

FEATHERED DRAGON

CAMPAIGN ONE-PAGE

"Fire, Water, and Empire know nothing of Mercy."

Setting Hook

The FEATHERED DRAGON setting is a fantasy take on the Inca and Maya cultures (and some related cultures) of the real world. It deliberately excludes all but the rumors of settlers and conquistadors: FEATHERED DRAGON is not about the sort of New World meets Old World drama, but rather about the business of adventuring in the setting as a native: the mountains and the jungle and the desert hold plenty of mysteries, dangers, and fallen kingdoms to provide many years' worth of adventure without having to introduce an invading empire from across the sea.

Campaign Themes

Transformation: Your character's physicality is transient. They will shift between deities, animals, and people regularly, and such beings are a part of them as easily as their own soul is. You can use this to your advantage most of the time: rarely is transformation something imposed on you from the outside, more often it is a power you have that you can exert.

Duality: The setting exists in two halves: Sun and Moon, Light and Dark, High and Low, Mountain and Sea, Desert and Jungle, Empire and City-State, Life and Death, Old and New, Sky and Cave. Transition between these extremes is the duty and ability of heroes and adventurers.

Sacred Geography: The land is a living thing, a being with wants and needs and spirits and forces it can exert. Be conscious that the ground you move on is aware of you, and that if something significant happens somewhere, the spirits there will remember it as well.

The Dead are Alive: Ancestor's spirits aren't the only influence that the dead have here in the world of the living. Skeletons, disease-ridden zombies, sentient flayed skin, talking skulls, and other sorts of undead do exist, but your characters will rarely have access to their horrific abilities – they are natural, but distinctly not free-willed: they may be gods or ancestors, but their time for action is done. Now, all they can do, is influence the living.

The...er..Feathered Dragons: Yes, the dragons have feathers. They're also quite a bit more serpentine, and are associated with natural phenomena: volcanoes, rainstorms, etc. They are divine creatures, worshiped in this world by mortals, and occasionally thought to take control of the leaders. It might also be something to note: Dinosaurs are common here, even as domestic creatures, and are considered "dragons." Most have breath weapons and dragon-like powers, despite having their original shapes. And, yes, they have feathers. Feathery fire-breathing Gold Triceratops is a go.

Character Seeds

The Races

Bacab (The Strong): Loud, rude, creatures of clouds, thunder, and lightning, seen as elderly even in their youth. Their familiarity with weather and the sky lead them to becoming natural Chasqui, and if they can learn discipline, they are excellent Kwautli.

Hunbatz (The Brain): Monkey-people with a talent for the arts, magic, and creative power. Ancient beings who have lived alongside humans, they taught Chilam to the people, and make good Kwautli or Ocelotl as well.

Gryph (The Red): Tall, winged condor-people who embody the sun itself. Passionate and energetic, they fight with pride and nobility, honoring their role as ambassadors to the gods in the mountains. They are natural Kwautli, and can make very good Ocelotl as well.

Jilba (The Blue): Silvery snake-people of the moon, who dwell in the sea and rivers, and who come and go with the passing tides. They are at home in the darkness, and make excellent Ocelotl, but are also sacred to the sky and the sea, and so make good Chilam.

Alux (The Mom): Nature spirits who love to play tricks, the Alux are closely linked to the supernatural world, and have control over nature and fecundity. These creatures resemble dolls or plantlife. They are obvious choices for the Chilam class, and they make decent Chasqui as well.

Human (The Mario): People caught in the center of everything, with the secret of transformation and change wired into their very beings.

The Classes

All classes are "Nawal": they can change forms into a spirit animal representative of their class. This is an endemic thing in the FEATHERED DRAGON setting: all people have these spirit animals, but only heroes can transform easily between them. The animal is called the "Wai."

Ocelotl (The Warrior): Assassins, representatives of Death and the Night who specialize in guerilla tactics, stealth, and surprise. (Wai: Jaguar)

Chasqui (The Explorer): Messengers, who cross the roads with blinding speeds, carrying messages and goods. They have powers of mobility and divination, and can enhance their own toughness and endurance. (Wai: Llama)

Kwautli (The Face): Knights, representatives of the Sun and Sky who lead forces in battle, gaining powers of leadership, courage, and bravery. (Wai: Eagle)

Chilam (The Wit): Priests who use visions and sacrifice to divine the future, fight illness, and satiate the violent and bloodthirsty deities. Their powers revolve around nature, medicine, and altered mind states. (Wai: Hummingbird)