Isle. There are other dangers adventures need to worry about. Before the terms

of the ceasefire placed the dragons on the Isle, it was once a wild and untamed and uncharted location.

Ashbloom Forest is home to wild beasts, predatory dire wolves, and warring lycanthrope clans of werewolves and werebears. The lycanthropes have been known to stop their own battles to fend their territory against the red dragons. Direwolves have developed taste for stray kobolds.

Smaller caverns and icy valleys of the Frostweld Spires are host to ravenous trolls hostile to all that trespass on their territory. These thick-furred and thick skulled monstrosities will track weary adventurers and will attack them as they search for caves to rest in. Dire bears rest in these caves as well, ready to attack kobold or adventurer or troll alike.

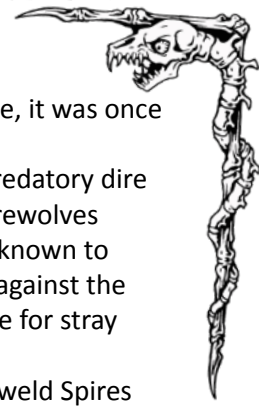
The cliffs to the east that overlook the Clandestine Court are peppered with the nests of wyverns. These winged hunters love to attack ships that sail too close to the Isle to scoop sailors off the decks and bring them back to the cliffs. Some of the braver kobolds have learned to domesticate wyverns and use them as mounts to scout for the dragons. The lizardfolk from the western swamps sneak to kobold encampments to steal these domesticated wyverns.

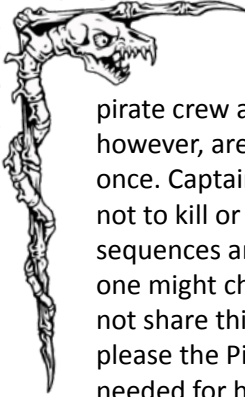
There are few bands of wayward bandits, buccaneers, pirates, and treasure seeking adventurers trapped on the Isle. Whether they were lured inland or washed up on the northern shores, these humanoids are running on borrowed time. With tricks up their tattered sleeves, these forlorn captives try everything to escape and to survive the tyranny of these dragons.

## THE PIRATES OF THE ISLE

The green dragons have three pirate captains under their employ. The most powerful one is the Green Dawn, led by Captain Greenblud. Many suspect she changed her name in order to gain Thrillanthraya's favor, but this has never been proven. The Green Dawn runs Pirate City, the settlement in the cove, and any worthy adventurer that spends time there will likely be invited to join the Green Dawn. If any adventurer says no, the other pirate gangs will come to make their offers. Captain Valla runs the Black Hearts, and trains his pirates to perform in the ship battles as if they were proper performances. Captain Valla has a silver tongue and is quick with a wink and a compliment, but quicker with his knife when it suits him. His crew runs the Green Pit village, on the outskirts of the Veiled Forest. The final pirate captain is the Dark Lady, who captains the ship the Jolly Death Dodger. Her crew calls itself the Dark Pirates and they are masters at disarming, disguising, and disappearing. They run Last Hope, a small settlement on the northern cliffs.

Thrillanthraya makes the pirates fight every third day. Sometimes he will order one captain to fight the other. Other times, he splits them into teams, making each





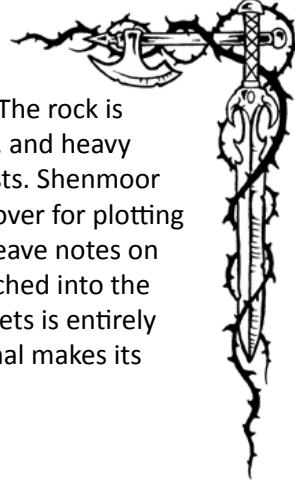
pirate crew attack its own members. His favourite battles, however, are when he makes all three crews attack at once. Captain Valla and the Dark Lady have an agreement not to kill or intentionally maim. They plan out their battle sequences and their crew members choreograph fights as one might choreograph a dance. Captain Greenblud does not share this sentiment, and fights to kill. She is eager to please the Pirate King and will shed as much blood as is needed for his amusement.

## THE ROCK OF SECRETS

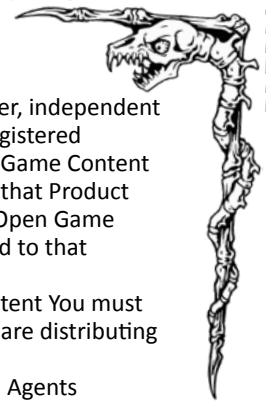
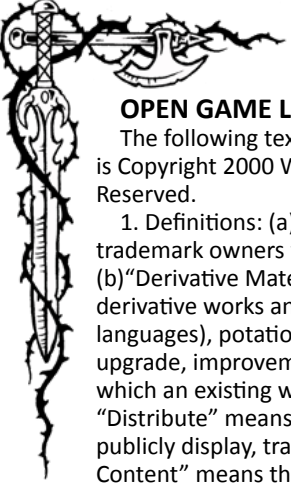
The large island to the north of the Isle is a barren rock where Shenmoor and Kalthan meet in secret. One of the branches of the underground labyrinth opens up in the northern cliff face, facing the island. The cliff face is always covered in heavy fog and clouds, thus making it easy for the dragons to meet in secret.

The island is a valley surrounded by mountains, and any dragon crouching in the valley is impossible to see from the outside due to the small mountain range.

They call this island the Rock of Secrets. The rock is covered in fog and cloud cover at all times, and heavy thunderstorms frequent the northern coasts. Shenmoor and Kalthan use these thunderstorms as cover for plotting the coup against Shandaltharis. They will leave notes on this rock for each other as well, claw-scratched into the surface of the rock valley. The Rock of Secrets is entirely barren of life. No scrub plant or small animal makes its home here.







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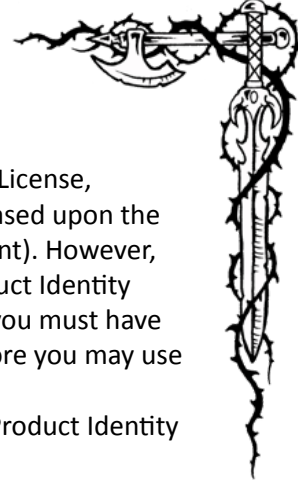
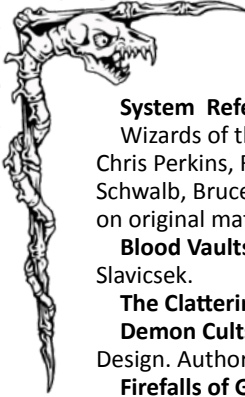
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