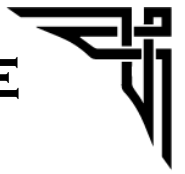




SCOURGE OF THE DRAGON EMPIRE



A small band of heroes on the outer fringes of the greatest empire of Midgard begins their journey to thwart, fleece, and subvert the tyranny of the Mharoti Dragon Empire.

Scourge of the Dragon Empire is a Tales of the Valiant campaign set in the Mharoti empire in east Midgard. This guide gives you a taste of the adventures to come and a guide for building your hero in these vast lands.

Truths of the Mharoti Empire

Those who reside within the Dragon Empire live knowing the following truths lest they become bones bleached under the red sun.

Nine Dragons Rule the Mharoti Empire

Four hundred years ago, the ancient red dragon Mharot created a pact among neighboring dragons – an alliance forging the Mharoti empire. Today, nine Dragon Lords rule over the empire stretching thousands of miles. The Dragon Lords remain mostly in seclusion, leaving the Sultan to manage the empire as their titanic treasure hoards grow ever more vast.

A Single Sultan Rules as their Puppet

The Dragon Lords stay out of day-to-day activities, leaving a single Sultan or Sultana in charge. The current dragonborn Dread Sultan Ozmir Al-Stragul deposed his predecessor, the human Sultana Casmara Azrabahir who fled for her life.

The Empire Rules Under a Strict Caste System – and You're the Bottom Rung

The Nine Morza – the Great Dragon Lords – reside at the top of a strict caste system. The Urmanli – the roughly 500 Scaled Lords – rule over cities, command armies, hold ancient strongholds, or reside over temples to the great dragon gods. The Timarli include minor nobles, generals, mayors, ambassadors, priests, and land owners. 48 million scaled Akinji, Edjet, Sekban, and Kobaldi form the lower ranks of the caste. At the very bottom are the Jambuka – the Jackals – 14 million sentient beings of flesh or fur – not scales.

War is a Constant Enterprise

The Dragon Empire is in a state of perpetual war, leading to great conquests and occasional hideous losses. The Empire stretched its borders far enough that they must defend enormous provinces from Nuria Natal and Khandiria and a handful of smaller kingdoms that banded together to face the Mharoti. Yet the Dragon Lords' claws remain as sharp as ever.

Your Character in the Empire

Your character begins at the Four of Forty Fingers well-station in the southern reaches of the Mharoti Empire between the Dragon Lord regions of Bitik, Mezar, and Gizmiri.

You may be a hired caravan guard, a mercenary between jobs, a shady scoundrel in hiding, or a protector of the people caught under the claws of the empire. Your motivations might include:

- **Greed.** One can get filthy rich skimming off the top of the great hoards of the Dragon Lords.
- **Revenge.** The vast machine of the Dragon Lords cost you your whole life – it's time they paid it back.
- **Justice.** For too long people of the empire suffered under the tyranny of the Dragon Lords.
- **Peace.** So many tens of thousands died under the scourge of Thimarli warmasters. It must end.

Whatever your background and motivation, you band with your fellow adventurers to thwart, fleece, and subvert the tyranny of the Dragon Empire.

Character Creation

PCs begin at 1st level using the *Tales of the Valiant Player's Guide* with either point-buy or the standard ability of 16, 14, 14, 13, 10, and 8.

"Pause for a Minute"

During this campaign, at any time, anyone can say "pause for a minute" to stop current conversations and break character to discuss any issues. Use it freely to clarify the game's direction and address any concerns.

Content, Lines, and Veils

This campaign includes racism and classism by evil NPCs. Good- and neutral-aligned characters, including your own PCs, do not hold these racist ideals.

Lines: This campaign will not include non-consensual sexual contact or harassment; PC-initiated torture; PC-driven racism; violence towards domesticated animals; violence towards children; misogyny; transphobia; homophobia; death by exposure on the sea, or non-consensual PC-on-PC violence, theft, or betrayal.

Veils: Extreme violence, slavery, torture, and consensual sexual contact will be veiled off-screen.

