

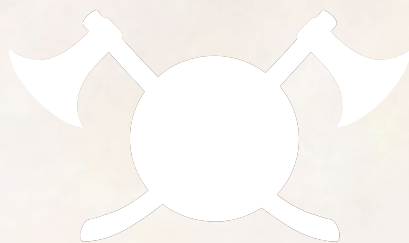
# DRAGON HERESY



INTRODUCTORY SET

by Douglas H. Cole





— AMRHPHHT 18A —

# DRAGON HERESY

## INTRODUCTORY SET

### Design and Writing

Douglas Cole (Lead Author)  
 Luke Campbell (Additional Material)  
 Eric Diaz (Additional Material)

### Art and Maps

Michael Clarke (Cover Design)	Christian Villacis (Interior Art)
Roland Warzecha (Front Cover)	Elizabeth Porter (Interior Art)
Rick Troula (Back Cover)	John Blaszczyk (Interior Art)
Cornelia Yoder (Cartography)	Gennifer Bone (Interior Art)
Michael Clarke (Interior Art)	Dean Spencer (Stock Art)
Juan Ochoa (Interior Art)	Rick Hershey (Stock Art)
Rick Troula (Interior Art)	

### Production

Michael Clarke (Layout)  
 Douglas Cole (Layout Minion)  
 Michael Clarke (Graphic Design)  
 Vince Harper (Lead Editor)  
 Kenneth Hite (Additional Editing)  
 Christopher R. Rice (Indexing)  
 Douglas Cole (Art Direction)

### Playtesters

Anne Hunter, Bethany Brinkman, Brian Renninger, Christopher R. Rice, Daniel Lunsford, Erik Tenkar, Evan Prickett, Fred Brackin, George Sutherland Howard, Gregory Blair, Jake Bernstein, Jason Packer, Jeffro Johnson, Luke Campbell, Merlin Avery, Nathan Joy, Patrick Kelly, Peter Dell'Orto, Rob Mosely, Robert Conley, Tim Ponce, Timothy James Earls, Vic LaPira, and Wright Johnson.



ISBN: 978-0-9983354-4-5 (Hardback); 978-0-9983354-5-2 (PDF)

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Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

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# SUPPORTER LIST

*Dragon Heresy* wouldn't exist in this form without the support of many people. It was a long time in development, and still longer in production, and then these mighty warriors and clever arcanists stepped up to make it real. Thank you!

## Skjald-hird: Shield-Guard of Torengar

Derek Knutsen-Frey, Mark Solino, Maryann Christianson, Craig Christianson, Nathan Duffy

## Stydja: Patrons of House Iyiling

Chris "Baelian" Anderson	Kenny Johnson	Merlin Avery	Emiliano Marchetti	Louis hetrick	Alain Scaiola	Cory Crowe
Alexander Thissen	Jack Gulick	Thalji	Scott Krammer	Armin Sykes	Redfriar	Robert M. Soderquist
Che "UbiquitousRat" Webster	Brian Renninger	Todd Agthe	"Jonathan Patterson (The White Knight)"	Calvin Armerding	/dev/null	Luca Lettieri
Frédéric Vézina	Christopher Dorr	Paraj Mandrekar	Jason Hennigan	Iouili	John C. Lemay	Richard Miles
Bert Isla	Luis Velderve	Fritz W Charles	Arthur Von Eschen	Sean Harvey	Sean Harvey	Adrian Tchaikovsky
Jeff Scifert	Swashbucker	Jonathan Tate	Brian Koonce	Brother Tom	Brother Tom	David A. Nolan
Vaughn Romero	Extraordinaire	Jerry Pearce	Rob Ouellette	Thor and Odin	Thor and Odin	Thelma and Alan Cole
	Alex Fosth	Randy Smith	James Leslie	Ben Krauskopf	Ben Krauskopf	Daniel Lunsford
	Vic LaPira	Dave Luxton	Richard Moss	Ian McKay	MrPlucky	

## Jarl: Chief and Leaders

Archania's Workshop, LLC	Joseph "Chepe" Lockett	Follow Me, And Die! (Larry Hamilton)	Ron Schmidt	Mat Dewar	Tony Digaetano	Casey Corbin (Wenchboy)
Erik Tenkar	Mark Llewellyn James	Thomas S.	Guy Larke	Gothridge Manor	M. A. Graunke	Alexander J Prewett
Brion	R. Todd Hurt	Adam Simpson	Brian Chafin	Zain Jarrar	Emily Smirle	J. Howerton
Patrick & Sarah Pilgrim	Mark Cox-Palmer	Deven Burns	Jarno Huhtala	Chad G	Spike the Barbarian	Jeffro Johnson
Jason Connerley	Brett Volz	Richard D. Booher	Brody States	Ingolf Schäfer	Brian Isikoff	Alexander Macris
Ryan Hennesy	Daniel Jay-Dixon	David Queen	Douglas Meserve	Eric Bryden	Patrick Kinsella	Ian Wyckoff
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Tony Beighton	K. Nelson	Matthew Gagan	John B Harmon IV	Robert Hnatko	Bethany Duck	Jesse Lowe
Dave Brown	Richard W. Sorden	Matthew Cassidy	Nathaniel McIntyre	James Cook	Matthew Kertzman	Big Gulp
Jill McTavish	Kyle Norton	Tim Rudolph	Andy Torrey	Alex Charbonneau	Jonne I. Kuokkanen	Travis Foster
Steven Kei Kenobi	Mia K Sherman	Robert S. Conley	Mike Friel	Jeff Murrell	Chris Turlington	Lizzie the Shield Maiden
Anders Starmark	Bryan Green	Danny W Silva	Adawg45601	Brian Fennell	Stephen Anderson	
	Joseph Evenson	R.J.Liddle	Sam Rosenthal	Peter Engebos	Anne Hunter	
		Eric Salzwedel	Daniel J Conroy	Derek Wiggins	Shawn L. Stroud	

## Thegn: Proven Mettle

Matthew @ ProudNerdery	Korrey Furler	Daniel Stack	Euan Hastie	Michael Warsop	Tom Haessly	Alex Hanbury	SockyDM
Mavrick Fitzgerald	JohnX	John 'johnkzin' Rudd	Gleam	Tyler Mascia	MGT	Keith Slawson	Robert Dorgan
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Mark Z.	João Talassa	Peter Gunderson	Troy Sandlin	Joel Hoehn	Adam Ness	Steven D Warble	Ryan Kent
Blake Chapman	Matthew Tucker, Geekmaster	Katrina Gischer	Ben Grisanti	Samuel B Osborne	Ralph Mazza	Keith Higdon	Tim son of William
Kevin Abson	Tuomas Lempiäinen	Keola Dacalio	Eric Je	Jeff fisher	Ray Chapel	Pat Bellavance	Johnathan Darnill
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Ubiratan Pires Alberton	Dan Alban	Andrew Lotton	Dan Gaston	Chad Shurtz	Ronald Julian Laurel	Coyotekin	Blind Mapmaker
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Peter V. Dell'Orto	Josh - THE ESTABLISHED FACTS	M	Atomic Straw	Robinwood Meadery	Riccardo "Malbet" Caverni	Vagueon	Travis Ellis
Robert Mosley	Steven Muchow	Neil Coles	Sylvain Cousineau	Seth Parks	Harrow Nelson	Carey Williams	
David A. Nixon		Daniel Hendricks	S Gelgoot	DJ DungeonMaster	Leopold Goldimire	Elias R.	
			Corinna Clanton	Daddy Warpig		Mark Bober	

# INTRODUCTION

Welcome to *Dragon Heresy*—a fantasy roleplaying game featuring characters who are the chosen of the Norse gods. You will guide your characters' actions, striving to perform great deeds and risk death in exchange for greatness...or at least a glorious end.

## ABOUT DRAGON HERESY

*Dragon Heresy* is a high fantasy roleplaying game, with magic and the supernatural both real and part of everyday life. Certain things are true in the game that differ from most people's personal experiences.

### Norse Mythology and Dragon Heresy

You will recognize many of the gods and creatures that you encounter—Woden (Odin), Donnar (Thor), Valfreya (Freya and Frigga combined), Loki, and the Valkyries are all present.

No real attempt is made to follow Norse mythology *exactly*. The trappings of the legends, and the feel of the setting, provide a living and vivid canvas. It's a fantasy roleplaying game, not an historical simulation. Have fun with it.

### Etera

The game world is known as Etera, and the primary Norse-based culture is Torengar, a human-majority realm sitting south of Tanalor: the heart of the former empire of the dragonkin, and south and east of the Frostharow, the stronghold of the Winterfae, the lesser alfar, and other fae-blooded creatures. Maps are provided of *Etera* and *Torengar* to help orient the GM and players.

### Magic

An important part of the world of *Dragon Heresy* is that magic is *real*. It may be shadowy, secretive, or used for evil, but the power to alter what we consider immutable laws of physics is both real and known.

The world exists with the assumption of magic baked in. Effective prayers increase crop yields. Kings and counselors consider sorcerous eavesdropping when it comes to protecting secrets. While novel uses of spells and powers are possible, banal ones have already been considered and planned for.

### Divine Presence

The Norse gods who inspire the setting, collectively called the Aesir, are *real*. They created Etera and walk upon it.

Religious belief in Etera is not a matter of convenience. It is a vital, living connection between the peoples of Etera and the Aesir. Offering sacrifices to the gods, or invoking the name of an Aesir to make an oath binding? Not just a formality.

### Polytheism, Evangelism, and the Aesir

The default assumption in *Dragon Heresy*—and in Torengar and Barakthel in particular—is that people feel an affinity for one or more of the Aesir, and will associate with them, pray to them, and emulate the strengths that particular deity embodies. Affinity with one does not imply a *rejection* of other Aesir. A Torengur with such a singular affinity stands on thin ice denying the existence and power of the others.

## WHAT IS ROLEPLAYING

Roleplaying is interactive storytelling. You play the roles of characters who are mundane and magical, mighty warriors and cunning rogues, wandering skalds and wielders of arcane powers.

### The Players

In a roleplaying game, you create a character, a collection of descriptive and game-mechanical abilities that provide the lens through which you, as a player, interact with the setting. Playing the game reveals their saga.

### The Gamemaster

The Gamemaster, or GM, portrays the voices and actions of the men, women, monsters, and gods the players' characters might meet while adventuring. The GM also provides the plot outline, and sets the structure and tone of the game.

*"I, his chronicler, who alone can tell thee of his saga.  
Let me tell you of the days of high adventure!"*

*-Akiro the Wizard/Narrator  
(Conan the Barbarian, 1982)*

# DRAGON HERESY

King Krail of Torengar calls you to rid the border marches of Tanalor of fell beasts, unwholesome fae, and the remnants of the ancient dragon empire. Alongside friends and rivals, carve out your legend and your jarldom in the wild lands north of civilization, seeking fortune and glory worthy of skalds retelling.

In the Dragon Heresy Introductory set, you will find everything required to create your hero, play the game, and challenge fearsome foes.

Venture forth under the eyes of the Aesir. Put your skill, strength, and sacred honor to the test. Find horror and death, or rise to take your place among the jarls of Torengar.

Go forth and stake your claim.  
Your saga starts here.

- Introductory Set covers Level 1-5
- Choose from fighter, Berserker, Cleric, and Wizard classes; Humans, Dwarves, Half-elf, and Dragonborn available as races
- Norse-inspired culture, cosmology, and mythology
- Deadly and tactically interesting combat
- Rules refined from the 5th edition of the world's most popular fantasy RPG



ISBN 9780998335452



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