

The background of the cover is a dramatic illustration. On the left, a large blue dragon with orange wings is breathing a stream of fire. On the right, a man with dark curly hair and a beard is shown in a state of distress, being swept away by a powerful, turbulent storm of blue and white water. The scene is set against a backdrop of stone structures and a bright, hazy sky.

Sundara
Dawn of a New Age

CITIES OF SUNDARA HOARDREACH



AZUKAIL
GAMES

CITIES OF SUNDARA: HOARDREACH

CREDITS

Design: Neal Litherland

Editing and Layout: Adrian Kennelly

Page Backgrounds: Fiqu Design

Images: Some artwork © 2015 Dean Spencer, used with permission, all rights reserved, some artwork copyright William McAusland, used with permission.

Map: Watabou

Published by Azukail Games, a trading style of eGDC Ltd

COPYRIGHT INFORMATION

The contents are copyright © 2021 Azukail Games. All rights reserved. As a purchaser of this product you are entitled to print one copy for personal use. Reproduction, reselling and redistribution of this work are strictly and expressly forbidden without written permission from Azukail Games.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, trade dress and the "Cities of Sundara: Hoardreach" name. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Azukail Games product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Cities of Sundara: Hoardreach is published by eGDC Ltd under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.

TABLE OF CONTENTS

What is "Cities of Sundara"?	1
Testing Your Wings	2
Hoardreach: The City of Wyrms	3
History	3
An Island in The Sky	4
The Five Dragons	4
Sidebar: Dragons in Sundara	6
A Cooperation is Forged	6
The Coming of the Dragon Knights	7
Sidebar: The Five Founders	8
Laying the Foundations	9
Beneath the Dragons' Wings	9
Commerce, Skyships and Hoardreach Today	10
The Lex Draconis	12
The Golden Rule	12
Gazetteer	13
North District	13
Noteworthy Locations	13
Persons of Interest	13
The Sunrise District	14
Noteworthy Locations	15
Persons of Interest	15
Whispers and Rumors	15
Westgate	16
Noteworthy Locations	16
Persons of Interest	17
Whispers and Rumors	17
Old Lane	18
Noteworthy Locations	18
Persons of Interest	18
Whispers and Rumors	19
East Town	19
Noteworthy Locations	20
Persons of Interest	20
Whispers and Rumors	20
The Adeptus Draconis	21
Dragon Knight (Fighter Archetype)	21
Wyrms Marked (Background)	22
Feature: Mark of the Wyrms	22
Scale Suit	22
Game Master Advice: Using Hoardreach	23
To Fly with Dragons	24
More 5th Edition Compatible Supplements	25
Links	25
Hoardreach Map	26



WHAT IS "CITIES OF SUNDARA"?

In fantasy tabletop roleplaying games there is a tendency for settings to constantly be looking backward to a lost golden age, or a time of legend where great feats of magic and the techniques for creating potent items of power have been lost. Whether this downfall comes as a result of an apocalyptic event, societal collapse, destruction of knowledge or some combination thereof, players often find themselves struggling through a world that, for all its wonders, is not what it once was.

Sundara: Dawn of a New Age takes the opposite approach.

The world of Sundara has all of the monsters, magic, dangers and hardships you would expect in a fantasy RPG. However, the people of Sundara tend to look for the other side of the coin, harnessing the raw forces of their world in order to overcome trials and tribulations in strange, unexpected ways. Through discovery, industry, understanding and sheer grit, the people of Sundara are boldly stepping forward to master the world around them.

"Cities of Sundara" offers game masters and players alike a peek into this world. By visiting unique locations across the setting, it gives you a taste of what life is like in this setting. Not only that, but you can choose to use the cities in their original setting, or incorporate them into your own. Each supplement will also include resources such as new materials for weapons and armor, new creature types, as well as new weapons, magic items and more to enhance your game!

As the setting grows, even more elements will be included. So come, step out into the dawn of a new age with us, and revel in all the fresh possibilities that Sundara has to offer!

TESTING YOUR WINGS

The figure swooped in and out of the clouds, weaving like a hawk chasing wily prey. Light flashed along its scales, and wind howled as its wings cut through it. It was graceful, and fast, though alien looking in its appearance. The strange creature dove, rocketing toward the city below. The clouds exploded behind it a moment later, and a huge, white dragon burst through the cover with a roar that chilled the air.

Creatures were staring up into the sky, rushing around in a panic as the two fliers descended. The smaller creature let out a screech of raw pleasure, banking hard and turning into a swooping spiral. The dragon, nearly close enough to bite the smaller creature, overshot it before turning in on itself in a way that seemed to defy the physics of flight. The smaller figure circled the huge tower thrice, always keeping the tower's bulk between it and the dragon, before touching down on the ground, landing hard enough to rattle its bones. The dragon landed a moment later, claws digging into the stone as it loomed over the smaller figure.

"You improve," the dragon rumbled, its voice a mixture of pleasure and playful resentment.

The elf stood, unbuckling the clasp of her strange, elongated helmet. She pulled it off, laughing as she shook out her long, sky blue mane of hair. The ground team was approaching the two of them, though not at any great speed. Now that they were sure she'd landed safely, their worries had dissipated. Mostly.

"You hold back," Taimon said, looking up into the scarred face of Frost Fang. The dragon's eyes flashed, and he showed her a hint of his massive teeth.

"Perhaps the day will come where I no longer need to, little sky rider," the dragon said. Taimon couldn't be sure, but she thought she detected a note of longing in the wyrm's voice. Frost Fang glanced over toward the crew, and heaved a sigh that left ice on the ground. "They want to take your wings again."

"Maybe they'll be able to make them faster," Taimon said, wincing slightly as she unbuckled part of the wing harness. The last bank had wrenched her shoulder, and the adrenaline was beginning to fade.

"Maybe," the dragon said, showing her more of his smile as he stretched his own wings. "Until the next time, then."

Frost Fang flexed his hind legs, and leaped into the sky. His wings beat the air, showering those beneath with flakes of snow as he once more climbed into the clouds. Taimon watched him rise, then turn toward the North District... even though she'd seen him fly a hundred times or more, the thrill never faded.



HOARDREACH: THE CITY OF WYRMS

Built atop the huge table mesa that was once called Shear Cliff, Hoardreach's lights can be seen for nearly a hundred miles in all directions. A place of old stone foundations and steel towers that stand proud against the winds, the skies around Hoardreach are filled with the wondrous and the fantastical. Wyverns swoop through the currents, joined by pseudodragons, bat riders and even the occasional harpy. Gliders are a common sight, and hardly a day goes by without at least one of the legendary airships built in the city's Skydock coming in to deliver its load of goods or passengers.

Perhaps the most breath-taking sight to be seen in Hoardreach, more than its amazing works of art, its astonishing ships or the history of its buildings, are the dragons who rule it. Because Hoardreach was born out of their uneasy peace, and without the Founders the city probably wouldn't exist. In fact, what is now called Hoardreach

would probably be nothing more than a collection of ancient ruins sitting atop a sky island that none had the will or interest to even investigate.

HISTORY

Though seen today as a center of political power and military might, as well as a massive trading hub in the eye of an ever-growing network of aerial transportation, the driving force behind the establishment and expansion of Hoardreach has been the five dragons who founded it. Though dragons tend to be territorial creatures, settling their differences through violent and bloody clashes, it is rare that a single piece of territory would appeal to multiple colors of dragon simultaneously. It was the unusual makeup of the Shear Cliff mesa, however, that acted as a catalyst for the city's founders... and it was, in many ways, the first tumbling stone that led inexorably to an avalanche of change.

AN ISLAND IN THE SKY

It is something of a tradition for dragons to fight ferociously over territorial rights. Wyrms require a great deal of sustenance, after all, and the larger a dragon is the bigger its territory needs to be in order to sustain it without collapsing the surrounding ecosystem.

This competition isn't something that develops as adults, either. Battles over the pecking order within a brood can be downright vicious, often leading to deaths among siblings. And while dragons will guard their nests against any threat that approaches them, they tend to allow the brood to sort out its own struggles. There are stories of parent dragons selecting a child as their favorite to protect, but there are nearly as many tales of parents playing their children against each other to ensure only the keenest wits and sharpest teeth survive their time as wyrmlings. Even this level of protection is withdrawn once young dragons reach their juvenile age, though, and they begin taking on levels of independence that could make them a threat to their parents' holdings. While some dragons may tell their children to leave, and to seek their own place in the world, others will drive the young wyrms off as fiercely as they would any other rival.

The only real advantage many young dragons have as they seek their own lair is they only have to compete with others of

their own color and element, as the environment that is ideally suited to one type of dragon would be completely unsuitable to another. There may be disputes along borders, such as where a swamp gives way to forest, or where icy peaks fade into volcanic vents, but those flare up far less often than one might think because dragons often seek wide open spaces from others of their own kind to prevent these kinds of fights.

As such, it is historically rare for dragons of different colors to be such close neighbors with one another, but what happened at Shear Cliff remains unprecedented.

THE FIVE DRAGONS

The last remnant of an ancient mountain range, Shear Cliff stood as an island of stone rearing nearly a mile into the sky above the sea of green all around it. This sky island, as it was called by those who traversed the roads through the nearby forests, stretched so high that the plants that grew near the summit would never survive at its foot, and vice versa. Surrounded by murky marshes at the base, Shear Cliff's summit was cold and windswept throughout the year. Smoke rose from the mountain as well, and occasionally it would spew forth molten rock, starting fires that purged the surrounding forests, and which towns and villages kept a close eye on lest the fires become a serious threat to their homes.



And it was to this isolated spire of rock, crowned by the tumbledown foundations of a forgotten settlement, that the Founders of Hoardreach came.

Ash Maw was one of the first dragons drawn to the huge spire, the scent of volcanic smoke leading her through the skies the way a half-blind babe would seek its mother's breast. Her inspection of the vents drew the ire of Storm Herald, though, who thought the red dragon was coming to swipe the spire out from beneath her just before she could finalize her own claim to the upper reaches. The blue dragon had been hiding in the clouds, examining the flat, dry upper reach of the mountain and trying to determine just how suitable it would truly be. As fire and lightning blazed, and roars split the air, another head reared from the marsh below. Swamp Shadow, who'd barely had time to explore the marsh since arriving less than a day ago, was certain he'd have to drive away the winner of the battle. As the black dragon attempted to gain altitude, screening himself from the other two, he caught the attention of Blight Bane who'd been stalking silently through the forests. The green dragon approached cautiously, well aware of the potential for carnage that was brewing all around the mountainside. What stopped the screeching and posturing from turning into a bloodbath, though, was the arrival of Frost Fang.

The other four dragons had been prepared to fight for territory, for resources, and to establish their own lairs in an untouched area of relative prosperity. The smile on the huge, scarred, white dragon's face told the others in no uncertain terms that Frost Fang had been drawn by the prospect of violence itself... and it was that naked desire for blood that immediately caused the others to stop to re-evaluate their own positions.

It was Blight Bane who broke the tense

silence, slowly fluttering onto the flattened top of the sky island. He spoke quickly, sensing that a window of opportunity was closing all around them. The green dragon asked if any of the others wished to keep their lairs in the forest below. The question caught them off-guard, and each answered they had no interest in living among clinging branches and lowland green. To keep them talking, Blight Bane asked Storm Herald what quarrel she had with Swamp Shadow, for surely the blue dragon would want to live atop the sky island, while the black dragon would lair beneath it? Slightly chastised, each admitted they had no interest in the area desired by the other.

Catching on to Blight Bane's game somewhat, Storm Herald came as close to an apology as a dragon might, asking Ash Maw why the red had flown so close to the windswept heights that even then was leaving her shivering. The red, her head held high but recognizing the delicate nature of the situation, said she had been drawn by the scent of sulfur, and the heat belching from the vents in the side of the sky island. Far more slender than the others, it was unlikely they could make their lairs inside the volcanic throat even if they desired to do so. Ash Maw could, and had every intention of doing so.

When the other four turned to Frost Fang, the white dragon's panting, steaming breath slowed. He looked from one face to another, his smile replaced by frowning suspicion. Flapping his wings and flexing his claws, he clacked his teeth together with a sound like a frozen lake breaking.

"You all fight me?" he snarled, puffing himself up to make it clear just how large he was when compared with the other, slightly younger dragons.

"No," Blight Bane said, his voice calm, but with the strength of a forest of oaks behind it. "We do not wish to fight."

The green dragon looked at the others. One by one, each of them nodded their consent to his words. Frost Fang's frown deepened, then he deflated, letting out a breath that froze what little moisture there was to a dusting of snowflakes. He looked, if anything, disappointed.

"If not fighting," he asked. "What are we doing?"

SIDEBAR: DRAGONS IN SUNDARA

Though dragons are powerful creatures, and a force to be reckoned with, Sundara only boasts chromatic dragons. And while these dragons are often guided by the elements they're tied to, each is an individual with its own history, personality, desires and goals.

As an example, one red dragon may be bellicose and dramatic, driven to fits of destruction in pursuit of its goal. Another may be smoldering, ready to burst into violent action at any moment. The former may be an isolationist, remaining apart from the doings of civilization, while the latter may be a brilliant strategist, playing its neighbors against each other for its own ends.

Something that is unique to dragons in Sundara, however, is something called the Mark of the Wurm. The longer a dragon holds a claim over a particular area, the more that area changes to reflect its master. A white dragon's territory (often cold to begin with) becomes frigid, with daggers of ice depending from crags and trees. A green dragon's territory becomes verdant, but often filled with unseen dangers like poisonous plants and deadly serpents. And so on, and so forth.

The Mark of the Wurm becomes more

prominent over time, and as a dragon grows in both age and power. It also applies to those who have sworn to serve a particular dragon, and to the treasures in their hoard. A common blade, left in the hoard of a powerful dragon, can steep in its essence, becoming a far more potent tool, for example. And a servant of a dragon may develop strange or unusual powers, marking them as clearly as any heraldry they might wear on their breast.

A COOPERATION IS FORGED

The five dragons held a conclave atop the mountain that lasted for days. The winds howled through the crumbled ruins, and the sun rose and set, but none of them left that mountain until the matter was settled. When all was said and done, they agreed that each would hold sovereignty within their own lair, and that each would help safeguard their territory against outsiders for the protection of all. While each would be allowed to maintain their own hoard of personal treasures, resources that each required such as food, water etc. would be shared according to need.

A final condition was set by Frost Fang, and it was the only demand the white dragon voiced during the entire conclave. He wanted to name this place where they'd made their alliance. It was an odd request, but the white dragon dug his claws into the rock, carving the stone as he named this place Hoardreach. He'd spent most of the past several days thinking of the name, and he was quite proud of it.

With their confederacy forged, the dragons each set off to settle into their domains. They were young dragons, but it didn't take long for their presence to be felt



throughout their territory. The chill of the mountaintop grew colder, the heat within it grew sullen as coals, the marsh seemed to darken as if the brackish water were hiding secrets and the forests all around the mountain grew thicker and greener.

Word spread to the towns and villages about what had happened. And though it's possible that travelers merely caught sight of the dragons during their travels, there are some who believe it was Blight Bane who deliberately spread the news of Hoardreach's founding while disguised as just another traveling bard in a dusty, well-worn hat.

THE COMING OF THE DRAGON KNIGHTS

Most who heard of the Cooperation of dragons made it a point not to venture anywhere near the sky island they called home. There was some grumbling, and no small amount of fear, but every day that passed without an attack by the wyrms made the threat seem that much further away from the lives of those who lived within sight of the mountain.

Then the dragon knight came.

Dionique Shioval rode a black charger in burnished armor, and she wore the darkened steel and purple cloak of the Adeptus Draconis. The blade at her side was older even than its elven bearer, the grip carved from dragon bone and inscribed with an ancient pact. Impressive a sight as she was, though, there were many who expected her to be swallowed up by the verdant forest never to be seen again.



She was gone for nearly a year, but the knight emerged once more with an odd man at her side. Tall and slender, with flashing emerald eyes and an easy smile, he called himself the Herald of Hoardreach. The two of them traveled to the villages and towns that nestled within the forest, and which existed on its edges, bringing a message to the people. The dragons of Hoardreach meant the people no harm. More than that, though, they extended an offer to those who lived beneath their shadow. Those who were willing to follow the dictates made by the Cooperation would also be taken under their collective wings, so to speak, reaping the benefits of their aid and their protection in their times of need. In exchange the dragons would expect the towns to provide regular tithes. Those who chose not to accept this offer would be left in peace, but it was made clear the dragons would share no bounty with those who remained separate from them.

While many village councils were skeptical of such an offer, the Herald was persuasive. Not only that, but the knight at his side lent his words a weight they wouldn't have otherwise had. While the Adeptus Draconis were all but a legend to most in the hinterlands, their deeds as both dragon slayers and as preservers of the legacy of wyrms were well-known. And when Dionique made it clear that the dragons of Hoardreach had consented to allow the order to build and staff a chapter house atop their mountain, that raised a number of eyebrows. It also proved to be the tipping point for more than one town to send a representative to Hoardreach to pledge themselves to the Cooperation.

SIDEBAR: THE FIVE FOUNDERS

While each of the five founders of Hoardreach has a name in the *Lingua Draconis*, the rough translation of what it means is what they're more commonly known by. Below is a small description of each dragon's personality, desires and perhaps most importantly what they most enjoy as gifts and treasure. For each of the founders, use an adult dragon of their associated color.

ASH MAW: Long and sleek for a red dragon, Ash Maw enjoys beauty in all its forms. From perfectly cut gems, to sculptures, to architecture, to dance, she lives for aesthetic pleasure. Often clipped and burnished by the Dragonworks, she responds well to flattery. While her temper is known to flare (as evidenced by the slagged rock at Glassreach), it is far more common for her to stew over a grudge than to explode in the moment.

BLIGHT BANE: The enigmatic green dragon is known for talking out of both sides of his mouth at once. A trickster of the first order, Blight Bane is rarely seen in Hoardreach itself unless required to be present. While he commands the verdant forests around the mountain, and he's responsible for some of the cleverer ideas that have enriched the city (such as the dues on the roads and the toll takers who patrol them), the green dragon traffics in favors, secrets and schemes. While it's rumored he has a cache of treasures hidden somewhere in the forest, no one can claim they've ever found it, and some think it's a rumor the dragon started himself to have a laugh at all those who search for something that

doesn't exist.

FROST FANG: Hulking above the other Founders, Frost Fang's scarred face and sides speak to a lifetime of violence. The white dragon is slower of wit than the others, but he has an inexorable will that means once he's set himself on a path it might take the rest of the Cooperation to dissuade him from it. Surrounded by a constant blanket of chill, Frost Fang values treasures strong enough to withstand his aura, and his lair is hung with weapons of war that he often gives to a champion who earns his favor. The massive skyship *Ice Reaver* is the crown jewel of his hoard, and when he flies alongside it, he's as happy as a child with a favored toy.



STORM HERALD: Long-necked and sleek, this blue dragon has a voice like distant thunder, and possesses all the grace of the winds. Slow to anger, she hoards scrolls, books, tomes, treatises and knowledge of all sorts. She has been known to exchange mystical secrets with potent practitioners of the arcane, and several times since the city's founding she's taken sorcerers into her charge as apprentices until they learn to truly master their powers. Though often aloof from the affairs of the city outside the Archive, Storm Herald's intellect and planning capabilities are terrifying when focused to a knife's edge.

SWAMP SHADOW: Outwardly placid, Swamp Shadow is a devious creature with a ruthless streak that makes him more feared than he is respected. Often matching wits with Blight Bane, Swamp Shadow is heavily involved in the politics of the

city and the region alike. This is largely due to paranoia, wanting to ensure he has a firm grip on what's going on within his own domain, and what's happening beyond their borders. Though ambitious, Swamp Shadow recognizes that the Cooperation has achieved far more as a union than he could ever have hoped to achieve alone. Despite this, the black dragon is rumored to hoard objects of power in hidden caverns beneath the marsh, and he has more personal servants of a wider variety than any other Founder. While most believe he keeps these servants to act as cat's paws in his constant political games, none would risk saying so in his presence.

LAYING THE FOUNDATIONS

Progress was slow in the early days. While Blight Bane cleared the forest by whispering to the trees, urging them aside to form smooth roads, the only way up the mountain was through a series of switchback trails that were treacherous, to say the least. Worse, the trails themselves could only be reached after crossing the marsh where Swamp Shadow had made his lair, and that was a trial even with the black dragon's permission for people to ford the brackish waters.

This proved to be one of the first tests of Hoardreach's intention, and the first act of cooperation between the dragons and their new subjects.

Perhaps a dozen villages and towns sent representatives to treat with the dragons. They were met at the foot of the cliff by all five Founders. Dionique acted as the mediator, laying out the terms of governing, and the tithes the dragons could expect from their subjects. She then laid out the responsibilities for the wyrms, making it clear what all parties were agreeing to. When the agreement was struck, and the initial seed tithes offered (goats, sheep and aurochs that would be kept and bred within the dragons' terrain), plans were made for

what would come next.

It didn't take long for the advantages of cooperation to manifest themselves.

Blight Bane made the paths through the forest available for members of the compact to travel through, and the roads were kept clear of any sort of man-made dangers. Not only that, but clearings were designated for grazing herds, allowing them to grow fat in relative safety. Outsiders, though, were required to pay a toll for the use of these highways, and additional tithes for use of any resources taken from the woods. During the growing season Storm Herald ensured there were regular rains over the fields, encouraging fruitful harvests for those who had joined with them. When wildfires raged, threatening to consume land and homes alike, Frost Fang's breath stopped the blaze in its tracks, snuffing the flames before they could grow and consume any more. And all the while the Adeptus Draconis employed carpenters and masons, stone workers, cooks and smiths from the region as they built the bridges and railings that would allow those without wings to reach the top of the sky island.

With every year that the dragons provided prosperity to those sworn to them, more and more towns decided they also wished to become a part of Hoardreach's compact. Not only that, but those who had no place to call their own came to the region hoping to find a place in the service of the Cooperation.

BENEATH THE DRAGONS' WINGS

The first true outsiders to arrive at Hoardreach were the Tracker clan. Two score of kobolds, they'd been driven out from their old home, and with nowhere else to go they followed the rumors of Hoardreach hoping to find clemency from their greater cousins. Skilled miners and hard workers, they swore to abide by the edicts of the

dragons, and to serve their interests. Ash Maw welcomed them into her territory, nearly coming to blows with Swamp Shadow who wanted to split the clan up evenly among the five of them.

The black dragon needn't have worried. The Trackers were far from the last refugees and outcasts to seek a new home among the heights of Hoardreach.

After the kobolds came the Gray Skull goblin tribe. Left defenseless without their hobgoblins and bugbears who had been slain in raids, they adapted to Swamp Shadow's marsh as if they'd been born there. A clutch of harpies who'd been scraping by on the edges of the forest approached the sky island, offering whatever service they could provide in exchange for a place at Storm Herald's side. The remnants of the orc mercenary company known as the Blackouts, devastated after their last campaign, pledged their steel and their loyalty to Hoardreach.

Others came as well. Ogres driven off their lands, sorcerers shunned for their frightening powers, ifrit, aarakocra and others who either had nowhere to go, or who would rather have a place alongside the dragons and their endeavors than in trying to scratch out an existence on their small corner of the fringe. They came in ones and twos, or in small bands, and they came over time. But the overall impact of such a diverse group of creatures provided unique challenges... and it gave the Founders a wide variety of strengths to call upon to achieve their ends.

The five dragons held several meetings atop the mountain, establishing rules, organizations and procedures that needed to be followed and maintained in order for their citizens to do their part. The wyrms had no desire to act as parents, getting involved in every little squabble; rather, they wished to save their energies for when they were truly needed. And the more

work they could delegate to the growing population, the fewer day-to-day details they would need to concern themselves with.

It was these meetings that changed Hoardreach from merely the sky island and its surrounding territories where the dragons made their lairs, into the site of an actual city. A city that, over the next several centuries, would grow to a place that was nearly legendary.

COMMERCE, SKYSHIPS AND HOARDREACH TODAY

Hoardreach's initial prosperity was due to the power of the dragons who ruled it, but the citizens built upon that foundation in ways that even the wyrms could never have predicted. Interior shafts were shaped and added to, providing safe paths from the ground to the sky that also provided ingress into underground communities populated by many of Hoardreach's smaller, subterranean residents. The ancient ruins above were rebuilt, sprawling out into a city connected both by above-ground streets and below-ground tunnels. Every year brought new ideas, new residents and ambitious new expansions that added beauty, resources and power to the Cooperation's crown jewel.

One of the first great building projects was the construction of the Archive. This massive library was overseen by Storm Herald, and it became a place of knowledge and study, as well as a gathering place for those seeking to learn more about their own, unusual abilities. Curators, teachers and students abound, and the Archive drew many curious masters of the arcane arts who wished the opportunity to study and speak with a dragon face-to-face. Great elevators, which allowed for people and goods to be lifted from the ground to the height of the mountain, were built into several faces of the mountain, and fees were assessed to merchants and travel-

ers who wished to use the convenience of these devices. The city even established a wide-reaching accounting house, acting as both bank and registrar that tracked every outstanding due, fee and debt, while also offering loans and support as a way to reap even more earnings for the city's coffers.

Perhaps nothing is as impressive, or as fundamental to the city's development, as the Dragonworks.

The original purpose of this facility was to care for the unique needs of the Founders. From ensuring their dietary needs were properly met, to scouring their scales, to trimming their claws and scraping their wings, the staff of the Dragonworks were almost like squires ensuring their knights were ready to take the field at a tourney looking and performing at their peak. As time went by, though, some of these assistants began to experiment with the natural by-products of the dragons. From testing their shed claw sheathes against steel, to observing the effects of dragon bile, it quickly became clear that the Founders weren't just powerful creatures in their own right; simply by existing they were creating fresh resources.

Nowhere was this clearer than in the creation of the skyships.

While the name of the initial creator has been lost to the city's records, it was found that dragon scales retain some of the natural magic of a wyrm after they've been shed. In addition to being extremely tough, and providing protection against a drag-

on's inherent elemental power, these scales could also be stimulated to defy gravity. Initially used to make capes and boots that would allow the wearer to fly, plans were drawn up at the Dragonworks to try something bigger... something far more ambitious. The result, after years of work (and an enthusiastic contribution from Frost Fang) was the warship Ice Reaver.. the skyship that would become the prototype for all the others that would follow over the years.

Though these vessels take a great deal of time, energy, expertise and resources to build, Hoardreach has steadily been expanding its air navy over the past hundred years or so. And while there are several notable warships that were created for defense of the city (as well as the towns and villages that fall beneath the shadow of Hoardreach), others are merchant vessels, or they're used for transportation throughout the growing network of allied cities that have agreed to allow Hoardreach's vessels to dock there. These skyships are breath-taking, and

while there are some who merely clamor for the experience of sailing the clouds, the speed these ships can travel (particularly over mountain ranges and other obstacles) means they allow for rapid deployment of goods in a way that has already re-defined several markets.

Hoardreach's fleet is still too small in size to have been seen everywhere... but these flying ships are now at least (if not more) famous than the dragons who first claimed the mountain so many years ago.



THE LEX DRACONIS

While Hoardreach is overseen by the Co-operation on paper, the Founders and the dragon knights agreed that the city should be ruled under the Lex Draconis; a system of laws and agreements that were originally designed to mitigate conflict between dragons and other populations of smaller, less powerful species.

What makes Hoardreach different is that all of the city officers have to be confirmed by the Founders before they're allowed to take on their duties. From sheriffs and tax collectors, to Accounting House managers and captains in the fleet, the Founders must all give their consent to keep the wheels turning. Though this meant the dragons sat in conclave a great deal during the early days of Hoardreach, committees have since been established to allow trusted servants of each of the wyrms to take over these duties. This extends to the point where judges are often appointed to mediate criminal and civil matters, though the Founders may choose to sit in conclave if a matter is of dire importance, or an appeal reaches their ears.

The Lex Draconis establishes the rights of the dragons within their own territory, and the rules that others who live beneath them (but who are not sworn to the dragon's personal service) must abide. It's said that much of the initial year of negotiation with the Founders was persuading them of the benefits

of enacting these laws at the sacrifice of some of their own authority, but the laws have done exactly what the dragon knights originally promised; they allow the day-to-day operations of the dragons' territory to run without their attentions, letting them reap great rewards while preserving their strength.

Though modifications have been made to this system over the years in order to account for the unique challenges and situations found in Hoardreach, it has provided as neutral a system of governance as one could expect when dealing with dragons.

THE GOLDEN RULE

Though every dragon has different tastes in treasures and trinkets, one of the most important aspects of the Lex Draconis is what's referred to as the golden rule. In essence, it means that every debt must be accounted for, and every harm paid for in full.

Rather than focusing on punishment, the Golden Rule is about restorative actions. As such, Hoardreach doesn't have a penal system; rather it has terms of service

that individuals will be held to until they have repaid the debt they owe. Not all debts can be paid, of course, and when such an incident occurs (a heinous act such as murder, assassination or political terror) the individual has their protections under the Lex Draconis voided, declaring them an outlaw. At



that point citizens who were wronged by the person's actions tend to be swift in taking their own payment in blood.

GAZETTEER

Hoardreach is a unique city with an unusual location, and it stands as a symbol of the Cooperation's ongoing alliance. The following is a breakdown of the city by district, including locations of interest, notable NPCs players might meet as well as rumors that can act as the basis for adventures in and around the city.

NORTH DISTRICT

A sprawling expanse of stone and bricks, the wind always seems to cut a little deeper in the North District. Frost creeps in even during the summer nights, and snow is a near-constant companion. Fires burn in almost every hearth, but many residents revel in the cold wind that reminds them so much of the places they once called home.

By far the largest district in Hoardreach, the North District looks like piecemeal chaos to the untrained eye. There is method to the madness, though, with fire control stations, libraries, the university and practice yards all built at regular intervals with access to the underground tunnels that run throughout the city. Home to both Frost Fang and Storm Herald, the district is covered with lightning rods, as well as shelters for those who need to get out of the chill for a few moments.

NOTEWORTHY LOCATIONS

- **Skyport Park:** While a majority of skyships dock outside of the city, locked in frames built to hold larger cargo vessels, passenger craft tend to touch down just above this unusually calm park. Filled with greenery year-round, this is one of the only locations in the city proper to bear Blight Bane's influence.

There is an underlying wildness to the area, though, and it tends to infect even the most docile creatures who will grow fractious if they spend too much time there.

- **The Archive:** Located just to the west of Hidden Gate, the Archive is a large neighborhood of the city dedicated to learning, arcane training and Storm Herald's personal library. A place for scholars to research their treatises, and for sorcerers to master their in-born talents, those who seek unusual knowledge or who have rare volumes to sell will find a warm welcome waiting for them if they choose to enter the stacks.
- **Coldtown:** Made up of the Winter Quarter and other areas just inside the walls, Coldtown is home to the residents of the city who are most at-home in chill winds and biting cold. Great, shaggy wargs tend to patrol the streets alongside their hobgoblin masters, and it's far from uncommon to see orcs, goblins and even kobolds who bear the white latticework of Frost Fang's Wyrms Mark.

PERSONS OF INTEREST

- **Mika Penrose:** A studious young man with skin the color of oak bark, and hair that hangs around his head like vines, Mika came to Hoardreach when the early signs of his sorcerous talents began manifesting. Typically found in the basements of the Archive, with his bare feet sunk into trays of moist earth, Mika can sit at his desk for days without moving except to turn a page, or to transfer a book from one stack to another.
- **Ava Blackwind:** Tall and regal, with dark eyes and an almost amber plumage, Ava is the current head of the Adeptus Draconis chapter in Hoardreach. While most of her duties consist of peacekeeping and coordination with the other officers of the city's government (as well as in recruiting and training her own knights and support staff), there are occasions where she

has had to leap into action to prevent plots against the city. Though rarely seen in her full regalia, the blade Winter's Teeth is never far from her hand. A longsword chilled by Frost Fang's own breath, it was a gift of admiration from the white dragon after Ava managed to single-handedly cut down a band of so-called dragon slayers who'd come to the city to make a name for themselves.

- **Bog:** A towering ogre, Bog is big even for one of his species. Usually seen wearing the red vest of a Skyport line-man, Bog has worked in the green heart of the park for years now. With powerful hands and knotted shoulders perfectly capable of wrestling a smaller ship out of the grip of the wind, Bog can only tie two kinds of knots, but he ties them perfectly every time. Far from the only "big blood" in Hoardreach, as he calls himself, Bog is one of the friendliest. Always waving to new arrivals and giving them a big, square-toothed smile, Bog also feeds stray pseudodragons in the park, and watches the skies in case one of the Founders flies by.

WHISPERS AND RUMORS

- There have been more storms over the North District than normal over the past several weeks. It's been causing issues with scheduled flights, and it's led more people to use the underground walkways and interior tunnels instead of the city's great elevators. While everyone is remarking on the weather, none seem to be able to agree whether Storm Herald is spending too much time in the city, or if she's been gone long enough that the weather has destabilized without the wyrm's presence to make it behave.
- There's been a larger presence of the Hoard Watch in the North District, and the city guard has been joined by several members of the dragon knights as well. Speculation regarding why so many of the city's defenders are on high

alert is running rampant, with some suggesting there's another plot to slay one (or all) of the Founders, while others suggest the city is hiding thieves rather than assassins, and that they're intent on stealing items of power from the dragons' hoards.

- New construction on an expansion of the underground tunnels has been halted for weeks now. No announcements have been made regarding why, and those who were part of the crew working in that area have been closed-mouthed on the subject. Far from quelling rumors, though, people are whispering that the diggers found something in a previously unexplored part of the mountain. Whether it was gems, ancient ruins, dangerous beasts or something else entirely depends on who you happen to be asking, however.

THE SUNRISE DISTRICT

The Sunrise District is often compared to the surface of a kiln, the stone streets radiating warmth far beyond what should be expected atop the sky island. Filled with unusual artistry, creatures one would never find living atop any other mountain walk the streets, basking in the near-constant heat. Beyond the manicured architecture and the large wall, though, lies the melted, blasted stone where Ash Maw vents her rages, and where the city's sorcerers hone their talents... a reminder that even placid mountains may erupt if the pressures grow too hot.

Always warm regardless of the season, the Sunrise District is home to craftsmen and industry, and it is the official seat of Ash Maw when she chooses to hold court to hear grievances (or simply to make an appearance before the people of the city). This district also boasts some of the most unusual displays of glass and crystal in the whole city... examples of the artwork gifted to Ash Maw, and which she allows others to gaze upon.

NOTEWORTHY LOCATIONS

- **Chartown:** The sister neighborhood to the Winter Quarter in many respects, Chartown is built over the Cindergate; the passages that leads down into the mountain where Ash Maw makes her lair. While many kobolds reside in Chartown (most of which bear the charred edges of Ash Maw's Wyrms Mark), Chartown is also home to a wide variety of lizardfolk, ifrit and other species who are far more comfortable basking in the heat than languishing in the mountain chill.
- **Cinder Square:** A huge, open plaza, Cinder Square is where galleries of beautiful statues and shaped crystal are put on display for the public's consumption. Each piece is part of Ash Maw's private collection, but she enjoys the admiration (and occasional envy) her art receives. What's more, the collection is so large that it's regularly rotated to display new pieces, each with a history of its origin, artist and an interpretation of the meaning of the piece posted nearby.
- **Glassreach:** An area all along the outer wall of the Sunrise District, Glassreach earned its name for being the proving grounds for the city's burgeoning population of sorcerers, and for some of the Dragonworks' more destructive inventors. Much of the area beyond the gate is scorched black by fire and pitted by acid, though there are places that glisten with a glassy sheen because they were half-melted by the powers unleashed upon the stone.

PERSONS OF INTEREST

- **Corlana DeShire:** An ifrit with deep black skin fading into blue



hair that dances like the flames of a blazing oven, Corlana radiates heat like a furnace. A sorceress of no small talent, she has made many of the pieces that stand in Cinder Square with her own two hands. Though Corlana has had her share of apprentices over the years, and she's more than capable of rising to her city's defense if required to do so, she much prefers to make beautiful things from sand, soda and handfuls of impurities that capture the colors of the rainbow.

- **Jareen Roundtail:** The angry red of an evening coal, and usually seen walking with a knotted ash wood stick topped with an amber head, Jareen is the curator of Ash Maw's gallery. No one seems entirely sure just how old this kobold is, but she's called Grandmother Roundtail by most every kobold in the Sunrise District (and by no few of them in other parts of the city as well). It's a privilege she doesn't extend to many non-scales, but those who she allows to use this familiar term are close friends indeed.
- **Brazen Red-Eye:** A man with subtle orcish heritage, if one looks closely enough, the alchemist was named the sheriff of Chartown some five years back by decree of Ash Maw's representatives. A dapper dresser with a thick mustache, he usually keeps his sensitive gaze shaded behind a set of smoky lenses. Though he rarely carries the goblin powder sidearm he favors, he doesn't need it to intimidate anyone. The sight of his mismatched eyes, one so dark it's nearly black and the other a piercing, bloody red, is far more frightening than any cocked hammer, or bared steel.

WHISPERS AND RUMORS

- There's a persistent rumor in the district that

began as something of a joke, but it simply refuses to burn out all the way. According to some, the reason that Jareen Roundtail is so old, and why no one remembers her ever being young, is that she's just a convenient disguise worn by Ash Maw when she wants to move about unseen and unnoticed. The idea that a dragon of such power (and such high regard for herself) would cloak her form to appear she was nothing more than an aged kobold is ridiculous on its face... but it's that very ridiculousness that makes it seem so utterly perfect.

- There's been a buzz that never-before-seen pieces are going to be on-display in Cinder Square in the near future. While that isn't unusual in and of itself, there's a great deal of hush regarding who the artists are, or even the nature of the pieces themselves. Some have even gone so far as to suggest that Ash Maw herself has been creating in private, adding treasures made by her own hands to the collection. No one has any evidence to say if that's true or not, but the very lack of facts seems to be driving even greater flights of fancy.
- Chartown's sheriff has been taking on a lot more deputies of-late, recruiting several of them from out on the firing line at Glassreach. While Brazen Red-Eye plays his cards close to his salamander hide vest, he's a lot shrewder than most folks seem to think. He's preparing for something, and if these are the moves he's making in public then the chances are good he's shifting other pieces behind the scenes. No one's sure why, but it's making several people more than passingly nervous.

WESTGATE

Despite the constant winds that blow through Westgate, the district always feels a little damp. The scent of peat lingers in the air, and the waters in the many fountains and troughs seems slow and sluggish.

Even the buildings feel like they've been warped out-of-true, somehow sinking into their foundations so they look more like stones sticking out of a bog than they do purposeful constructions. The corrosive effects of Swamp Shadow's claim makes the district unpleasant for some, and an ideal home for others.

If it were possible to have a bog atop a mountain, Westgate has managed. Accidents during its construction led to pools of stagnant water and slow drainage, but rather than repair it, those who are drawn to the district revel in the dampness. Swarming with communities of goblins, large amphibians, orcs and more, Westgaters are only dangerous to those who threaten their community... though they can be off-putting to outsiders who aren't familiar with their cultures and traditions.

NOTEWORTHY LOCATIONS

- **The Swamp:** A large square just inside the gate, the area was a huge, public garden with its own lagoon when the ancient ruins Hoardreach is built upon were still a thriving city. Now the waters are black and stagnant, and moss hangs from the statues and stone bridges that criss cross the pools. A comforting place for many of the district's residents, it's not uncommon in the slightest to find lizardfolk, goblins and even an occasional undine lounging in this place.
- **Goblintown:** Just northeast of the Swamp, Goblintown is so named due to how many goblinoids call the area home. Though several clans of goblins have Swamp Shadow's dispensation to live down in the marsh at the base of the sky island, many other branches prefer the view from the top (and to live in the black dragon's area of influence, rather than directly under his claws). It's also not that unusual to find packs of gnolls, wandering ogres or clutches of hissing, wall-eyed pseudodragons in Goblintown.

- **Low Market:** North of Westgate, but still shy of the frosty border with the North District, Low Market offers a wide variety of goods for all sorts of buyers. From packets of locally-produced goblin powder, to naturally-formed hag-stones, to a potent, dark liquor called dragon's blood, Low Market has all kinds of bizarre (and occasionally dangerous) goods. Some patrons come to the market to shop for information or to talk politics; tasks which are even more dangerous (and potentially more incendiary) than an average shopping trip.



partly a persona, the wild-haired, pink-eyed purveyor of curiosities does have a real skill in laying his hands on all kinds of strange and unusual wares... as long as no one asks too many questions about how he managed to acquire them.

WHISPERS AND RUMORS

- A strange figure has been looking for Hunari; a towering man with a heavy beard and a slurring, hard-to-place accent. He reeks of violence, but also of something unnatural that tends to make even Westgaters walk shy of him. She has disappeared from all of her usual haunts, and no one has seen her for several days. Some say the bones told her to flee before this man came seeking her, but others are wondering what their connection is. Especially since Hunari's past has a veil drawn across it, and no one truly knows why she came to Hoardreach, or where she arrived from. How this ghost fits into that puzzle is something that has a lot of loose tongues wagging.

PERSONS OF INTEREST

- **Tag Redbanner:** Head keep at the Busted Skug, the tavern is a popular destination for those who like things cool, musty, dim and damp. The bugbear is sour-faced, with a particularly rough sense of humor that can rub those with thin skin raw rather quickly. Able to find fault in absolutely anything, the only thing more foul than the language that comes out of his maw is the contents of the tavern's All Sorts barrel.
- **Hunari Swampblood:** With skin the color of polished teak, and six fingers on her left hand, those who've met Hunari's gaze never forget the experience. Her eyes are dark as a swamp's roots, and some have said if they meet her gaze for too long that they can hear voices whispering in their heads. Whether the fortune teller is blessed or cursed, Westgate residents who seek out her services tend to listen when she tells them what fate has in store for them.
- **Garris Swallows:** A regular at Low Market, the gnome has a half-crazed enthusiasm about his wares that makes many outsiders think he's nothing but a con man. While his energy is at least
- There's been a consistent rumor that the Busted Skug has a secret tunnel in it somewhere that leads deeper into the mountain. Some of the stories claim it was an old passage used by the first goblins who came to Hoardreach who didn't want to be seen coming and going through the common halls, but others say it leads all the way down to the mountain's roots... to Swamp Shadow's lair, and to the black dragon's personal hoard!
- Something dangerous is living in the Swamp. No one has seen anything out of the ordinary during the daylight hours, but at night people have been attacked or gone missing. Survivors tell conflicting tales of some huge beast that was there one moment, and which had vanished the next without so much as

a sound. The problem hasn't gotten the full weight of the city behind it yet, but if it isn't solved soon then it's possible outside districts will start paying attention... and Westgaters are notorious for only allowing that to happen in extreme circumstances.

OLD LANE

The only district of the city to be completely free of the influence of the Founders, Old Lane has the feeling of a castle barbican. The buildings are square and dark, the streets narrow and fitted with perfectly quarried stones. The district bears a number of colorful flags and signs to help navigate it, and that fact combined with the sheer number of inns makes it clear this is where a great deal of visitors to the city stay.



ness, the Accounting House is where the city keeps its books regarding dues, services rendered and other matters of legal agreement. The vaults beneath the Accounting House are said to be vast, and second only to the Founders' hoards in terms of the value of the contents.

- **Charcoal Plaza:** Right on the edge of the border with Char Town, this open space is constantly filled with food peddlers and sweet carts catering to the flow of workers, tourists and visitors. Named for the smell of the fire pits and hot bricks where the merchants prepare their viands, there are hundreds of different kinds of dishes sold here every day... though not every dish is safe to be consumed by every kind of customer, as the merchants are usually good enough to point out.

If there was a place in all of Hoardreach that could be accorded neutral territory, it would be Old Lane. The central location for most of the city's offices, as well as the chapter house for the Adeptus Draconis, Old Lane has also preserved some of the few structures that still stood atop the mountain when the Founders first sealed their alliance with one another.

NOTEWORTHY LOCATIONS

- **Skycat Inn:** A large, stone structure with an aviary-style taproom, the Skycat is filled with a variety of foliage, as well as several clutches of pseudodragons. The inn itself is a favorite hang-out for wyvern riders, glide divers and cloud jockeys, as well as crew members for the city's small (but growing) fleet of skyships.
- **The Accounting House:** Looking more like a fortress than a place of civil busi-

PERSONS OF INTEREST

- **Miliani, The Dragon Woman:** Seated in her wheeled chair, often with a blanket over her legs, Miliani's slit-pupiled eyes and black clawed hands are a testament to the power that lies within her should she choose to call on it. The sorceress is the head of the Skycat Inn, and she can often be found drinking something green and noxious while the spine-tailed pseudodragon named Nightmare lounges across her shoulders. Miliani brooks no nonsense in her establishment, and it's something of a tradition for sky riders to bring her a gift, or at least a tale, when they return to the inn after a successful soaring.
- **Aemar Vox:** A long-necked, vulturish creature, Aemar is the undermaster of the vaults in the Accounting House. The aarakocra has a gimlet glare, and there's some who say he can smell an unpaid debt from half a dozen paces.

Efficient and clipped, Aemar is not the most pleasant creature to deal with, but his skill with coin is unrivaled within the city.

- **Blacktooth:** A huge orc, Blacktooth's shoulders ripple with muscle, and her lower tusks are stained dark. With wide hips and a slightly swollen belly, she stirs the same pot in Charcoal Plaza every day. Her signature dish is eternal stew, a meal that's a staple of many households in Goblintown that have a lot of mouths to feed. Though the stew is always different, it's always the same as well, as it's the same pot kept at the same temperature, with new odds and ends added as the total amount of stew goes down. Served in large bowls of dark bread, the meal tends to sit in the belly like a stone, and few customers ever manage to go back for seconds.

WHISPERS AND RUMORS

- If you sit in the Skycat and listen to the pseudodragons gossip you can find out about absolutely anything that's going on in the city. Ever-present, most residents barely take note of the creatures most of the time. Some people say you can even bribe the pseudodragons with cheese and deep-fried foods, but others caution that if you do that then the devious creatures will just tell you whatever they think you want to hear.
- There's a huge variety of dishes to sample in the Charcoal Plaza, but a constant rumor states that some of the cooks are preparing sentient species as part of their foods. This rumor has taken a dozen differ-



ent forms over the years, from claiming there's elven meat in the spiced sausages, to the suggestion that dwarven blood is the secret ingredient in the thick sauce of Karubahl. While some of the cooks laugh this rumor off, or play it up for comedy, violence has erupted more than once over these accusations.

- It's been said there are strange sounds coming from beneath the streets if you walk through Old Lane late at night. It sounds almost like something is burrowing through the rock... but there aren't any crews currently tasked with underground renovations or expansion of the walkways. None that have been acknowledged on the public notice boards, anyway.

EAST TOWN

Hoardreach is filled with strange and unusual sights, but East Town is where the most famous creations are made. The skies are constantly filled with gliders and harnesses, wyverns and skyships. While those sights are enough to enrapture many, the explosions and goutts of flame that also plague the district mean that many watchers and tourists keep their distance in order to stay far away from the occasional accidents that are to be expected when refining the raw stuff of dragons into something that can be used by mere mortals.

The Founders were the force that created Hoardreach, but they are also the resource that has allowed so many of the

city's unique creations to be invented. While the district was originally created to cater to the dragons' needs, it has since grown into

something else entirely. Not only that, but it is one of the more secretive districts in the city... which is understandable considering the wonders produced there.

NOTEWORTHY LOCATIONS

- **Skydock:** Built practically in the center of the city, the Skydock is where Hoardreach's skyships are designed and constructed. Kept under heavy guard due to the value of the materials kept on-hand (as well as the potential for espionage), the Skydock is a place very few people have seen the inside of. Given how few functional craft can be created, and the amount of time it takes to acquire the necessities for their construction, no one in the city questions these precautions.
- **Dragonworks:** Located near the Skydock, the two structures are connected by a series of tunnels that allows for secure transportation between the two places. While the Skydock is where construction occurs, the Dragonworks is where the raw materials of the city's more unusual creatures are isolated, and experimented with. Originally established to process the sheddings from the Founders, the Dragonworks expanded to harvesting scales from wyverns, milking venom from pseudodragons and faerie dragons, as well as dozens of other areas of interest which have produced... interesting results.
- **The Bastion:** The highest location in the city, the Bastion is a spire that sticks up high from the clearing at the center of the Skydock. Constantly staffed by a pair of sharp-eyed watchers, the Bastion is the center of a warning web that stretches across the region. A massive crystal assembly tops the Bastion, and messages can be flashed from it to watchtowers in a dozen different directions, sending calls for aid. The Bastion's ability to provide early warning so that Hoardreach's forces can be rapidly deployed has proven its worth repeatedly over the years.

PERSONS OF INTEREST

- **Murk Gray Skull:** A frenetic goblin, with yellow eyes and stringy gray hair that circles the sides of his bald head, Murk is one of the Dragonworks' more eccentric members. With scars all along his body from previous experiments that have gone awry, he's been a fundamental part of dozens of the facility's unique creations... though in fairness Murk creates just as many inventions through failing in a unique way as he does through success.
- **Taimon Skyborn:** A cloud jockey with a wild streak that's nearly as prominent as her elven heritage, Taimon has tested a dozen different vessels, rigs and gliders for both the Skydock and the Dragonworks. The first to try a scale-suit, which allows for gliding and thermal riding that's on-par with true flight, there are few people in the city as brave (or as superstitious) as Taimon is.
- **Ravina Hundar:** A colossal woman with blue skin and white hair, the frost giantess came to Hoardreach specifically to enter Frost Fang's service. A skilled shipwright, Ravina is the captain of Ice Reaver, the only one of the city's dedicated warships that's large enough to allow her to stride the decks. She's designed several of the city's older flying vessels, carving their frames with her own hands. Additionally, every ship's figurehead has been personally carved by Ravina, and it's become something of a good luck tradition in the Skydock for a vessel to bear one of her creations.

WHISPERS AND RUMORS

- There have been a larger-than-normal number of explosions coming from Murk's workshop of late. Rumors say the goblin has outdone himself, and that he's finally found a new twist on one of his old, bad ideas. Others insist that his cleverness has finally caught up with

him, and that he's blown himself into the sky. The truth, as with most rumors one hears regarding the Dragonworks, is likely far stranger than anyone can truly imagine.

- Ravina has been spending a great deal of time in her personal studio, which is typically a sign that she's working on carving a new figurehead for a vessel that will be launched from the Skydock. No one has heard an announcement about any new ships, though, which has led some to suspect that Ravina might be working on something else entirely. What that something else might be, though, is something that's led to rather heated debate.
- Some people claim the Beacon wasn't built by the Founders or their servants; the strange tower already stood atop the sky island when the dragons claimed it as their own. And while Hoardreach is positively riddled with passages and tunnels, none of the expansive traveling shafts pass beneath East Town. Some have speculated that the Beacon goes further down into the mountain than most would guess, and that there's something below it that even the dragons want to stay buried.

THE ADEPTUS DRACONIS

A knightly order founded in centuries past to protect common folk from the power of the great wyrms, it was Arsele Scaleskin who first reached a tentative peace agreement with the red dragon known as Fire Tongue. According to legend, Arsele fought the dragon until they were both near death, and it was only with his blade at the creature's throat that it agreed to hear the knight's terms. While the fires from the bat-

tle raged for weeks afterward, it was the first time one of the dragon knights had brought lasting peace with words, rather than the finality of the sword.

Members of the order are often seen as diplomats these days, and in many cases they have protected dragons from those who would seek to slay them. These knights have not lost the skills that made them such lethal threats to dragons, however. Even though their deadlier skills are required far less often, wyrms have long memories, and there are many among them who have not forgotten the potent threat these knights can be when they ride to battle.

DRAGON KNIGHT (FIGHTER ARCHETYPE)

Trained to deal with dragons, dragon knights are held in high esteem by many people who see them as protectors and adjudicators. Their chapter houses are often built in the territory of dragons as a sign of goodwill from the wyrms, and these fortresses act as defensive points that allow the knights to head off threats to the dragons as often as threats from them.

Dragon Slayer's Defense: Dragon knights are still trained in the old ways of fighting dragons and their kin, should the need arise. At 3rd level a dragon knight gains Evasion.



Uncanny Reflexes: A dragon knight's sense of danger when in battle is honed to a razor's edge. At 7th level a dragon knight gains Uncanny Dodge.

Fearless Foe: Experienced dragon knights do not know the meaning of fear. At 10th level a dragon knight

is immune to the frightened condition. Any attempt to use Frightful Presence on a dragon knight requires the creature who initiated to save against the DC of their own effect. If they fail the knight's implacability causes the original creature to gain the frightened condition, which must be saved against using the DC of their own ability. Creatures immune to the frightened condition are immune to this backlash.

Dragon Slayer: Dragon knights can bring down the greatest of wyrms with their well-placed attacks. At 15th level a dragon knight ignores any resistance or immunity to his attacks from a dragon, or draconic creature (other than that creature's resistance or immunity to its own element as a dragon). Any creature with a draconic ancestry (including dragonborn and dragon bloodline sorcerers) fits this definition. Additionally, critical hits against dragons and draconic creatures are scored on a roll of 19 or 20.

Wyrms Foe: Some dragon knights are legendary for their prowess in battle, and their tales are told even by dragons. At 18th level a dragon knight deals triple damage on critical hits against dragons and draconic creatures. Additionally, if they succeed on a saving throw against a breath weapon from a dragon or draconic creature, as well as any spell cast by a creature with a draconic heritage, the dragon knight gains 1d10 temporary hit points, and an inspiration die.

WYRM MARKED (BACKGROUND)

Those who swear service to a dragon often find that a portion of that dragon's power flows into them. This bond grants servants of a wyrm certain unique powers, while also wreaking physical changes upon the bearer. Those who hold to their oaths, and who keep their master's blessing, may find that it deepens over time, turning them into true heralds of draconic power.

Skill Proficiencies: Arcana and Acrobatics

Tool Proficiencies: One type of artisan's tools, flying vehicles

Equipment: A token from the dragon one swore their oath to (scale, chip of claw, etc.), a messenger's bag with the sigil of their dragon, a worn traveler's journal.

FEATURE: MARK OF THE WYRM

Those who bear a Wyrm Mark gain Resistance against the element associated with their draconic patron. In addition, though, their physical appearance changes to reflect the dragon they swore their oath to. Early on in service these changes are subtle, such as cool, pale skin for those who follow a white dragon, or those who serve a blue dragon having eyes filled with lightning when they're angered. The longer one serves a dragon, though, the more pronounced these changes can become with many servants growing cosmetic horns, thick, claw-like nails or even tails. This Mark is a double-edged sword, however, as it can lead to individuals being treated well by allies of their patron (given food and lodging, offered discounted rates on basic equipment or travel costs, etc.), or targeted for attack by enemies of their patron.

SCALE SUIT

Scale suits are unique items produced by the Dragonworks that allow for a kind of false flight in the form of gliding. Used by messengers and daredevils in Hoardreach, versions of scale suits are also used by the city's elite military forces to drop from skyships (or occasionally as an emergency measure should a ship fall out of the sky). These suits come in a variety of different styles and designs, but all of them require a leap from a high place in order to build up the necessary speed to put lift beneath their wings. Additionally, scale suits can be made from unique materials like dragon scale, salamander skin, wyvern scales and more to provide protection against fire,

additional armor bonus, etc.

Treat scale suits like studded leather armor for the purposes of armor class, hit points and other features. For proficiency, a scale suit is an air vehicle. As scale suits are gliders, and don't provide true flight, constant movement of at least 10 feet per round must be maintained in order for individuals to stay airborne. To pilot a scale suit an individual must make either an Athletics or an Acrobatics check with a DC 10 for simple banks and turns, a DC 13 for tighter turns (as well as gaining and losing altitude safely), as well as braking and pulling out of falls. Checks at a higher DC may be used for things like taking evasive action, attempting to avoid pursuit or other more involved tasks.

Scale suits begin with a movement of 30, but with every round of full movement they accelerate up to an 80 foot movement. Some daredevils claim they can go even faster, but those without a bit of magic up their sleeve to save them tend not to push their luck when high above the ground.

GAME MASTER ADVICE: USING HOARDREACH

One of the more unique locations in Sundara, Hoardreach presents game masters with a lot of resources; both as a setting,

and as a solution for players who want to stretch beyond "normal" boundaries with their character species.

When using Hoardreach as a backdrop for your game, it presents a number of interesting opportunities. From characters seeking out treasures to please their draconic patrons, to acting as security forces for skyships, to exploring the depths of the mountain in order to find threats to the city above, there's a lot of potential routes a story could take. The party might even find themselves sent far afield to handle a petition from a protectorate town or village, or attempting to navigate political differences between the Founders, trying to find solutions that will satisfy both parties before the issue poses a danger to the city and its citizens. However, Hoardreach also acts as a unique starting point for any character concept that might be considered "too weird" in any other game.

From working class ogrekin, to goblins doing military service, to drow, orcs, hobgoblins, harpies and more, Hoardreach is made up of such a variety of odd, strange and unexpected creatures that one might find practically anything there. So if you ever wonder where a character of a particular species could possibly have come from, Hoardreach is your answer!

TO FLY WITH DRAGONS

Taimon stood near the edge of the mountain, waiting calmly as the team adjusted the new suit across her body. It felt lighter, and hugged her more tightly. She experimented with the arms, feeling the way the wings furred and unfurred.

"Stop twitching," Snowskin said, slapping Taimon on the thigh without looking up. The kobold's dexterous fingers cinched the buckle in place around the elf's leg, ensuring it was tight. Taimon's eyes raised to the sky. The clouds were angrier today, with lightning occasionally flashing in their hearts. "Don't stare. The Cold Wind comes in his own time, and he isn't going to show up any faster because you're watching for him."

Taimon had a retort on her lips, but just as the lightning burst it revealed a huge shadow moving through the hanging mist. It rose majestically, and the clouds rolled away like a curtain. Cobalt blue scales glistened, and a pair of silver eyes regarded Taimon as Storm Herald swam through the air toward her. Taimon's breath caught in her throat, and she felt her hair try to rise, only held down by the weight of the single braid as the wyrm perched herself at the edge of the cliff.

"Lady Storm," Snowskin said, turning and offering the blue dragon a deep bow.

"Proceed," Storm Herald said, gesturing languidly with one claw. Snowskin turned back to the pre-flight checks, her claws carefully smoothing down scales and tightening the other straps.

"Was Frost Fang afraid I'd beat him today?" Taimon asked. She felt the kobold stiffen at her side, but Storm Herald only laughed. It sounded like muted thunder rumbling in her chest.

"I hope he's far enough away that he didn't hear that," the dragon said, gesturing with her head out at the open air. "He's waiting for you."

Taimon glanced out at the sky, and saw the white dragon. He was bobbing among the clouds, pacing them. She hadn't heard him, but the wind grew chill as it blew across her cheeks; a challenge. She met Frost Fang's gaze for just a moment before he dipped into the clouds again.

"He wanted an unbiased eye, today," Storm Herald said, her voice an amused purr. "So don't hold back."

Snowskin climbed a small ladder, brushing Taimon's hair out of her face and slipping the helmet down over her head. The kobold strapped it in place, then slapped the side of Taimon's head. She was good to go. Taimon looked up at the blue dragon for a moment, then turned her eyes to the cliff's edge. She sucked in a breath of the chill air, and let it fill her chest. Then she ran, and leaped into emptiness. She spread her arms, and felt the wind lift her up, turning her fall into something infinitely more graceful. Above she heard the roar of pleasure, and felt the wind as Frost Fang gave chase.

She had a feeling that today might be the day.

MORE 5TH EDITION COMPATIBLE SUPPLEMENTS

[10 Ammunition Spells \(5E\)](#)

[100 Bits of Miscellaneous Tat to Find \(5E\)](#)

[100 Encounters in a Fey Forest \(5E\)](#)

[100 Pieces of Flotsam and Jetsam To Find On A Beach \(5E\)](#)

[100 Random Encounters for on the Road or in the Wilderness \(5E\)](#)

[A Baker's Dozen of Rumours \(And The Truth Behind Them\) \(5E\)](#)

[Cities of Sundara: Ironfire \(5E\)](#)

[Cities of Sundara: Moüd \(5E\)](#)

[Cities of Sundara: Silkgift \(5E\)](#)

LINKS

[Join our mailing list](#) and get a free PDF, *The Book of Sixes*, which contains 33 d6 tables taken from our fantasy supplements.

[Subscribe to our YouTube channel](#) for product demos, unboxing videos, tutorial videos and more to come.

[Find us on itch.](#)

[Our Ko-fi store](#)



HOARDREACH MAP

Hoardreach



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open

Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. **System Reference Document 5.1** Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Cities of Sundara: Hoardreach © 2021, eGDC Ltd; Author: Neal Litherland
END OF LICENSE

A close-up, slightly blurred image of a dragon's head, showing its scales and eye, serving as the background for the text.

Sundara

Dawn of a New Age

Rearing against the sky, the lord of all it surveys, the place once known as Shear Cliff has been transformed. Once little more than a lonely mountain, the last survivor of a range that was destroyed by cataclysm and disaster, the sky island has been remade into a thing of wonder. Circled by wyvern riders, night fliers and skyships, Hoardreach's lights can be seen for a hundred miles as they draw travelers and pilots toward it.

Perhaps the greatest wonder of Hoardreach, though, are the Founders. Five dragons who banded together initially for control of a larger territory, they've unfurled their wings to shelter dozens of towns and villages beneath the shadow of their city. Their strength laid the foundation for Hoardreach, and it is their scales, their breath, and their very Wyrms Mark that has helped the city become what it is today!

The City of Wyrms is a place where danger and miracles walk hand-in-hand. Where creatures often called "monsters" make their homes, and build their own lives under the rule of the Lex Draconis. A place where the purple-plumed dragon knights stand their vigil, and where schemes and plots are hatched in secret everyday. A flap of a dragon's wings in Hoardreach can send fortunes spinning half a world away, and it is where the outcast, the brave, and the sly come to find their own adventures.

"Hoardreach: The City of Wyrms" is a supplement for Sundara: Dawn of a New Age, but it can also be added to any existing game or setting! This particular supplement includes:

- City map and history of Hoardreach.
- District-by-district breakdown, including unique locations, notable NPCs, and rumors.
- Rules for dragons in Sundara, as well as unique items like the scale suit, the dragon knight archetype and the unique powers that comes with bearing a dragon's Wyrms Mark.
- GM advice section for how to get the most out of using Hoardreach in your game!