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# DRONGO

## Planet-of-Peril



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# DRONGO

## Planet-of-Peril

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# CONTENTS

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## introduction

### chapter 1: setting 1

History & GEOGRAPHY 1

The powers that be 2

Regions and places of interest 5

Languages 7

### chapter 2: DENIZENS OF DRONGO 9

Tiverrig the Tamer of worlds 9

creatures of drongo 13

# INTRODUCTION

## DRONGO: A WORLD OF SCIENCE AND FANTASY.

Welcome to Drongo, a bolt on modular supplement intended to be used with *White Star RPG*. As such, it requires that you have access to the White Star Rulebook. The information provided in these rules uses the White Star RPG as a basis for all its actions, all the rules mesh with what can be found in the rule booklet, you only need plug in the data presented here to explore a strange new world. So strap in and prepare for take off.

## JUST WHAT TYPE OF GAME IS THIS?

The book merges the medieval with the cosmic. These are action filled stories of adventure taking place on a single distant planet and feature swords, ray guns, death and danger. The emphasis is on swashbuckling adventures, not some lofty idea. It's about delving into dark dungeons, destroying star beasts, and gathering money and power. Drongo is unapologetically a planetary romance. It is not a reinvention, someone's version of reimagining of the genre. Nor is it strictly cheesy, although there are definitely aspects of that in here. It follows firmly in the literary footsteps of authors I greatly admire and enjoy: Edgar Rice Burroughs, Leigh Brackett, Lin Carter, Michael Moorcock, Gardner Fox, and only appendix N what else.

### IF YOU LIKE THESE, THEN YOU HAVE COME TO THE RIGHT PLACE.

#### **Poul Anderson: *English Empire***

A sequence of novels that take English knights and make them rulers of alien worlds.

#### **Edgar Rice Burroughs: *John Carter of Mars series***

The prototype for the Sword and Planet sub-genre. Heroism and chivalry are found in all the adventures of this series that takes place on Mars.

#### **Robert E. Howard: *Almuric***

The muscular hero of this novel is transported to the alien world Almuric and battles monsters.

## HOW DO I USE THIS BOOK?

This book focuses on the world of Drongo, this is a Pulp Science fiction setting of swords and ray guns, daring deeds and nail bit-ing adventures. This is a sandbox world, that is we present you with all the tools and room to play and stretch your imagination. Everyone who plays Drongo will play it different, and that&rsquo;s how its designed to be played. As a world, Drongo can accommodate any number of styles of play, ranging from classic dungeon crawl to convoluted court intrigue. Judges need simply hold to a simple rule: Always make the PCs the focus of your world.

Drongo is a world where Bravery, trickery, magic and science decides men's fate, and where a sword can make the difference between life and death. For the Strong, daring, and clever there is life and untold riches for all others there is only death.

This is a vast, unexplored, alien world of natural and scientific wonders from long dead races and new invaders. Its Jungles, deserts and arctic wastes teeming with bizarre and savage beasts, fantastic monsters snatched from the very depths of the cosmos all placed here to wage war on the poor souls who find themselves here.

This is a place despite obvious technological advances, you can still swear, live and die by the sword. This is a world of tradition where duty and honor can save you just as quick as a well placed shot from a raygun.

The civilizations on Drongo persists as a cultural amalgam of ancient traditions and scientific breakthroughs. One may find a hovering city deep in the jungles with a population of nothing but savages, or a primitive society who can travel the stars. With a world created from people who have been snatched from all of space and time, forced to live, fight and die all for the pleasure of one man the only thing most people hang on to is traditions.



a vast and uncharted world

lost alien technology

long-dead SPIRE cities

blasted landscapes

you need a SWORD to survive

HONOR  
above all

always have a RAYGUN ready

**SAVAGERY** is survival

**HORRIFIC BEASTS** and **PSYCHOPATHS**  
from the far reaches of time and space have been  
assembled here, by one being, for one purpose...

TO FIGHT AND DIE FOR HIS AMUSEMENT



**DRONGO**



# chapter 1: **SETTING**

## **HISTORY & GEOGRAPHY**

Long ago Drongo once was a giant single Continent, before the coming of the Tamer of worlds, since that time Mountains have cracked, rivers have shifted and islands have formed leaving the world we know today. The Origins of the world are lost to the ravages of time and surrounded in myth and legend. Biologically the world is still young, Giant reptiles still roam the lands, and sea creatures still rule the seas. There are still vast areas that are unexplored. The First ones as they are know were descended of people abducted from ancient Africa and Greece for what purpose none can guess.

The first ones tell of how Life was hard and for generations they took to building great cities to protect themselves from the dangers of the world. Slowly they rediscovered the magic of their ancestors, this allowed them to thrive. They soon raised themselves from the depths of barbarism to the heights of civilization, blending science and magic to their very wills. They had taken control of all of the sources of energy, and enjoyed a life of comfort and ease for 7,000 years... but this was not to last. Soon all the remaining available resources were controlled by quarreling city-states, each thinking they alone had the right to govern and dictate the use of the planet to all the others. The many kingdoms took to fighting and open warfare soon broke out.

During this time what has become known as the Witch wars, a great and powerful Wizard came into power Taverrig the tamer of worlds as he came to be known. This Wizard dominated the majority of the city-states and ruled with absolute power and became stronger with each victory. Soon seeing that he could rule the entire world as Supreme Emperor he set about to do just that..

Taverrig The Tamer of worlds claimed Drongo as his new plaything and unleashed his Herald of hatred, Mazgadon to lay waste to the planet, so that he may better, bend the world to his will. The people of the world fought as best they could, but theirs was a losing battle. Death and destruction swept across the entire world as sorcery and magic matched against Science and savagery. Drongo was to be consumed by war and devastation as great machines unleashed devastation across entire continents. This battle raged for decades and soon the world was filled with ancient ruins of temples, cities, tombs and palaces toppled and cracked, choked with foul creatures of destruction slowly the people of the world could resist no longer. He had won, and they hailed and worshiped him as all the vanquished must.

# THE POWERS THAT BE

Drongo is a mesh of Hundreds if not thousands of different rac-es, cultures and different governments, civilizations and societies all jocking for power while trying to survive. These are the real movers and shakers in the world, they are often the cause and why big things happen in the world. When anyone of of these get involved it usually means hundreds if not thousands of people may soon die.

## THE SEVEN MAJOR POWER BLOCKS

### **The Ninth Alliance**

The people claim to come from earth some billion years in the future, they haven't had any better luck leaving or controlling, or stopping the will of the Tamer of worlds as the others. The Alli-ance are on some fool quest to build a machine that can harvest the various nano technology that they believe has to be here since so many races have arrived, surely some will have the missing technology they need to return home.

### **The witch kings**

They are said to be descended from the first ones on Drongo, these eight powerful mages make it their business to stop and hinder the Tamer of worlds at every chance they can. Not that they are so called good guys, they simply want to rule the world as much as he does. The Witch Kings control the Valley of the temples and its huge dungeon complexes. The witch kings are bent on conquering all of the other factions and setting them-selves as absolute rulers of everything and everyone.

### **Govia dynasty**

This motley assortment of city-states are beset by enemies on all sides, raiders, pirates and would be treasure seekers all want to get in the action to take down Zangovia. This is the only city-state to survive from before the Witch war. The only thing that keeps it from being over run is that its hundreds of meters under solid ice and stone.

### **The united front**

This is a odd collection of mostly former military personnel who have banded together to protect one another. They are usually pretty peaceful till you attack one of their cities. Each of the half dozen city states that are part of the Front are built like a virtual fortress all except its capital Fort Vickers, which is a small farm-ing town and shipping port. They are on very good terms with Aquaria and enjoy vast privileges up on the high seas.



## **wakovia strong hold**

This region is covered with a nearly untouched lush jungle. Home to the Simians who protect its vast gardens and mineral riches to the last ape. This huge area near the planet's equator is known to hold multiple sets of ancient ruins obscured by the heavy vegetation growing around it, keeping them from being found by sight from the ground, but easily identified from the air, making them tempting targets for treasure seekers. There has been many failed excursions to reach these carved stone ruins that covers an average of sixty square miles of jungle.

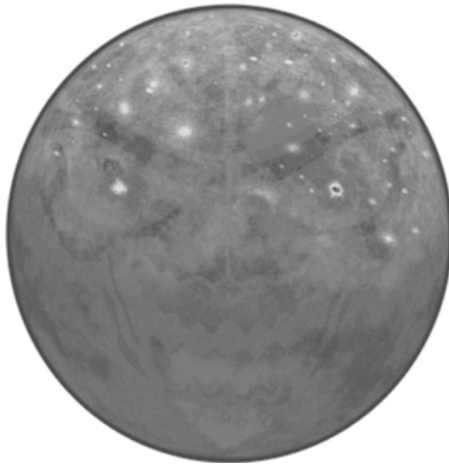
## **The broken circle**

This is the great Alchemist Guild, that maintains the last and salvages the past technology from around the planet. They sponsor expeditions and research into the unknown hoping to find some ancient formula they claim can reshape the world. These are out for pure knowledge and they don't really care how they come about this information.

## **The tamer of worlds**

Ruling from his capital city known simply as the Citadel this fortress is the the most advanced place on the planet, with its awe inspiring spires, aerodynamic vehicles and vast factories serves as the capital to the empire. It is a blend of both the magic and Science, the only place on Drongo where they both coexist. The Tamer of worlds now sits in his castle of wonders as the sole ruler of the witch kingdoms, snatching others from the cosmos to serve as his new playthings.

Now with nothing but time and resentment to feed his anger, he watches and waits for the prophesied one to appear. The one who will free him from this world so that he may travel the stars. Till that day he fends off his boredom with pitting the populace against each other and those whom he has selected as serve as amusements for his pleasure as they struggle to survive Drongo the planet of peril.





# REGIONS AND PLACES OF INTEREST

## valley of the temples

This is one of the oldest regions on the planet, home to hundreds of temples complexes, statues, and shrines to the old Greek gods. These structures dot the land and line the great river that flows to the sea.

## Aquaria

An undersea kingdom ruled by Nepton.

## belldorum

Site of a massive starship that crashed and scared the land, leaving technological wonders roaming the area going about some long forgotten task.

## zangovia

One of the last free citystates, located nearly under 2500 feet of solid ice. This great northern city escaped the brunt of the devastation that wrecked most of the planet and now fights to maintain its freedom.

## Flame Mountain

A volcanic mountain chain near Tamboriyon.

## Lajos Reach

These steppes are home to a nomadic tribe of warriors who ride woolly mammoths and stay to themselves.

## Tamboriyon

The ruined city of the Ancient Ones. This city is surrounded by the great glass fields and sea of dust and gravel where it is said two stones are not stacked upon one another. Craters dot this field for as far as the eye can see.

## székely Gate

A massive high tech ring of unknown origin that is at least some 200 meters from end to end. Every day at high noon it activates and a view of distant worlds can be seen in the center of the ring.

## **Alonyki**

This is an inactive volcano surrounded by deep jungles, where Savage creatures roam and feed upon those who trespass on their lands.

## **Anchar**

A region that is home to the Air Whales and scattered primitive tribes that live amongst hundreds of tiny islands fragments that was once the proud kingdom of Monearls.

## **Tribal Lands**

This western plains is a wide open area where many tribal people call home. Long feared by the tribes sits the fallen city of El Torran the fabled city of the great Black blizard.

## **The Great Mountain Range**

This High mountain range stretches across half the planet, with nooks and valleys that are said to reach into the center of the world. Many races have taken to strip mining large sections of this mountain of its vast mineral wealth.

## **Maralkan**

The floating city of the Undead, The less said about this place the better.

## **wakovia strong hold**

This region is covered with a nearly untouched evergreen forest to the north and a shallow sea to the south. Home to the Simians who protect its vast gardens and mineral riches to the last ape.

## **The valley of Corfu**

This place is said to be home to things best left alone. This the one place even dragons will not go into.

## **Syros**

Home to Fort Vickers, a down to earth 19th century town built by a lost world war I patrol that showed up here. The large eastern seaport that sits just south of Fort Vickers is vial to the shipping and far trade this area now enjoys.

## **Kythera**

The Cold waters that divide this land stand as a reflection to the Grey tower, this massive steel and stone structure rises some 4400 meters into the sky, standing like an arrow pointing to the heavens. No one has been able to get in this structure since the time of the witch wars.



# LANGUAGES

The people of Drongo do not speak one tongue, it far to many cultures and races for that. Instead there are a few languages that have become common place over the centuries in certain parts of the world. With new people arriving all the time its no doubt that if someone tried to record and catalog the various forms of communications it would take several lifetimes. There is no doubt that the players will run across hundreds of new lan-guages in their travels but have a few common ones may make things a bit easier.

The most common languages are:

## **BASIC**

This is a hodgepodge street tongue that take bits and pieces of all sorts of languages to make a kinda street pigeon dialect. Just about anyone who deals with anyone has learned some of this. It only has 250 words so you won't be reciting Shakespeare with it. The most you can expect is; You trade for this, No kill I, I not food, or some such.

## **PURIAN**

This is a futuristic Human language that is made up of Hungarian and English. This is common in lots of human hightech settle-ments.

## **KOI**

This is used by most merchants, this is actually a form of rules and codes that explain how, what and why things can be sold, traded and bargained for. This is very widely respected as the standard on how to do business across the planet.

## **ANCIENT GREEK**

This is the universal writing system found on almost every thing on Drongo that is over 5,000 years old.

## **SCRIPT**

This is a written only language, it has some 25,000 symbols and markings from across the known worlds, this is the written form of basic.

## **YAMEO**

This is a tongue that is spoken mostly along the eastern cost, it is related to the hawken native toungue.

## **HIGH COURT**

This is the language of kings, this is taught to all the people who make up the ruling class of the old witch kingdoms. This is a form of African Bantu.







## chapter 2:

# DENIZENS OF DRONGO

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## TIVERRIG THE TAMER OF WORLDS

**Included here is the ruler of the world, I am sure at some point the characters may want to face and maybe kill this person.**

Born when the world was young was Tiverrig, a great and powerful magician who came out of the wild Kingdoms to proclaim himself high master of the Celestial kings who ruled of the known world. Tiverrigs heart was black as sackcloth – some say he was born as a avatar of Chaos, others that he was crafted from the forgotten dreams of demons or long dead gods. Still, others say that he is simply a madman who only wants to bring Death into the world. His power knew no bounds till eventually his influence even reached into the Heavens.

Seeing this a time to strike and proclaim himself lord emperors, he released his most capable of warriors Mazgadon his Herald of Hatred to lay waste to all who refused to yield. The Great city-states thought to resist his will upon the world and thus began the great Witch War, the war between the many Kings and the would be Tyrant. Years passed in bloody campaign after campaign, city by city destruction was delt out on a scale not seen on Drongo before or ever since.

He is always surrounded by loyal Servitors and at least one Time traveler who does nothing but record events around Tiverrig. Tiverrig also can summon his henchmen to his side at will, so if the Players do not deal with them first the odds are they won't last long.

The author recommends that the judge treat Tiverrig as a unique being, just as each campaign is unique so should the abilities of Tiverrig the worlds most powerful foe. This is an opportunity for the GM to create a cold, efficient, brutal, killing machine, who will not stop until he destroys each and every character who dares face him in combat.

Tiverrig will often give his foes a chance to join him or at least stand aside before he releases his might against them.

Should the character face him in combat the Judge is to be as ruthless and brutal as he can, remember this is a person who was inches away from becoming a god. This should be one fight that the players will talk about for years should they prove to be victorious .



# TIVERRIG THE TAMER OF WORLDS

|                 |  |
|-----------------|--|
| Armor class     | -6 [25]  |
| Hit dice        | 30 (120hp)   |
| Total hit bonus | 30   |
| Attacks         | 1 ring blast (death – no save), tail (2d8), 1 claw (2d8)   |
| saving throw    | 3  |
| Movement        | 9 (Fly 20)   |
| HDE/XP          | 35/6800  |
| special         | Magic resistance (70%), +3 magic weapon required to hit, immune to fire and charm, death staff, spells, magical abilities, control undead, summon demon minions. |



A blast from his ring causes death at its touch, and he uses magic-user spells at the following levels:

Level 1: 6; level 2: 5; level 3: 4; level 4: 3;  
level 5: 2; level 6: 1.

He has a magic resistance of 70%, and is completely immune to fire and charm spells.

At will he can animate dead, create darkness (30ft radius), cause fear, dispel magic, make a Suggestion per the spell, polymorph himself, or use ESP. Such powers can be used at the same time as normal attacks.

# HIS TWO LOYAL HENCHMEN

## Mazgadon his Herald of Hatred

This Massive Storm Giant serves his master with every fiber of his being. Mazgadon is always accompanied by a retinue of loyal followers; 1d4 fire Giants armed with long swords and rayguns and chain mail. He also wields a magic great sword+3. Have fun creating it.

|                 |                                |
|-----------------|--------------------------------|
| Armor class     | 1 [18]                         |
| Hit Dice        | 16 (96hp)                      |
| Total Hit Bonus | 16                             |
| Attacks         | weapon (3d6)                   |
| saving throw    | 3                              |
| Movement        | 15                             |
| HDE/XP          | 16/3200                        |
| special         | Hurl boulders, control weather |

Of all the Storm giants he is the largest of giants, the most intelligent, the most magical. He delights in hurling boulders for 7d6 points of damage, and using his power to control weather (as per the spell).

## Glaudon Kun Marshal of Madness

This powerful winged reptilian is a large Elder wyrm who serves Tiverrig in his pursuit of destruction

|                 |                     |
|-----------------|---------------------|
| Armor class     | 1 [18]              |
| Hit Dice        | 15 (90hp)           |
| Total Hit Bonus | 15                  |
| Attacks         | bite or sting (2d6) |
| saving throw    |                     |
| Movement        | 10 (28 when flying) |
| HDE/XP          | 15/2900             |
| special         | See Below, flight   |

This massive creature is awe inspiring to behold. His electrical breath is known to short out electronics as his foes get within 100 feet of him, a save can help you to resist but must be rolled every 3 rounds. He is rumored to possess these abilities:

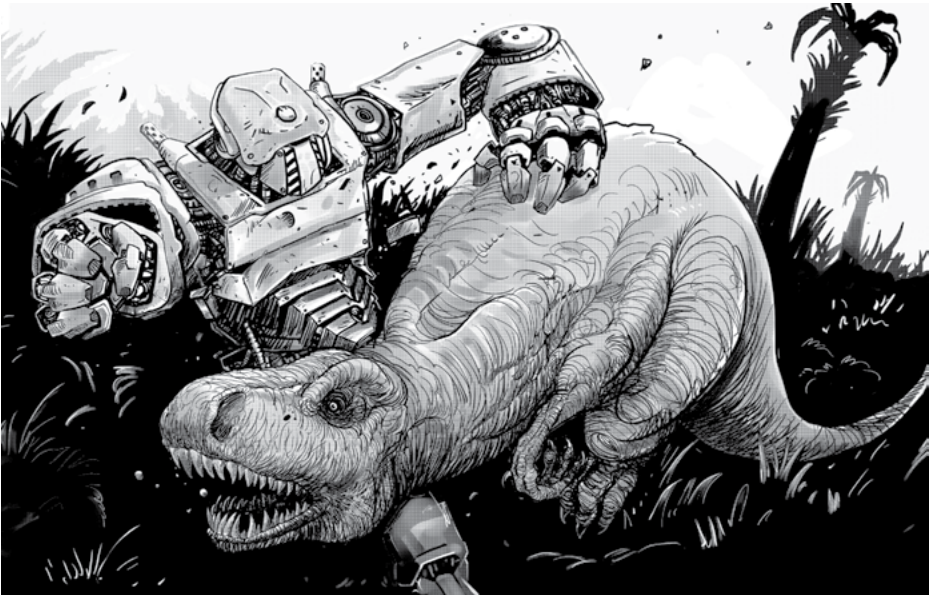
**Frightful presence.** The dragon's visage and sheer mass are absolutely terrifying. All who look upon it must make a save or flee in terror (duration 1d6 turns or until reach a safe distance).

**Magic resistance.** All spells cast against Glador Kun are subject to 50% chance of failure before saves are rolled.

**Rusting hide.** The dragons hide causes rust in all normal metal objects. As a result, its treasure horde consists primarily of gems and magical items. Weapons used to attack the dragon crumble to rust upon touch (although magic weapons are immune).

**Gust of wind (1/day).** The dragon can generate powerful hurri-cane-strength wind, blowing in a single direction originating from the dragon in cone shape up to 100 feet; wide at termination. Creatures must make Save or be blown backward a distance of 140 feet, taking 6d6 damage.

**Teleport (1/hour).** The dragon can transport itself plus up to three other creatures instantaneously. Target location must be a place the dragon has seen before; Distance covered: up to 100 miles.



# CREATURES OF DRONGO

This section is meant to serve as an introduction to the types of alien life forms that the characters may encounter as they travel across the land. It is not meant to be an exhaustive or all-inclusive list, as many creatures will be unique to a local or adventure.

Every encounter should strive to be unique, judges will still need some basic creatures to use as opponents for the heroes when they play this game. Moreover, these monsters should provide a benchmark by which the judge can guide his own creations.

## Argom

Six legged green skinned furry catlike creature the size of a small horse. These four winged beast serve as riding mounts for most of the planet. They can hover, fly in place like a dragon fly. They will only serve one master, the person who can ride them for the first time. Once broken they are loyal for life.

|                        |               |
|------------------------|---------------|
| <b>Armor class</b>     | 7 [12]        |
| <b>Hit dice</b>        | 3             |
| <b>Total Hit Bonus</b> | 3             |
| <b>Attacks</b>         | talons (1d6)  |
| <b>Movement</b>        | 6 (18 flying) |
| <b>HDE/XP</b>          | 4/120         |
| <b>Special</b>         | flight        |

## Bagrada bugs

These are oversized insectoid carnivores native to Drongo, they are a largely subterranean species that tend to live in large colonial groups. They are not a digging species, but instead prefer to occupy existing cave networks and tunnel systems. The typical bagrada bug is a bit smaller than an dog, and alone they are of little threat. That's why they often travel in swarms.

|                        |                                   |
|------------------------|-----------------------------------|
| <b>Armor class</b>     | 4 [15]                            |
| <b>Hit dice</b>        | 4-7                               |
| <b>Total Hit Bonus</b> | 4-7                               |
| <b>Attacks</b>         | bite (1d6)                        |
| <b>Movement</b>        | 12                                |
| <b>HDE/XP</b>          | 5/240, 6/400, 7/600, 8/800        |
| <b>Special</b>         | Breathes Chlorine Gas (see below) |

In addition to biting, they can breathe chlorine gas each round, inflicting 2 HP damage per hit die (10 ft range, saving throw for half damage).

## Bagrada bug queen

Bagrada bug queens are imposing creatures, hundreds of times larger than their offspring and equipped with toxic venom that can kill in seconds. Their ability to float indicated to many scientists that the queens can metabolize primal energy - which also allows them to employ defenses not usually expected from an insect the size of a Rocket skiff. When attacked, for example, they are known to rupture the ground around them, knocking foes off their feet before they can react.

|                        |                                      |
|------------------------|--------------------------------------|
| <b>Armor class</b>     | 4 [14]                               |
| <b>Hit dice</b>        | 8+3                                  |
| <b>Total hit bonus</b> | 8                                    |
| <b>Attacks</b>         | claws (1d6)                          |
| <b>Movement</b>        | 12 (27 flying)                       |
| <b>HDE/XP</b>          | 8/800                                |
| <b>special</b>         | flight, cause earthquake (see below) |

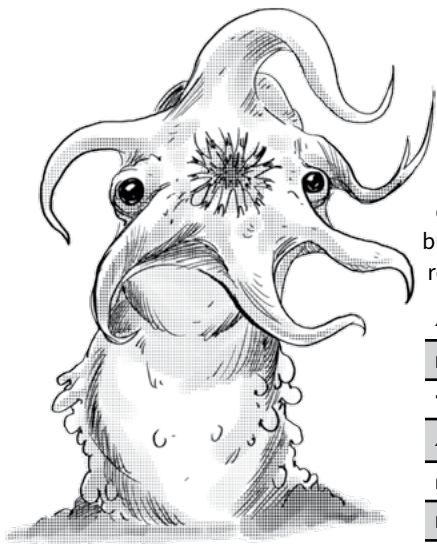
Cause earthquake (1/day). The Queen can create an earthquake centered on a point within 60 feet; Earth shakes for several seconds. All nearby creatures take 1d6 buffeting damage. Creatures within 20 feet of the epicenter are tossed into the earth. Creatures further away must make a Save or be tossed into the earth.

## Dregs

The Dreg are a race of nomadic humanoid scavengers who wander the wilds of Drongo. The result of inadvertent cross-breeding between the castoffs from early Witch war humanoid experiments. They salvage discarded technology for their own primitive engineering projects, for example, including dangerous weaponry they use to prey on the weak and careless. They can most often be found raiding unsuspecting travelers and settlers, and sometimes capturing victims to drag back to their caravans for food.

|                        |                    |
|------------------------|--------------------|
| <b>Armor class</b>     | 7 [12]             |
| <b>Hit dice</b>        | 3                  |
| <b>Total hit bonus</b> | 3                  |
| <b>Attacks</b>         | talons (1d6)       |
| <b>Movement</b>        | 6 (18 when flying) |
| <b>HDE/XP</b>          | 4/120              |
| <b>special</b>         | flight             |





## MURK

a small sluglike creature that seemingly lives as a parasite on a host. After about 3 years of life they develop intelligence and seek out a host to take over. Mindless creatures (such as living statues, robots, constructs or un-dead) are effectively invisible to them, but creatures with thoughts find it impossible to lose the relentless predators.

|                        |                    |
|------------------------|--------------------|
| <b>Armor class</b>     | 7 [12]             |
| <b>Hit dice</b>        | 3                  |
| <b>Total Hit Bonus</b> | 3                  |
| <b>Attacks</b>         | talons (1d6)       |
| <b>Movement</b>        | 6 (18 when flying) |
| <b>HDE/XP</b>          | 4/120              |
| <b>special</b>         | flight             |

## REVUI

This scavenger bird is native to Drongo which can be found in many regions of the planet. Highly adaptable avians that can survive quite well in any climate where they can find food, they pose a constant threat to livestock, travelers, and anyone who stumbles into one of their feeding grounds. They have a Gaze that can cause its prey to become immobilized giving them ample time to pounce on its next meal. Since they'll eat anything that walks, crawls, or hasn't been dead too long, this includes almost the entire planet.

|                        |                                     |
|------------------------|-------------------------------------|
| <b>Armor class</b>     | 4 [15]                              |
| <b>Hit dice</b>        | 4-7                                 |
| <b>Total Hit Bonus</b> | 3                                   |
| <b>Attacks</b>         | bite (1d6)                          |
| <b>Movement</b>        | 12                                  |
| <b>HDE/XP</b>          | 5/240, 6/400, 7/600, 8/800          |
| <b>special</b>         | flight, paralyzing gaze (see below) |



The most dangerous feature of these horrid, cunning creatures is their paralyzing gaze requires a saving throw or the victim becomes paralyzed for 1d6 turns.

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