Dawn on Khitus

Khitus bakes beneath the harsh sun, its beneficent Dragon Kings gone, replaced by tyrants and marauders, its people bereft of both hope and heroes.
Time to Die

One warrior marches out to what he believes will be his final battle. A refugee of a ruined kingdom, he pits himself against the heartless raiders who plunder his country.

Time to die upon their lances
Better death than life beneath their lash
They're strong, they're many, while we're so few
Our lives they've stolen, yet come, they do
We're proud. Woe is all. They'll slay us all
Time to die upon their lances
Better death than life beneath their lash
They're strong, they're many, while we're so few
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Forward
Mighty Wagons

Captured and chained, the warrior is taken from his ruined homeland on a huge caravan. Its guards, hired mercenaries, weigh their brutality against their profits.
The Water Bringer

Unbeaten and unbowed, a proud, enslaved princess of a neighboring kingdom is forced to bring water to the warrior and the other captives. He finds strength and determination in her unspoken courage… and perhaps something more.

Caravans

Enormous trains of beasts and wagons ply the Khitan trade routes among the populated regions, as they have done for centuries. The parties and cargoes involved have changed subtly in the face of the world's cataclysmic decline. Still, the caravans themselves plod across the wastelands in a well-honed manner, cutting deep ruts along traditional paths. Coming...
Lotus Warriors

The warrior is bewildered by potions and incantations that make him a more docile slave, and then forced to fight as a gladiator for the amusement of his captors on the outskirts of a strange city.

Pharanor

Just north of the Deepshadow Mountains, the Attic city of Pharanor lies nestled between the Whitebone Wastes and Greywood. Pharanor spared many of the ravages of time and hostility that have befallen other K'itan cities. Its people, networked laborers and craftsmen, strive to ensure city prosper. Plentiful game among the shadow Greywood keep people well fed, and resources nearby maintain wood homes.
Fly By the Night Sky

Escape finds the warrior fleeing through dangerous wastelands while still chained to an inhuman adversary, a Cold Skin gladiator with unfathomable motivations.
Among the Peaceful

On his own again, the warrior finds sanctuary among a people untouched by the ravages being wrought upon the world. They accept him and share their bounty.

What kind of place in this life like I've never seen
Breasts cool and fragrant, soft meadows soft and green
Here the gentle proster whisps of her hair, nor despair
A place of wonderous stargaz, proud men and women far
I'm welcomed here unperceieved, given drink and fine repast
By men of song and reast, a safe refuge at last
This land of grace and beauty, holds eel's grasp at bay
Can it be, wonder? Were we meant to live this way?

Beside me, a comely maiden takes my hand
She guides me, and hope to make me understand
A stranger, she reaches out and calls my name
I touch her forearm, it never be the same
The Dragon Kings

The warrior’s gentle hosts impart to him a vision both pleasant and troubling, images of the glorious Classic Age mixed with turbulent, present-day truths.

The Ages of Khitus

The Barbarian Age
(prehistory to 2,000 years ago)
Primitive tribes appear and wander the face of Khitus, a time of wars and chaos, and migrations.

The Classic Age
(2,000 to 1,000 years ago)
The rise of nations and city states, watched over by the beneficent Dragon Kings, a time of grace, plenty, and justice.

The Age of City States
(1,000 to 200 years ago)
The gradual, inexorable retreat of the Dragon Kings, leaving power in the hands of jealous and ambitious mortals, also called the Age of Decline.

The Age of Despots
(200 years ago to the present)
The Dragon Kings are completely absent, foul rulers pursue their own greed, Cold Skins and Krakes are ascendant, and the world is being mercilessly plundered.
Grim Mask of Courage

Many months pass as the warrior wanders ever westward, ever nearer his lost love and her captors. He earns coins selling his sword to city after desperate city defending itself against ever strengthening marauders... and worse.
Deep in the Hivelands

Tales warn that the dreaded Black Fortress cannot be assaulted, but wanderers say the bug men’s warrens may reach beneath its high walls. The warrior steels himself to sneak through the strange Hivelands.
Be Gone

The Pretenders' otherworldly magic thwarts the warrior's courage, keeping him from his love who they keep in chains. Weary and nearly beaten, his moment of destiny is at hand.
Beyond the Infinite

As new heroes emerge, the world’s decline may at last be arrested, but the challenges to freedom and justice remain numerous.
Mike Stone: lead and backing vocals, lead and rhythm guitars, sitar, theremin and percussion
Mark Stevens: lead and rhythm guitars
Timothy Brown: bass guitar and backing vocals
Frank Klepacki: drums and percussion

Additional backing vocals on “The Water Bringer” by Geneva Stone

Produced, engineered, mixed and mastered by Frank Klepacki
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All lyrics by Timothy Brown

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Special Thanks - Jason Henry

Mike Stone proudly uses Bergen guitars, D’Angelico guitars, Fuchs amplifiers and Seymour Duncan pickups.
Frank Klepacki proudly uses Steinberg software, Yamaha pro audio and Audio Technica microphones.

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Dragon Kings World Book ...
...the savage world revealed, a book of wondrous lore

Experience Khitus, the exotic world of the Dragon Kings, a fantastic place of dunes and deserts, deadly monsters and dark sorcery! Read of the Dragon King Pretenders in their Black Fortress, of the factions and strange races vying for control of the wastelands and their sand-blasted cities.

The Dragon Kings World Book tells many tales, many legends, and sets the stage for the many adventures to come. Dragon Kings is a complete setting for any fantasy role-playing game system.

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