



TANARES

RPG FOR 5E

OVERVIEW OF TANARES

TANARES IS A CAMPAIGN SOURCEBOOK FOR THE 5TH edition of the world's greatest roleplaying game. Everything you'll find in these pages can be used in your own campaign setting, and all standard rules you see in other books have a place in Tanares.

It is based on a complex, rich world originally built by **Dragori Games** as a setting for *Arena: The Contest*, a board game that, alongside its expansion *Tanares Adventures*, amassed more than 10,000 backers on Kickstarter and raised more than 4 million dollars overall.

There is a wealth of information waiting for you in the following pages and in the *Player's Guide to Tanares* and *Adventure in the Realms of Madness* books: character building with new class and species options, magic items, NPCs, maps, monsters, unique stories for a rich world, and more.

But you probably expected to find all of that already. If you're new to the setting, the first question—better yet, questions—we must address are:

*What is unique in this campaign sourcebook?
What sets this world apart from others?*

All the fascinating settings that are so well known in the world of RPGs have a special, somewhat unique *spirit*—a fundamental character that is part of a one-sentence summary of the place. See if you can come up with the names of the settings described below:

- Your go-to setting if you want a medieval high-fantasy, high-magic, let's-turn-Middle-earth-up-a-notch world.
- Your go-to setting if you want a messed-up post-apocalyptic world where your main goal may be simply to survive.
- Your go-to setting if you want a complex, industrialized world where magic and machines intertwine, everything falls in a gray area, and nothing is as it seems, from inner alignments to international politics.

Of course, there is much more beneath the surface of these simple definitions. We can debate about the precise words used or which other characteristics should be added. What matters is that all the rich creations and legendary adventures are firmly rooted in the spirits of these worlds.

Without further ado, let us present our definition of Tanares. Afterward, we'll introduce short facts about the world that further explain our choice of words.

Tanares is your go-to setting if you want:

- **a tense, complex, shifting, fragmented, dystopian, high-fantasy world where adventurers are rare and high-level adventurers even rarer; and**
- **to feel that the spotlight is as much on the party as it is on the PCs, letting you experience what it means to be in a Team of Heroes.**

People cannot simply practice their sword skills, explore a few dungeons, and *voilà*, a level 5 fighter is born. This means you are special, maybe even a celebrity. Your Team could be a mission-magnet as people come asking for help.

Besides, for reasons you will read below, gatherings of more than a few armed people are prohibited. Wars are forbidden (see point 1, ahead) and even large-scale disputes between Nations are resolved in Arenas (see point 6). This means your Team's choices can effect real change in all aspects of the scenario, from geography to sociology to politics.

Teams truly are critical in Tanares. Not only your PC but your Team may have its own sheet, name, background, emblem, alignment, specialization, even a separate level—and new levels come with new features, like that much-coveted headquarters.

To help you further grasp what our one-sentence definition means, this chapter presents ten introductory topics about the setting. They are the roots from which many interesting branches grow, leading to a ton of plot ideas and adventures in this book. The ten topics explain not only crucial events in Tanarean history, but also gameplay and observations about the feel of the setting. They will quickly introduce you to our unique rules and possibilities involving dragons, Arenas, rich dungeons in sites of extreme geography, new classes like the elementalists and the dragonblade, and more.

TEN THINGS TO KNOW ABOUT TANARES

I saw heaven standing open and there before me was a white dragon, whose rider is called Tamera, or Truth. With justice she judges those who deviate from the path of evolution.

And I saw a second dragon flying through the sky, carrying the Eternal Scroll. Bauron sounded his trumpet, and there were loud voices in heaven.

The dragons proclaimed, in unison, to every nation, tribe, language, and people:

"Hear ye, great and small, rich and poor, free and slave. Blessed are the Tanareans, for the gods' dwelling place is now among the people."

"There shall be no more death or mourning or crying or pain, for the old order of things has passed away."

"A new rule now lies upon this land, to guide your free will. There is only one way to meet tragedy:

"Massive bloodshed will be punished with natural catastrophe."

- Evolutionist Sacred Scriptures,
Book of Malrok, 14:5-12



TANAREANS CANNOT WAGE WAR.

LEGEND TELLS THAT, THOUSANDS OF YEARS AGO, after numerous bloody wars, the gods descended upon Tanares, taking the physical shape of dragons, and decreed that massive bloodshed would be punished with natural catastrophes that would decimate all armies involved. These cataclysms that forever change the history and geography of a region are brought forth, according to tales, by dragons. This was named the Malrokian Curse.

Throughout history, the divine word seems to have been fulfilled. For generations, whenever Tanareans decided to test the truth behind the scriptures and history books and wage war, a mysterious cataclysm destroyed those involved, even entire nations.

This is the main agent of fragmentation and change in the world.

All tales and witness accounts from the few survivors include dragon sightings a few moments before all hell broke loose.

This led to legends and theories that the gods/dragons are roaming (or hibernating?) the world, waiting to be “awakened” by massive bloodshed. If one could find their lairs, perhaps they could be faced in a weaker state, before the scent of blood provokes them into a nearly invincible frenzy. This belief gave birth to a special kind of people:

DRAGONBLADE (NEW CLASS)

Tanares introduces four new classes, intensively playtested and fine-tuned by teams of dedicated writers and game designers. Although each class plays a crucial role in *Tanares*, all of them can be easily imported to other settings. These four classes were designed to complement each other and contribute to a well-rounded party.

The first class, dragonblades, represents people who dedicate their lives to studying ancient artifacts, scriptures, and legends to locate dragon lairs and understand more about their powers. They explore and chart sites of extreme geography, sometimes remote places that nobody has ever visited, in search of clues.

Dragonblades are humanists who value freedom, civilization, and science. They sometimes form secret groups to share their knowledge and discoveries of how to locate, weaken, and exterminate dragons. Finding and killing an Avatar Dragon is most dragonblades’ dream.

Early in their journey, dragonblades choose a particular color of dragon, and they specialize in knowledge about that color. This expert knowledge about one of the elemental dragons will affect many of their abilities and combat maneuvers throughout their career.

Even though their primary source of power comes from their studies (INT attribute), dragonblades are usually the melee/tank combatants in their teams, in a twist to the common notion of what Intelligence—which is not only limited to spellcasting—can do for you in combat. They also ease the party’s path into gaining draconic knowledge and everything related to that (mounting, breeding, finding, and killing).

DRAGONBLADE

Obstinate warrior who wins encounters through their knowledge of dragons.

Hit die: d8

Primary ability: Intelligence

Saves: Constitution and Intelligence



CIVILIZATION IS A RECENT FEATURE IN THIS ANCIENT WORLD. TANARES IS RICH WITH REMOTE SITES, OLD SECRETS, AND HIDDEN MAGIC, ALL WAITING TO BE EXPLORED.

EACH INSTANCE OF THE MALROKIAN CURSE throughout history resulted in nothing less than an entire “reset” of the region where it occurred. The cataclysms changed whole landscapes; vast kingdoms vanished in a matter of hours.

Tanarean records speak of four of these catastrophes, but some people say that several cataclysms might have happened before the period of time covered by the available historic accounts. There is even a theory that the demise of the archangels and demons—which precedes the dawn of the Age of Man described in religious scriptures—could have been the result of a Malrokian Curse of continental proportions. Today, only the faintest remains of such an ancient period have been found.

These abrupt geographical changes—entire kingdoms gobbled up by canyons, mountains raised in a single day, and massive floods and earthquakes bringing about vast destruction—have resulted in a rich land filled with caves, ruins, underground dungeons, and other never-explored sites of extreme geography that hold important secrets, technology, and magic left behind by the people of yore.

SPECIAL DUNGEONS

Despite these sites being easily identifiable due to their visual prominence in an otherwise normal landscape, exploring them is often dangerous and consumes resources that the average Tanarean often does not possess. This book provides GMs with an abundance of options around which to develop adventures or campaigns for groups of adventurers.

An important belief regarding these locations is that they might conceal a dragon’s lair (see the dragonblade class in point 1), but many other possibilities can arise. Imagine a group that is looking for a dragon’s egg, but suddenly finds something else altogether:

- a portal to a lower or upper plane (or directions to its location)
- a sacred preserved site of the ancient kingdom of demons/archangels, with clues to finding one of the

Artifacts of the Gods, which, according to the scriptures, give their bearer divine powers, the least of which is to overcome death

- a dreadful old prophecy that the party must decipher, as it seems close to fulfillment

ELEMENTALIST (NEW CLASS)

Elementalists are philosophers who, through their meditations, realize the connection between Tanares and the Elemental Planes. Influenced by their personalities and beliefs about the essence of the universe, each elemental is more strongly connected to one of the elements, although they can cast spells that mix their main element with another.

Besides combining elements in unique ways, the elementalists are uniquely competent in manipulating magic. As they use their powers, they connect with the spell’s corresponding Elemental Plane. This connection enables them to modify or upgrade the next spell they cast, fine-tuning their shape, reach, destructive power, among others.

They are often deeply connected to the Tanarean Magic Field, which can be thought of as an invisible net made of the subtlest substance in existence, which permeates and connects the whole universe and forms a layer around Tanares, protecting it from the cosmic influences of other planes. The Magic Field’s infinite energy can be tapped and transformed to produce magic, and that can be seen in the dozens of pages of new spells to be published in *Player’s Guide to Tanares*.

ELEMENTALIST

philosopher and trickster who taps into the Magic Field to combine the powers of its predominant elements.

Hit die: d6

Primary ability: Wisdom

Saves: Intelligence and Wisdom



AVATAR DRAGON IS A NEW TYPE OF GREAT IMPORTANCE FOR THE SETTING, AND BREEDING DRAKES IS A REALITY.

IT IS BELIEVED THAT SOME DRAGONS ARE THE MATERIAL manifestation of gods whose true nature cannot be fathomed in this plane. It all began with the Malrokian Curse (see point 1, above). These powerful, extremely rare dragons are known as the Avatar Dragons.

Each Avatar Dragon is deeply tuned to a basic element, a region of the world, and other circumstances tied to the geography and history of these regions (more about that in the next point). They are the stuff of legends, and the pinnacle of any adventurer's biography. When angered, they have the power to annihilate armies and forever change entire landscapes. They do not follow what is expected of regular dragons that share their color.

The regular dragons in the setting are usually very intelligent, powerful, and rare enough to make humans the clear protagonists of the setting. The draconic religion believes that each dragon could be a unique lesser deity, patron and defender of an aspect like war, dwarfs, or fishing.

It is already extremely difficult to track down *any* dragon; throughout history, there aren't many accounts of people who have survived after finding a dragon's nest, usually hidden in the most inaccessible, secret places. That's why most trackers who want to make a living in this field specialize in the dragons' unintelligent cousins, the drakes.

Hatching a drake's egg outside their nest is an expensive endeavor that requires extreme care, magic items, and spells. And even if you succeed, it still takes years of intense effort to raise a drake to adulthood. Anyone who accomplishes such a feat would have a flying mount and become one of the most powerful people in Tanares, one with the ability to quickly recover—and profit on—their investment.

And you can do it.

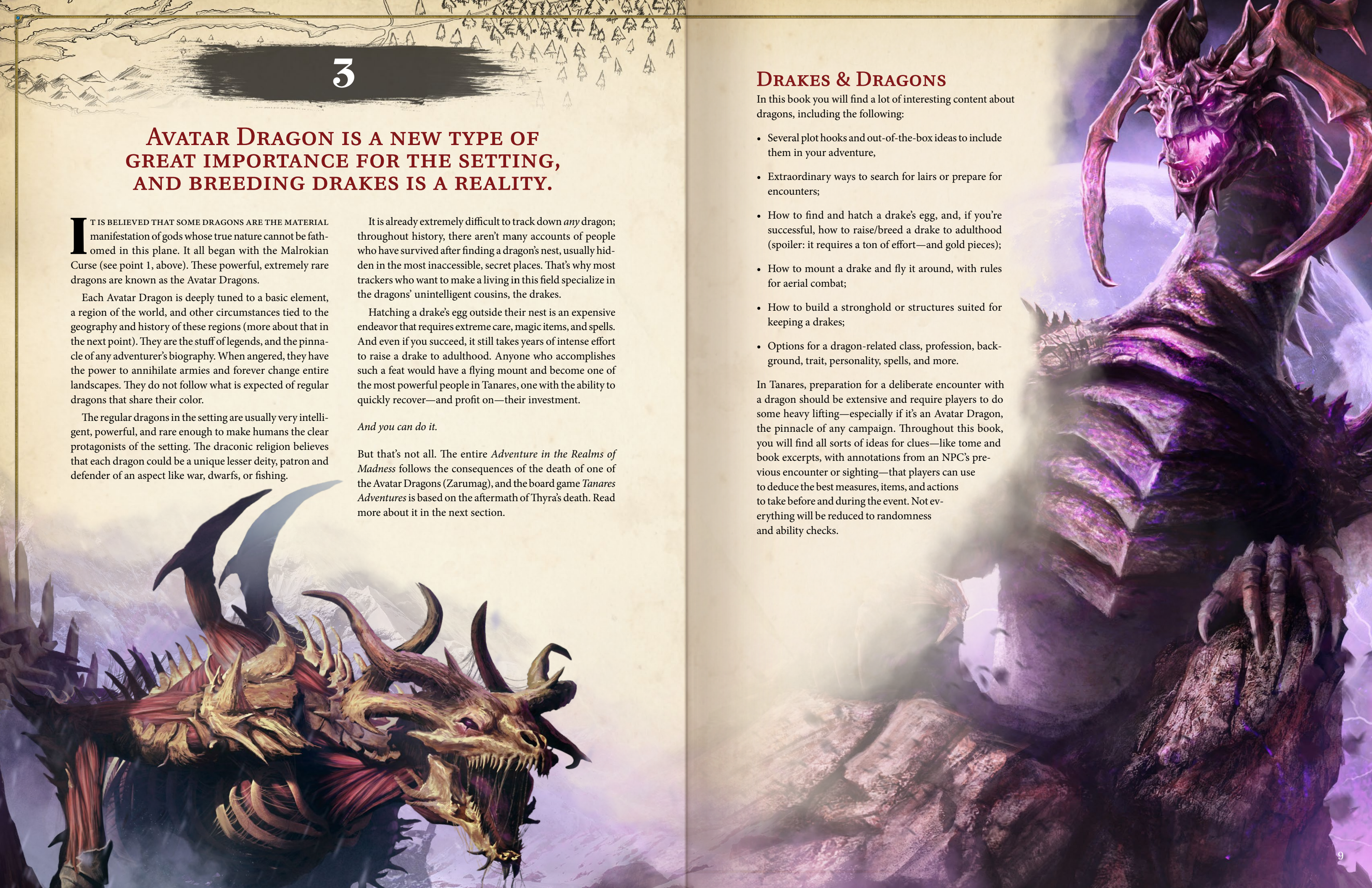
But that's not all. The entire *Adventure in the Realms of Madness* follows the consequences of the death of one of the Avatar Dragons (Zarumag), and the board game *Tanares Adventures* is based on the aftermath of Thyra's death. Read more about it in the next section.

DRAKES & DRAGONS

In this book you will find a lot of interesting content about dragons, including the following:

- Several plot hooks and out-of-the-box ideas to include them in your adventure,
- Extraordinary ways to search for lairs or prepare for encounters;
- How to find and hatch a drake's egg, and, if you're successful, how to raise/breed a drake to adulthood (spoiler: it requires a ton of effort—and gold pieces);
- How to mount a drake and fly it around, with rules for aerial combat;
- How to build a stronghold or structures suited for keeping a drakes;
- Options for a dragon-related class, profession, background, trait, personality, spells, and more.

In Tanares, preparation for a deliberate encounter with a dragon should be extensive and require players to do some heavy lifting—especially if it's an Avatar Dragon, the pinnacle of any campaign. Throughout this book, you will find all sorts of ideas for clues—like tome and book excerpts, with annotations from an NPC's previous encounter or sighting—that players can use to deduce the best measures, items, and actions to take before and during the event. Not everything will be reduced to randomness and ability checks.



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THE GM MUST DECIDE WHETHER EACH AVATAR DRAGON IS DEAD OR ALIVE WHEN THE CAMPAIGN BEGINS, RESULTING IN SIXTEEN VASTLY DIFFERENT SCENARIOS.

EACH REGION (NORTH, SOUTH, EAST, WEST) IS LIKE a world of its own, with unique characteristics, prominent species, climate, history, religion, and culture. And Avatar Dragons are a critical influence on all of these elements.

Below is a quick summary of each region, followed by an example of how the death of a single dragon may affect your entire campaign setting.

REGIONS

NORTH

- Cold like winter. Taiga, tundra.
- Element: air
- Kelorth (snow dragon)

SOUTH

- Hot like summer. Dangerous, desert.
- Element: fire
- Azymor (fire dragon)

EAST

- Dry and sterile like autumn. Mountainous, uninhabited.
- Element: earth
- Zarumag (corrupted dragon)

WEST

- Fertile and abundant like spring. Rich, coastal, flanked by the seas.
- Element: water
- Thyra (storm dragon)

PLOTS AND SETTINGS

The Avatar Dragon Thyra is responsible for the first manifestation of the Malrokian Curse, flooding the entire western portion of the continent millennia ago through a tsunami, killing thousands and ending the history of nations. This also started a storm of epic proportions on the Western Ocean, which shipwrecked every sailor who attempted to navigate too far from the coast.

Once Thyra is dead, either by the actions of the party or by the GM's whim, what the people call "the Eternal Storm" ends. This causes the region to thrive as the Empire advances to the west, trying to increase its presence in the area. Among other consequences, vessels from a previously unknown civilization cross the Western Ocean and invade the continent, threatening to engage with the Imperial Army in a full-scale war of potentially catastrophic results.

This scenario is the starting point of the Epic Campaign played in the board game Tanares Adventures, but it is only one plot. This book details fifteen other scenarios that you can explore with your party.



THE DOWNFALL OF ARCANA AND THE RISE OF THE EMPIRE: A TENSE, UNWANTED, OPPRESSIVE, FRAGILE, AND TEMPORARY (?) ATTEMPT TO HOLD THE WORLD TOGETHER.

ALL SIXTEEN SCENARIOS IN THE BOOK HAVE ONE common historic point: the downfall of Arcana and the subsequent rise of the Empire.

The last of the cataclysm-provoking wars happened a little over one hundred years ago, when struggling nations joined armies to pillage Arcana, the capital of the thriving Mystical Kingdom. This realm was inhabited by descendants of the first Tanareans, people with strong ties to the Tanarean Field and owners of incredible magical powers.

The resulting cataclysm put an end to the Mystical Kingdom and almost all relevant armies in the world, creating a power vacuum that was filled by a mysterious individual who called himself the Emperor. He forbid the creation

of armies and assembled one of his own, the Ironhand, to control and supervise. He then traveled the continent forging alliances with local nobles, suppressing all remaining armed groups, and destroying anyone who resisted.

With the world weakened and awestruck by the recent catastrophe, and with the philosophical support of the church (in the sense that the gods didn't want war, and the Empire was there to maintain the peace), the Emperor was quick to consolidate and monopolize all forces with the Ironhand.

Despite being a large army with outposts and troops all over the continent, the Ironhand's main purpose is to enforce the Empire's most important decree: the prohibition of gatherings of more than a few armed people. This has

been the law for more than one hundred years, with the Ironhand being the only exception.

This decree is considered the founding stone of the Empire and one of the few things that holds the fragmented world together, so it is enforced with a heavy hand. Taxes collected to maintain the Ironhand are high and infractions are severely punished. When an Ironhand trooper dies, a random person who lives in the region is sequestered and subjected to a ritual that excises their free will and makes them into a new, brainlessly obedient trooper. This forced conscription may not be fair, but the practice is justified in order to avoid everyone's annihilation.



ARENAS ARE THE NEW BATTLEFIELDS, AND TEAMS OF HEROES ARE THE NEW ARMIES.

EVER SINCE ITS FOUNDING, THE EMPIRE HAS BEEN successful in keeping major cities and powerful nobles in check, mainly due to an important idea that satisfied the people's bloodlust and the nation's craving for autonomy: the Arenas.

Any legitimate claim or conflicting interest may be submitted to the Empire, who takes no side in the matter. Disputes between two parties (whether neighbors or entire nations) are settled in an Arena, a small surrogate for a traditional battlefield.

Instead of armies, a few of the nation's most powerful fighters face each other in the Arena, thus "avoiding the anger of the gods." The winning party gets what they want with the Empire's endorsement; the Ironhand is there to help them obtain (or maintain) it.

In time, Arenas became incredibly popular and successful. Those who fight in the world's biggest stage, the Arena of Fate, are called Heroes. They are responsible for determining the destiny of their regions; in their hands lies the power that once belonged to armies. They draw looks of admiration from the populace as they stroll around their region, and looks of contempt when they are in a rival region.

PLAYING A PC HERO, AND FACING A PC PARTY

This book provides rules for fighting other Heroes. Facing intelligent, experienced, strong characters in an Arena is an entirely different beast than your average dungeon encounter. In this closed environment, almost like a (mini)game within the game, the GM may step into the shoes of a PC and play the game on equal terms with the other players.

Arenas are also a source of income and prestige for PCs. Higher levels and a good record in minor Arenas allow PCs to fight on bigger stages, where the rewards (and danger) are greater.

Any character of any class or species may be a Hero if a player so desires (and if they successfully go through the steps to be admitted into the Arena of Fate). This brings a new layer of fun to the game as PCs do the following:

- Find someone who seeks fighters to represent them in the Arena.
- Prove their worth by undertaking quests, challenges, and trials so they can be chosen.
- Overcome their shivers of anxiety and beat a tough opponent.
- Gain a reputation and Arena experience.
- Begin their journey to incredible fame, honor, and fortune!

Whenever a Hero survives their first fight in a major Arena, they receive one of dozens of marks. This brands the PC with a symbol that is publicly recognized, earning them respect and reverential awe from the common folk, and passively boosting their Intimidation (or Persuasion) skills with certain NPCs. The mark can be easily concealed or covered by a garment, but only the most powerful and costly spells can affect it.

MARK OF A HERO

- **Role:** Each mark has a unique shape that defines its combat role in the arenas, like Tactician or Healer. Heroes that fight in the arena receive such marks, granting them unique powers related to their chosen role when facing another marked hero in combat.



With these marks that work only against creatures who also have them, it is possible to create a much more balanced combat using player character rules. They enable more interesting combats and allow you to test your power against friends or even face other heroes and villains created by your GM in epic arena battles.

THE FRAGMENTATION OF THE WORLD IS NOT MERELY PHYSICAL: THE SEPARATION BETWEEN TANARES AND ITS CLOSEST PLANES IS SOMETIMES BLURRED.

MANY CONSEQUENCES CAN BE OBSERVED FROM THE Malrokian Curse events. Some are notorious, such as the emergence of the special dungeons mentioned in point 2. Others are harder to observe, such as exceptionally advanced architecture, knowledge, or magic of unclear origins in an otherwise precarious nation—the surviving legacy of extinguished civilizations.

Others are even subtler. The fine thread that separates planes of existence, like the realm of dreams and nightmares, has been weakened throughout history, becoming more fragile and, in some cases, nonexistent. This has many implications in Tanares, and perhaps the most important one is the concept of long-distance traveling. Tanareans are beginning to discover ways to access the Penumbral Plane, where the laws of time, space, and matter operate differently. It is used as a shortcut between two distant locations, despite the intricacies and—above all—unimaginable dangers involved.

But that is not all. Time travel is a real possibility in Tanares, although incredibly rare and requiring exactly the right set of conditions. The *Tanares Campaign Sourcebook* has comprehensive rules about how time travel works and how it can be used to affect the world—and all its histories. These rules allow you to make sense of all the potential chaos, organizing what otherwise could be a complex endeavor with many paradoxes. You can implement these rules in any scenario. If you have ever refrained from using time travel in your games out of fear that it was too complex and could create too many plot holes, check this section out.

Something dark stirs in the Tanarean abyss. As civilizations perish and history resets at each Malrokian Curse event, layers upon layers of death and sorrow pile up and are swept away by tsunamis, earthquakes, and cracks in the

earth that become sudden canyons. These abrupt ruptures affect all existence, from the grossest material vibration to the subtler, finer threads that separate planes and dimensions.

Madwalkers are the physical representations of these unstable worlds. With a deeper connection (voluntary or otherwise) to the penumbral underworld of nightmares, madwalkers have potent abilities that range from premonitions to borrowing powers from the beings that dwell in these planes.

The ability to use such portals and cross long distances despite the danger involved is especially important when you take into consideration point 8...

MADWALKER (NEW CLASS)

Wanderer of strange planes and nightmares, who moves through the shadows at the cost of a fragile mind.

Hit die: d8

Primary ability: Dexterity

Saves: Charisma and Dexterity



YOU MAY BUILD A TEAM THAT IS GREATER THAN THE SUM OF ITS PCs, AND IT CAN QUICKLY BECOME ONE OF THE MOST POWERFUL UNITS IN THE WORLD.

IF LARGE, ARMED, POWERFUL GATHERINGS ARE strongly repressed, your party of formidable PCs is one of the greatest allowed concentrations of power in this fragmented, dystopian world. This puts you in a position to be the pivot of important changes, in a world where they may come more easily than one would expect.

Gather with other PCs and build a Team with its own sheet, name, background, emblem, alignment, specialization, even a separate level—and new levels come with new features, like that much-coveted headquarters.

The importance of Teams has far-reaching consequences in the game scenario, as each city finds itself in a unique situation regarding their home Teams. There is an entire chapter about Team Building in the sourcebook, but the influence of Teams can be seen across multiple chapters in all three books.

In this introduction, you can read about some of the ways the party can effect massive change in Tanares. Point 4, above, talks about new scenarios that can come into play if the party manages to find and kill an Avatar Dragon. Point 6 refers to the achievements that a strong group may realize in the Arena. And point 9, below, talks about the world of politics in the complex Tanarean society.

These are just some of the plotlines that a GM may use as inspiration. You'll find many more possibilities for widespread, relevant changes as you consult this book and learn more about Tanares.

REDEEMER (NEW CLASS)

Charismatic materialist who specializes in the contrasts between positive and negative, and in the power of karma: damage, and thou must heal.

Hit die: d8

Primary ability: Charisma

Saves: Charisma and Wisdom

One of the most original and interesting new classes of the bunch, the redeemer taps into the powers of the positive and negative planes to shoot rays that can heal and deal damage in the same turn; often charismatic and rich, they come with abundant off-combat options, tricks, and features.

When a mineral is extracted from the soil, its detachment from Tanares is merely physical, not energetic. When people deposit their ambitions, greed, hopes, desires, and dreams into them (most often into gold coins and other valuable pieces of metal), it charges them energetically. The redeemer can “crock” this material to liberate that mystical energy and manipulate it for other purposes, usually in the form of permanent blessings.

As you deepen your knowledge of the class, you will unveil even more meaning in its name.



CHOOSE YOUR SIDE!

IN A WORLD WHERE TRUE CHANGE IS POSSIBLE, THE consequences of your decisions and inner conflicts are not confined to narrow storylines that end, for example, in either the bankruptcy or the prosperity of your NPC friend's tavern. Tanares draws inspiration from Dragori's board games to create a setting where the party is constantly encouraged (or perhaps forced) to make decisions that can have long-lasting and widespread consequences.

In fact, the political structures, points of view, and ways to deal with the situations described above are often so complex that we've blurred the alignment lines to allow the party to follow the same journey. In other words, two lawful good characters can easily disagree as to what the right course of action is, or what institution to support, in the grand scheme of things.

So what are the sides in play in Tanares? Let's take a brief look at the topic, which is further detailed elsewhere in these pages.

First we have the Empire. Yep, it is flawed. Dictatorial, even. It forces misery and death upon some. It chooses safety over freedom and forces everyone to sacrifice the latter. However, the Empire does have its reasons, as a simple—although massive—riot could result in epic catastrophe, and an armed dispute between cities could destroy the entire country. And the Empire's methods have been working, as this generation has not seen the slightest danger of provoking the Malrokian Curse. In the wake of that, cities are starting to grow and develop.

Directly opposed to the dystopian Empire is an ideology that grows with each passing day, a wind of revolution that whispers into the ears of the oppressed, wretched masses.



It proclaims that Tanares can evolve and prosper while following the gods' wishes, if people act centered on love and the value of the community. Throw away all weapons, create a neighborhood watch, work hard, and observe as the community prospers.

Many people claim that this philosophy (known as the Whispers of Revolution) is unrealistic, as the first bad apple to assemble an armed gang could dominate and enslave everyone. Some even say that the leader of the movement is simply trying to seize the Emperor's throne.

While these two groups debate the best way to circumvent the Malrokian Curse, there is a third group that wants to obliterate the problem so that anyone can do anything they want. They are liberal anarchists whose ranks are mostly filled by dragonblades, and they go by the name D.E.A.T.H. (Draconic Evolutionist Assembly of Tanarean Helpers).

Unlike the Whispers of Revolution, D.E.A.T.H. is full of armed, powerful people who want to find and kill the Avatar Dragons. But by compartmentalizing their group, they can

comply with the Imperial decree and avoid detection by Ironhand investigators.

D.E.A.T.H. is run by a council of four leaders, each representing a region of the world (north, south, east, and west). Underneath each leader is a group of four subordinates, each of these sixteen commanding four other people. And beneath each of those are four more, and then four more, and so on, expanding to ten levels of the hierarchy. Thus, a single order issued by four leaders can quickly reach one million Tanarean Helpers.

All the hush-hush stirring in this cauldron may explode when all the Avatar Dragons are dead (see point 4). Before that happens, though, there are endless ways to get involved in the complex entanglements of these groups. When your party is called to action, which side will you choose?



COMPLEMENTARY RESOURCES UPGRADE YOUR IMMERSION AND GAMING EXPERIENCES.

ALL OF THE ABOVE, AND MORE, ARE ASPECTS OF A world that is constantly in flux, and is in fact undergoing real-time changes. You may complement your experiences in Tanares with a free app that shows you:

- navigation through the Imperial capital that is fully 3D, with data pop-up about its streets and structures;
- real-time meteorological data;
- events (e.g., *treasure hunt*), plot hooks, and opportunities for adventures based on your party's current location (maybe there was a recent dragon sighting nearby?);
- changes in the map according to one of the sixteen possible scenarios (see point 4);

- other GM and player resources found in this book and others;
- and more!

The app is not your only online resource, as we will import a lot of content to Roll20 and other popular gaming platforms. For more on this, keep up with the latest news at dragorigames.com.

**App project under study and in progress; features may have a different look, functionality, or not exist.*

The Tanares setting and these books are a labor of love from a dedicated team of people whose lives were changed by roleplaying games. We welcome you to this world and look forward to your feedback.

Enjoy!



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