

D RAGON *The Great Wyrn*

Travellers have an inexhaustible supply of tales of fantastical beasts residing in the Hârnic wilderness. The fire-breathing fiend of a thousand such tales is the dragon, which descends from its lair to devour an entire village or just one helpless maiden. While many such tales can be discounted as the ravings of madmen, or acts of human cruelty or nature's fury, others are clearly based on actual sightings and encounters.

History

Few dragons are personable enough to approach on the subject of their history. What little is known about their legends and myths is mostly based on Hârnic theology, in particular the tragic tale of Ahnu and Dhivu, founders of the dragon race.

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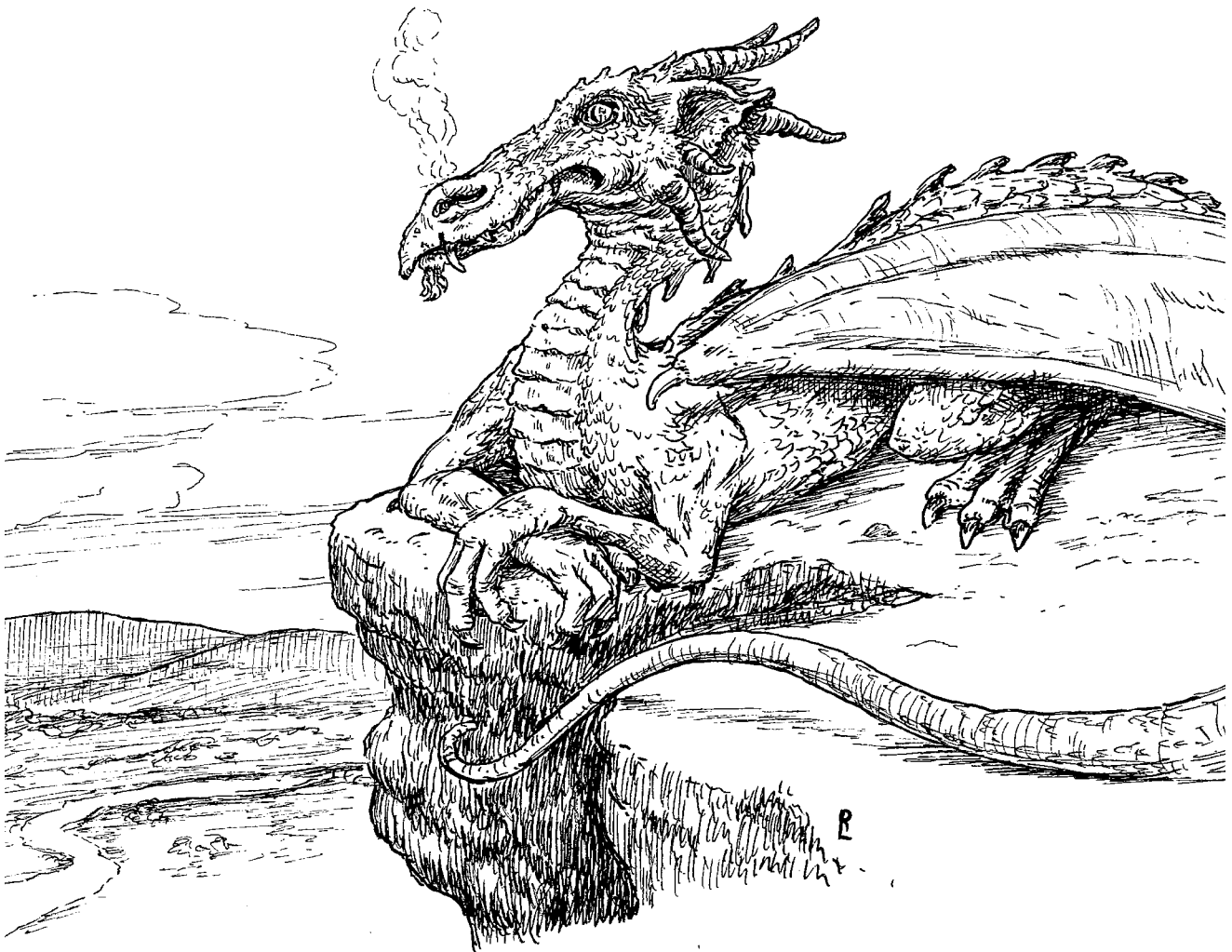
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DRAGONS 2

Other creation myths exist as well. The ILME (p7) place the creation of all dragons during the hatching of The Primal Egg in a place known as *Ssanimar*. The Ilme also put the governance of these early dragons under the auspices of the *Ahnaka*, beings of divine descent.

Dragons are an ancient race. The Sindarin and Khuzdul have tales recording dragonkind on Hârn before the Elder Folk, but they do not reveal the origins of dragons. Scholars speculate that dragons, although they cannot read or write, must have some form of oral tradition. If true, there is no record of a dragon ever sharing this oral knowledge with humankind, unless they did so just before snacking on the wiser recipient.

BIOLOGY

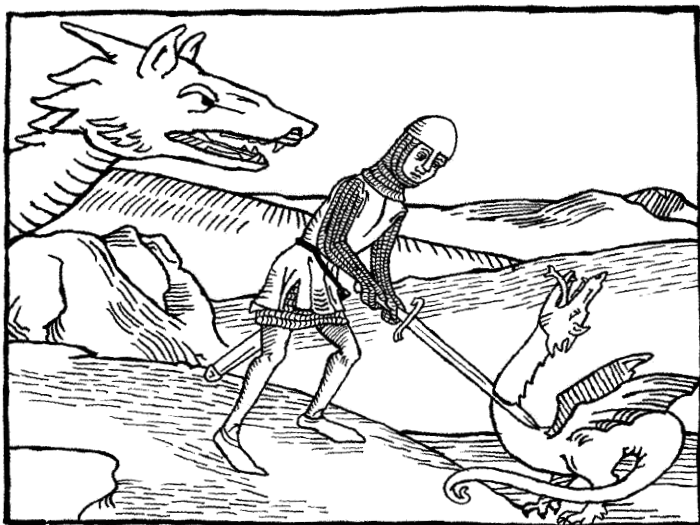
Few dragons now reside on Hârn, some say less than ten beasts. Elsewhere in Lythia, dragons have been observed in Ivinia, Shorkyne, Quarphor, Jankor, Shoju, and Kaneum.

Dragons are long, sleek, and light boned. They have four legs with taloned feet, and long graceful tails. They have been sighted at over 40' in length, and they can weigh up to 1,000 pounds. There are two distinct species; *Ahnerin* (Fire Dragons) and *Dhiverin* (Ice Dragons). The species share many of the same characteristics and abilities, but can be identified by their coloring.

Ahnerin have a reddish hue to their scaly skin that darkens to almost black as they age. This color change is believed to be caused by their tendency to live near brimstone.

Dhiverin young are almost pure white, the result of short, tightly grouped hairs covering their scales. The hairs darken and wear-off over time, gradually changing the dragon's appearance to mottled grey and eventually black. Ahnerin and Dhiverin young are easy to distinguish, but older dragons of the two species look very similar.

Dragon skin is strong and highly resistant to damage, even the membrane covering their wings. Their bones are immensely strong, but light and hollow like those of a bird. The bones do not appear to become brittle with age, yet crumble to dust within a few years of death. The physiology of dragons certainly suggests an otherworldly origin.



Anhu & Dhivu

The *Libram of the Pantheon*, the most popular source of theology, gives the following creation myth of dragons:

There came an impasse in the war between Larani and Agrik. Calling upon the craft of Ilvir, and lore stolen from Save K'nor, the Sage of Heaven, Larani built a new god to champion her cause. This god she called Ahnu, first of the dragons. Ahnu was a mighty, graceful beast, fuelled by fires from the heart of Yashain and able to ride the winds on majestic wings.

Larani won Ahnu's loyalty by love and sent him forth to Agrik's fortress Balgashang to turn her enemy's fiery weapon against him. Ahnu breathed mightily upon the towers of Balgashang, and its warlord was afraid, for the weapons to fight fire were repugnant to him and beyond his ken and control.

Morgath, however, decided that he did not desire the fall of Balgashang and, gazing within Bukrai, drew upon his own lore to create a mirror image of Ahnu, which he called Dhivu. But where Ahnu was a creature of primal fire, Dhivu contained a tiny part of the icy void. Her strength was that of the glacier, her breath the blizzard. Morgath set the compulsion of Bukrai upon her and sent her forth to battle Ahnu.

But once she came to Balgashang, beyond the power of the dark orb, and looked upon Ahnu, she forgot the shadow and was free. Ahnu and Dhivu gazed upon each other and perceived beauty. The great dragons betrayed their creators and fled to the mortal worlds.

Ahnu and Dhivu were of fire and ice and consummation of their love was painful. Each touch gave a mortal wound, and when they were done they lay lifelessly entwined. Then Peoni, the gentle maiden of Valon, took mercy upon them and shed tears above them. She brought forth the eggs of dragonkind and set them safe upon mortal worlds. Ahnu she set among the stars, and Dhivu she revived, placing her upon Kethira in the land of Ivae. Each thousand years they would change places, for never could they meet again. But their seed grew and prospered.

DRAGONS 3

Dragon females are fertile only once every few years and never lay more than two eggs at a time. Mating occurs sporadically and the chance of pregnancy is slight. A female dragon will fly great distances searching for a male to fertilize her eggs. One or two eggs are laid thirty days after fertilization and these hatch about one hundred days later. Dragon young are approximately 24 inches long when they hatch. Since dragons do not demonstrate strong maternal or paternal instincts, many newborn die in the first year. Dragons achieve sexual maturity at about 60 years of age.

Dragons have an extremely sophisticated metabolism that adjusts to availability of food. They are able to devour and digest twenty mountain goats in a few hours after decades of starvation and dormancy. They obviously can store essential nutrients for very long periods of time, because they spend a considerable amount of their long life asleep. Dragons live at least 250 years, but some scholars insist they have a lifespan of 1000 years.

DRAGON ABILITIES

Dragons have several mysterious and magical abilities that lend support to their semi-divine nature and origin.

Flight

Considering their size and weight it is truly amazing that dragons are able to fly. Dragons soar almost effortlessly and rarely flap their wings. This has made some scholars argue that dragons are not true fliers, but must employ magic to stay aloft. It matters little – an airborne attack by a hungry dragon, whether flying, gliding, or hovering is never a pleasant experience.

Charm

CHARM is a unique psionic talent that allows dragons to influence the mind of their victims. All dragons may precede their combat turn by attempting to CHARM one (1) nearby victim with their multifaceted, gemlike eyes. A dragon accrues one Fatigue Level (F1) for each CHARM attempt. Generate success roll:

MS Charm: Victim makes Will x5 test; failure renders victim immobile in a trance for 1d6 combat rounds.

CS Charm: Victim makes Will x2 test; failure renders victim immobile in a trance for 1d10 +2 combat rounds.

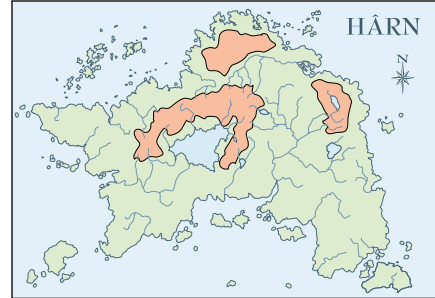
Breath

Ahnerin can exhale fire every second combat round. They must take a very deep breath first (this takes one combat round) and then exhale in their next combat round. They accrue two Fatigue Levels (F2) each use.

The fire is an area attack: it forms a cone with a 60-degree apex; its length is three times as long as the dragon. Fire impact is equal to 60% of the dragon's length minus the victim's range in hexes.

EXAMPLE: *against an opponent 4 hexes away, a 30 foot dragon's breath weapon would have an effective impact of 14 points of fire damage (60% of 30 is 18 minus 4 hexes equals 14).*

Dhiverin exhale a bone chilling blast of frost that has a similar effect to the *Ahnerin's* blast of fire.



HârnMaster

Habitat: Alpine
Length: 30 feet
Wingspan: 45 feet
Weight: 8000 pounds
Diet: Carnivore
Lifespan: 250+ years
Group: Solitary (usually)

ATTRIBUTES

48 STR	17 EYE	13 INT
36 STA	15 HRG	13 AUR
05 DEX	14 SML	19 WIL
08 AGL		

Combat Attributes

Endurance 34, Move 14, Fly 42.

SKILLS

Awareness 60, Flying 80, Charm 85*, Magic 60. *A dragon may precede its turn by attempting to CHARM a victim with its multifaceted, gemlike eyes.

Combat Skills

Initiative 60, Dodge 40, Bite 70:10p, Claw 45:6e, Tail 60:9b, Breath 75:**
 ** Fire/Frost impact is 60% Dragon's length, minus target range in hexes.

ARMOUR

B12 E15 P12 F14 GAC 4

STRIKE LOCATIONS

01-06 Head
 07-20 Neck
 21-30 •Fore Limb
 31-35 •Fore Foot
 36-45 Thorax
 46-50 Abdomen
 51-70 •Wing
 71-80 •Hind Limb
 81-85 •Hind Foot
 86-00 Tail

• Odd = Left, Even = Right

DRAGONS 4

Magic

Ahnerin use semi-instinctive "Peleahn-like" magic while Dhiverin are able to cast "Odivshe-like" magic. Magic ML is equal to half of the dragon's age (maximum 100 + SB). Dragons cast their spells without having a convocational Foundation within their Aura. Some mages believe they must have Peleahn or Odivshe principle in their blood.

WAY OF LIFE

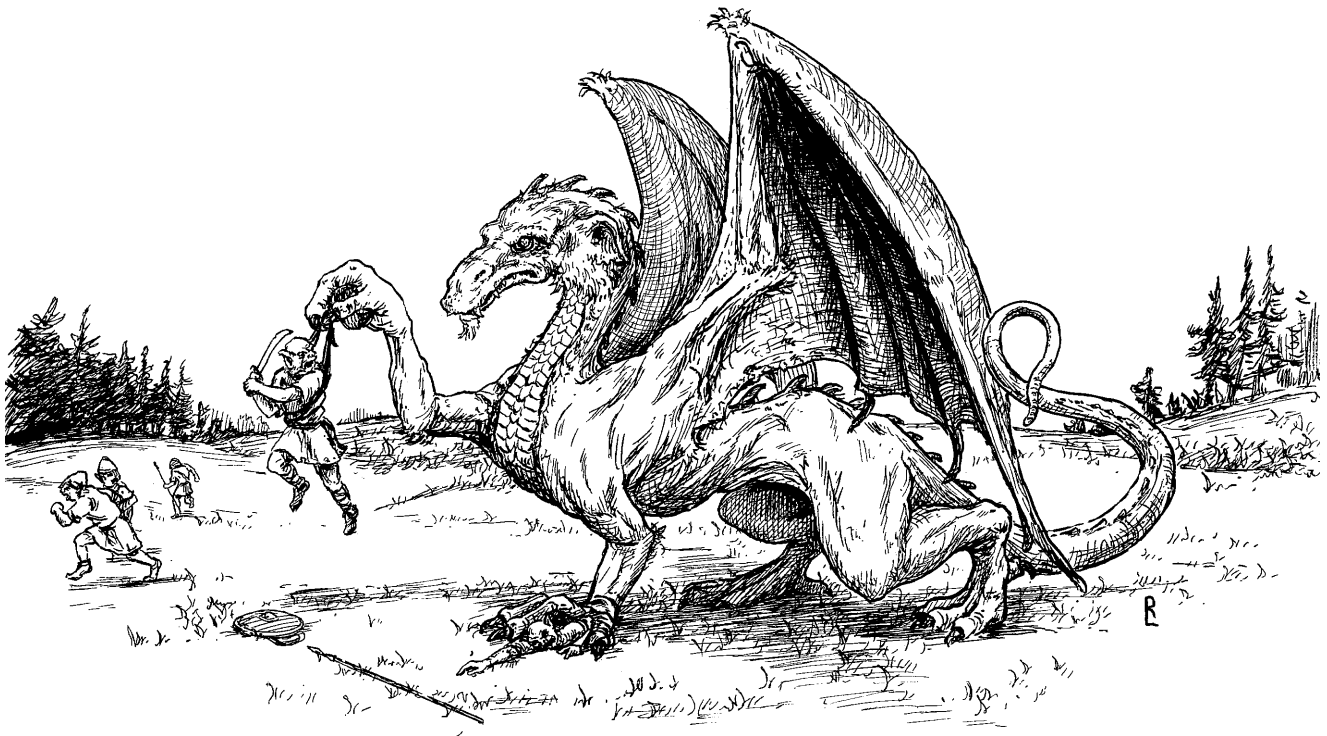
Dragons are carnivores. They feed mainly on mountain goats, sheep, and deer, but are particularly fond of horseflesh. Dragons also exploit gargun as a food source. There have been accounts of gargun lairs torn open with the shattered remains of eggs, princesses, and warriors strewn about. When hunting, dragons fly an outward spiral pattern from their lair until a suitable meal has been spotted and plunged upon. Ahnerin prefer their meat roasted.

Old dragons often get too heavy or infirm to fly. They are then dependent on their charm and magic abilities to lure victims to their lair. Legend has it dragons hoard treasure simply to entice human thieves to drop by for lunch.

Most dragons live in alpine regions and have been blamed for eating large patches of vegetation from mountainsides. Since they are carnivores, these clearings are more likely caused by avalanches, landslides, or forest fires. Of course, any of these events might be caused by dragon activity.

Dragons prefer to dwell in caves above the tree line. Ahnerin nearly always make their lairs near brimstone deposits, and are thought to eat sulphur. Caverns with narrow winding passages to confine and enhance their fiery breath, and active volcanic activity are especially desirable. Dhiverin also make mountains their home, usually well above the treeline in regions of ice and snow. Ice caves and crevasses found in a glacier provide a good lair for Dhiverin.

Dragons are solitary creatures. Pairs of dragons are extremely rare, except during mating. Sometimes, siblings will stay together for several years after leaving their mother's nests, but this arrangement usually dissolves when they grow too large to share a cave.

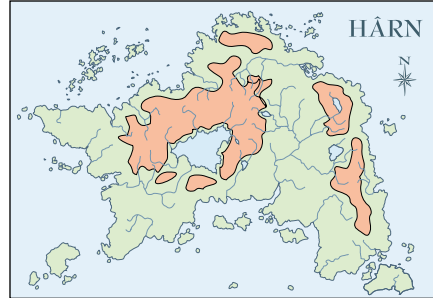


WYVERN *Bjaka's Eagle*

Wyverns inhabit most of Hârn's mountain ranges. Their largest concentration is the Rayesha Mountains, the most isolated and hostile alpine area of the island. A male wyvern's territory ranges from 150 to 200 square miles. A female's territory can overlap with several male territories, but if a male invades another male's territory the outcome is usually fatal for at least one of them. Due to their fierce territorial nature, wyvern population rarely exceeds fifty creatures, four fifths of them male.

BIOLOGY

Wyverns are warm-blooded reptiles. Although they must range farther in winter when their prey descends to milder climes, they are generally less active in the cooler months. Females and males live apart most of the year. In early spring a female will visit several neighboring male territories to begin the courtship ritual. Once a female has chosen a male they embrace in the air and tumble towards the ground in a frenzied mating ritual. This coupling can end prematurely if the participants misjudge their altitude. Usually the female will attempt to keep the male beneath to break her fall.



HârnMaster

Habitat:	Alpine
Length:	12 feet
Wingspan:	18 feet
Weight:	300 pounds
Diet:	Carnivore
Lifespan:	60 years
Group:	Solitary

ATTRIBUTES

25 STR	19 EYE	01 INT
18 STA	15 HRG	03 AUR
• DEX	17 SML	13 WIL
11 AGL		

Combat Attributes

Endurance 19, Move 10, Fly 40.

SKILLS

Awareness 68, Flying 90.

Combat Skills

Initiative 65, Dodge 55,

Bite 65:10p, Claw 65:8e, Tail 70:4p*

*A successful strike by the tail that exceeds a target's armour value causes an immediate shock roll (4d6 + accumulated fatigue). Failure results in the victim being paralyzed for 1d6+2 rounds)

ARMOUR

B8 E5 P8 F7 GAC 2

STRIKE LOCATIONS

01-10 Head

11-25 Neck

26-35 Thorax

36-45 Abdomen

46-70 •Wing

71-80 •Hind Limb

81-85 •Hind Foot

86-00 Tail

• Odd = Left, Even = Right

Once a wyvern's eggs are fertilized she will return to her nest and raise one to two young for up to a year. Newborn are 10 inches in length. During the first month of their life, they are fed by their mother regurgitating food into their mouths. After a month the young can fly and begin hunting small prey like rabbits for themselves, staying well within their mother's territory.

The ratio of males to females is four to one which, along with their sometimes-fatal mating practices, has kept wyvern population low. Females are smaller and less aggressive than males unless guarding their young. Males do not have any role in raising the young. They will kill offspring that stray into their territory.

Wyverns are often mistaken for their greater cousins, the dragon. There are clear differences between the two species, but these are not always noted when a speedy departure from the scene is necessary. Some scholars suggest that dragon sightings on Hårn are mostly wyvern sightings.

Wyverns are not an intelligent species. They have no language and communicate with each other through a combination of calls and physical displays. Unlike dragons, wyverns do not have the capacity to breath fire or frost. They only have only two legs and these end in large powerful claw-like talons. Adults are 10-15 feet in length, with a wingspan one and a half times their length. The tail of a wyvern is extremely flexible and has a single venomous talon on its tip that causes paralysis to a victim. Their tail is also used like a third arm to hold down struggling prey.

Wyvern bodies are covered with hard and inflexible scales that undergo a heavy molt in spring. Splinters and shards of shed wyvern scales are a sure sign of proximity to a lair. Their color is usually dark gray to black, but can be dark green or brown. The wings are leathery bat-like membranes. Wyverns can soar for considerable distances and can use thermals and air currents to remain aloft for hours.

Suiting their mainly carnivorous diet the teeth of a wyvern are razor sharp. Their jaws can easily crush bone. Mountain goats and sheep are a favored meal, but full grown adults also hunt large ungulates like elk and even moose. They usually seize a grazing animal from the air with their talons, and then dismember the prey in a truly gory spectacle. Wyvern also fly over and swat large prey with their tail, returning shortly to feast on the now paralyzed animal. They often bury prey under a carpet of leaves and return to it repeatedly rather than gorge themselves all at once.

The wing membrane of a wyvern is made up of three different layers of skin that move independently of one another. This provides the wyvern with amazing maneuverability when flying and also provides for some protection from tears caused by fights with other wyvern or courageous prey. Where gashes and ripped flesh appear the wyvern is able to shift the membranes to cover the hole with undamaged membrane and maintain its glide.

The bone structure of a wyvern is also quite remarkable. Their bones are thin yet strong, reinforced by bands of muscle. This structure allows wyvern to be much lighter than their size suggests.

WAY OF LIFE

The typical wyvern nest is perched high atop a mountain cliff. They can then pounce on unsuspecting prey below, or soar on wind currents in a wider search for food. Wyverns are notoriously territorial. They will fight any intruder until one of them flees or dies. Battles between rival wyvern generally occur in the air with combatants diving at each other, attempting to tear each other's wing membrane or knock them spinning out of control. Battles for territory occur year round, but are most intense in spring during mating, and early summer when the nestlings have left their mother to establish their own territory.

Males usually allow females to share their territory as this provides them with more opportunity to mate. Females are equally voracious hunters but due to their smaller stature tend to prey on smaller game.

Most of a male's life is occupied with hunting and gaining new territory. Large males often challenge smaller ones to drive them away. Females rarely fight amongst themselves or with males. Since their territory overlaps with several males, a young female without territory will often search for an area that is unoccupied by other females to establish her nest. Females are intensely protective of their young. They will attack any intruder that approaches closer than a few hundred yards of their nest.

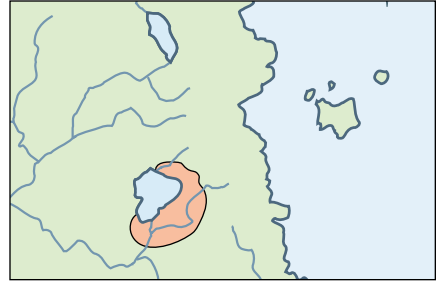
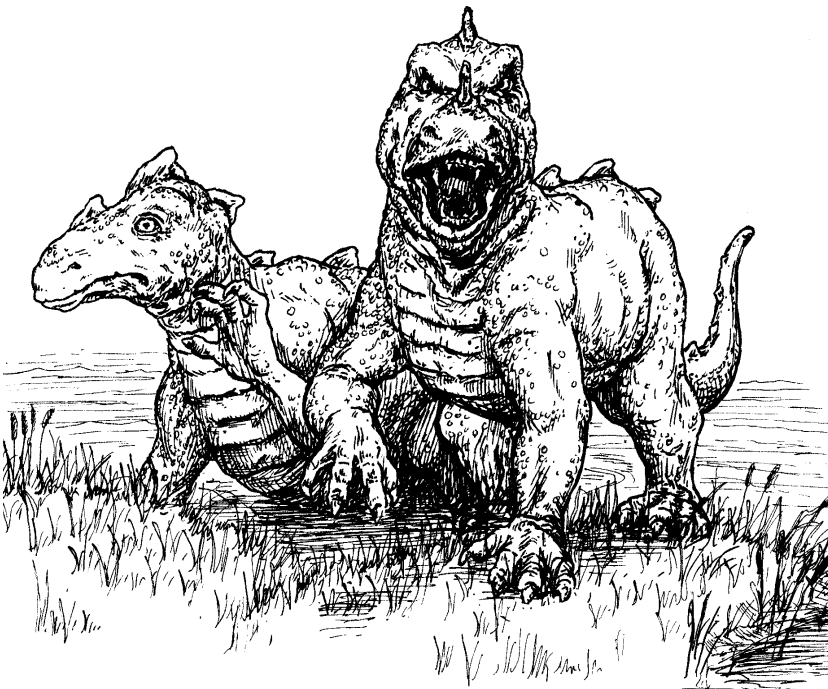
ILME *Meredragon*

The Ilme, often called meredragons, are among the most unique and curious of the intelligent races on Hârn. They are found only in the Ilmen Marsh along the southern shore of Tontury Lake. They call their habitat *Haralan*, a name that translates approximately as “The cold water that lives amid the land.” Their population is probably between 500 and 800. Ilme tend to stay in one area for most of their lives.

HISTORY

According to the Ilme, they once lived in a place called *Ssanimar*, where they were the thralls of their cousins the true dragons. Both the Sindarin and Khuzan legends mention the Ilme, although it is clear that neither of the elder peoples paid the meredragons much attention. It is possible that the Ilme pre-dated the coming of the Sindarin.

Their own history is oral and generally of little interest to humans. Indeed it is hardly comprehensible to non-Ilme, being largely an intricate recounting of seasons, births, and deaths. Their history is almost indistinguishable from their myths, further muddying the issue. Both take the form of extremely long rhyming sagas. The experience of spending several days listening to the rhythm of meredragon history is one that few travelers have stayed awake through.



HârnMaster

Habitat:	Ilmen Marsh
Length:	18 feet (male) 20 feet (female)
Weight:	3,600 pounds (male) 4,500 pounds (female)
Diet:	Omnivore
Lifespan:	200 years
Group:	<i>Male</i> 1–12 <i>Female</i> : solitary, or with 2-4 offspring

ATTRIBUTES (male/female)

36/45 STR	12 EYE	13/09 INT
30/37 STA	14 HRG	08 AUR
07/07 DEX	14 SML	06/12 WIL
06/06 AGL		

Combat Attributes

Endurance 24/31, Move 11, Swim 6.

SKILLS

Awareness 56, Swimming 85.

Combat Skills*

Initiative 30/40, Dodge 30,

Bite 45:12p, Claw 50:10e,

Tail 40:8b

*Males that cannot avoid combat, fight in a frenzied state. All defensive rolls are counterstrikes.

ARMOUR

B10 E8 P7 F9 GAC 3

STRIKE LOCATIONS

01-12 Head

13-20 Neck

21-35 •Fore Limb

36-40 •Fore Foot

41-60 Thorax

61-70 Abdomen

71-80 •Hind Limb

81-85 •Hind Foot

86-00 Tail

• Odd = Left, Even = Right

BIOLOGY

Except for brief encounters during mating, male and female Ilme keep separate from each other. Females are generally ill tempered and are wisely left alone. Female Ilme mostly inhabit the northern area of the Ilmen Marsh.

The ratio of males to females is about five to one. The females are larger and far more aggressive than males. They mate infrequently and only by choice. It is common for females to mate only two or three times during their lives. During the early summer some females select a male, who often tries in vain to escape, and consummate the mating. Females cease to be fertile after their fortieth year.

Ilme are ovoviviparous; their eggs are fertilized within the female and undergo almost all development in the oviducts. Since the eggs hatch within the female just minutes before birth, Ilme give the appearance of bearing live young. In the spring, females bear either two or three young. Newborn are eight to twelve inches long and weigh about one pound. During their first month of life, mothers regurgitate food into newborn mouths. Young stay with their mother until they reach maturity at age two years. By then, Ilme are seven to ten feet long and weigh 900 to 1300 pounds. Females are fiercely protective of their offspring.

Ilme grow quickly, attaining their full size within six years of birth. Males can reach a weight of two tons and a length, including tail, of twenty feet. Females are about twenty five percent larger. Both sexes live about 200 years. With the possible exceptions of Gargun and men, they have no natural enemies.

Ilme are warm-blooded but tend to be somewhat torpid in the winter. They are good swimmers and spend about half their lives in the water, especially during cold weather, when they often submerge and leave only their nostrils exposed. Ilme have huge lungs which allow them to hold their breath for up to thirty minutes. They have two moveable eyelids and a transparent nictitating membrane over each eye. This membrane enables them to keep their eyes open underwater.

Ilme are capable of standing erect but walk on all fours. They have sharp-clawed hind feet, but flexible fingers and an opposable thumb on their fore feet. Their bodies are covered with coarse, bead-like tubercles of variegated colors, giving their skin a multi-colored, pebbled appearance. Common colors are green, brown, and black. Ilme have a ridge of triangular plates down their backs that contain small quantities of a viscous oil, called *N'relkine*. Recently, a priestess of the Temple of Halea in Golotha deciphered an ancient text which described this oil as a powerful human aphrodisiac.

Ilme tails are heavy and flexible, serving to store fat as a food reserve for periods of starvation. The tail can also be used as a weapon. Ilme have chisel-like incisors, flanked by two pairs of sharp canine teeth. They also have large grinding bicuspid and molars. Their narrow fleshy tongue can extend about a foot.

Ilme brains have highly developed anterior cerebral hemispheres, which are the seat of their considerable intelligence. Their brains bear similarity to those of humans although they are considerably larger. Their intelligence is alien to humans.

Former Colonies

According to Ilme legend, there were once two other colonies of their kind on Hârn. One was located "where the land lies amid the salt" and the other was "the home of rich waters". It could be surmised that the descriptions hint of the Anoth Delta and Lake Benath, although there is no surviving evidence of colonies at either location. The Ilme believe the meredragons in these colonies left Hârn and now dwell to the east in a land of peace, contentment, and abundant food. There are several well-hidden Ilme colonies on Lythia.

WAY OF LIFE

The Ilme establish their nests among the small stands of trees throughout the Ilmen Marsh. The nests consist of uprooted and trampled reeds.

Although Ilme live separately, the males are social animals. They are gregarious and often gather to spin lies to one another. Their language is complex and incomprehensible to humans. One example of the complexity of the Ilmen language is its second person pronoun, which has over one hundred distinct forms, each with a subtle shade of meaning.

Meredragon voices are pleasant, if sonorous. All males can speak archaic variants of Hârníc and a few can speak modern dialects. Few females learn anything but their native tongue. Humans who have encountered male Ilme have found them more than willing to talk, particularly if threatened. Males usually hide from interlopers.

Males are cowardly but can be aroused to desperate fury if cornered. In such a state they are berserk and given to immense strength. However, they will almost always seek to negotiate a way out of danger. Rather than fight, males often give up any possession, or abase themselves to the most pathetic opponent. The Ruthuba Gargu-arak exploit this tendency to bully and rob them of food. Females are never impressed by such harassment and will respond to attempted bullying with violence.

Ilme have omnivorous diets. They are primarily piscivores (fish make up most of their diet) but they eat anything from carrion to weeds if they are hungry. They also regard the venomous Praman viper, found in the Ilmen Marsh, as a delicacy. On occasion they will attack a large solitary mammal (such as a human) but only if they are hungry and relatively certain of victory. They regard cannibalism as barbaric.

Ilme have few possessions although some do collect interesting souvenirs. Most of these are worthless in human terms. Ilme are capable of using simple tools (rocks as hammers etc.) but seldom have need for them.

CULTURAL ORGANIZATION

Ilme culture and government can best be described as placid anarchy. There is little organization, formal or otherwise, so there are few occasions when an Ilme can breach social protocol. However, they are conservative about what constitutes proper behavior, and violations usually result in temporary ostracism. Due to their timid and sedate lives, the Ilme consider adventurous behavior improper. They recite a few tales of meredragons that left the marsh, either alone or with non-Ilme companions. Such stories usually conclude with the unwise Ilme meeting a horrible and (from the Ilmean perspective) richly deserved end or, less often, returning chastened and wiser.

If there were anything that might, even in the loosest sense be termed Ilmean government, it would be the periodic gatherings of males. There are, however, few decisions made at these "moots". Being sedentary, nonterritorial, and unaggressive, male Ilme have very few disputes to arbitrate at their meetings. Males almost never fight with each other, preferring the safety of arbitration. Females do not intrude on such gatherings (unless seeking a mate), nor do they hold similar meetings, regarding them as pointless.

Ilme learn the basics of meredragon culture and the skills necessary to survive during the two years they spend with their mother. Males are also told the names of their fathers; females are not, and usually remain ignorant of their father's identity. After leaving their mothers, males are taught the history and legends of their culture by other males. Females do not take part in such training.

Newborns are given birth names by their mothers. Both males and females keep those names all their lives. After a male leaves the nest additional names are added which define an individual's history. Such names, often lengthy, are used only within Ilme society. Outsiders are told a short invented name, often physically descriptive when dealing with humans. Females do not lengthen their names as they age and never reveal any name to outsiders.

RELIGION & MYTHOS

The Ilme worship a pantheon of five deities. As is the case with much of their society, Ilmean religion can best be described as disorganized. Ilme have no priests or temples and worship is generally left to individual taste. However, meredragons are very devout, and theology plays an important role in their culture. Tales of the five gods are used as object lessons for young or foolish Ilme, and to entertain, as well as for “sacred” purposes.

Meredragon theology begins with a creation mythos that involves something they call “The Primal Egg”. From the hatching of this egg came forth the various species of great reptiles; foremost among them were the true dragons and the Ilme. Both races had divine leadership at the time of their creation. The true dragons were ruled by beings called the *Ahnaka*. The first two Ilme to hatch from The Primal Egg, *Huridrissal Firstcomer* and *Vethilsivar of the Golden Nest* ruled the Ilme. The hatching of The Primal Egg took place at Ssanimar, and the Ilme believe that for many generations all reptiles lived there in harmony and peace. Eventually the true dragons corrupted this paradise, enslaving the Ilme and driving out or killing many of the lesser reptiles.

Ilmean theology portrays Huridrissal as bold and courageous. The meredragons believe that he rose against the Ahnaka, battling the great gods of the true dragons. The struggle devastated Ssanimar, rendering it uninhabitable. Although the Ahnaka defeated Huridrissal, his valor won their respect and caused them to repeal their subjugation of the Ilme. Huridrissal, aided by mysterious beings “who stride between the air” led the Ilme out of the wreckage of Ssanimar and founded several colonies.

Huridrissal’s mate, Vethilsivar, is wise and kind and very maternal. Both of these deities represent attributes not normally found among Kethira bound Ilme. Two lesser deities, children of Huridrissal and Vethilsivar, are *Scradinal Taildancer Upon the Waters* and *M’messin Clawdaughter*. Scradinal, the male, is fond of ease, comfort, and endless talk; he presides over *Tarsyne*, the heaven for Ilme males. M’messin is ill tempered and combative; she controls *Yredu*, the female heaven. She is believed to mate with her brother, her father, and selected mortal Ilme. Her semi-divine children feature in many meredragon tales.

The fifth member of the Ilmean pantheon is *The Tawny Other*, a malicious deity. The eldest child of Huridrissal and Vethilsivar, he cravenly failed to aid his father in the earth shaking struggles against the Ahnaka, hiding in a bog while Huridrissal fought. For his betrayal Huridrissal cursed his son, stripping him of his name, his teeth, and his claws. The Tawny Other was forced to survive by stealing and devouring meredragon eggs, and he took revenge by damning all male Ilme to cowardice. Ilme who have yellow-brown coloring are believed to suffer most heavily from his curse. The Tawny Other lives alone in *The Court of Night*, the Ilmean Hell. Hârníc meredragons believe this is where the Tawny Other creates and sends forth the gargun to torment them.

The Demons Once Escaped

The Ilmean word for gargun is “Mabranas” meaning roughly “the demons once escaped”. The meredragons speak of the orcs as though they have known them for aeons, even though the gargun are relatively new to Hârn (less than 600 years). It is likely the gargun and meredragons dwelled together in the same land (or world) in the distant past.