

Silver Doorway



Dragon on the Loose



By G. M. Morgan

Silver Doorway #4:

Dragon

on the

Loose

by C. M. Morgan

Dedication:

To Becca

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<http://www.sabledrake.com>
sabledrake@sabledrake.com

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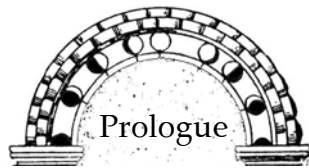
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They were coming.

Coming for her treasure.

Draca woke with their smells in her nose. The invaders were quiet, they were sneaky. They came creeping in the night's deep darkness with no torches to give them away. They padded their feet with cloths to muffle their steps.

But they couldn't stop her from smelling them. Metal and oil – warriors in armor, carrying swords and shields. And beneath that, the man-stink of sweat and dirt and bad breath. They'd eaten sausages and onions.

She raised her head from her crossed fore-paws. Tasted the air with a flick of her tongue.

Man-stink. Five or six of them. The smell of bravery was in their sweat, but so was the smell of fear.

They had good reason to be afraid.

So did Draca. As big as she was, as powerful as she was, she knew that if there were enough of

them, they could hurt her.

These men were strong. They came in a pack, like wolves.

What did they want? Was it just her treasure? Just the heaps of gold and silver and jewels she'd collected over the years? If they found it, would they take what they could carry, and go? Or did they want something more?

A nice head to mount on their castle wall, perhaps.

Draca bared her teeth. She did not want to become a stuffed head on anyone's castle wall. But even her life wouldn't be the worst thing she could lose.

She bent her long neck, lifted her left wing, and looked down.

The same bright moonlight that let the men find their way also shined down through cracks in the cave ceiling. It sparkled on the coins and gems that covered the rocky floor.

It gleamed pearly-white on the curved shell of the egg.

Losing her treasure would be bad. Losing her head would be worse.

Losing her egg, her only precious egg, that would be worst of all.

If it had been only one man, or two, she would have charged out of the cave already. Wings

spread, jaws gaping, ready to burn them to ashes with a blast of her fire-breath. Six of them, though . . . it was too many. While she was burning some, the others might get past her, and into the lair. They might smash her lovely egg.

Her nose twitched. She smelled something new. Something she didn't like at all. It made her eyes sting and start to water.

Dragonbane. The hated magical plant, all bristly and spiny, that made all dragons itch and sneeze just to be near it. The awful magical plant that, when squeezed, gave a sticky juice that could be put on sword blades, or arrowheads.

That's what they were doing. Right now. One of them had dragonbane, which had been closed up in a jar so she couldn't smell it until the jar was opened. They were out there dipping their arrows in it now, and rubbing it on their swords.

Those dragonbane-treated weapons would cut right through her thick scales as if she was made of paper. The plant's poison would eat into her, freezing like ice and burning like fire.

She had to get out of here.

But the egg!

The egg was too big and smooth to carry. If she tried to fly with it held in her forepaws, she'd be sure to drop it. She couldn't get her jaws around it, either.

Draca looked around her lair. The pouch of loose skin under her chin puffed in and out. Her fire-pouch, sucking in air, getting ready to blow fire.

The piles of treasure glittered in the moonlight. Gold and silver, diamonds and rubies, cups and platters and crowns. If she buried the egg in it, hid it . . .

No. Men were greedy. They wouldn't just fill their pockets and then go. They'd come back with huge sacks and carts, until every last bit of her hoard was theirs. They'd find the egg and take it away.

She only had one choice.

Moonfire.

She'd have to trust her egg to Moonfire.

Rearing up on her hind legs, she picked up the egg in her forepaws and held it cradled to her chest. It was so warm, so heavy, so close to hatching. She walked, lurching unsteadily with her tail dragging a path in the heaps of coins, to the side of the cave.

A smaller opening here led out to a ledge. No knights ever came this way, because under the ledge was a sheer cliff-drop, hundreds of feet to the treetops of the forest below. The ledge was bare stone, the passageway so narrow that Draca couldn't get her whole body through. She folded her wings tight against her back and leaned her

neck and front half out into the night air.

Once, years and years ago, great-eagles had built a nest in a sheltered nook on the ledge. The eagles were gone, having decided that they didn't like sharing the sky and the hunting with a dragon. But the nest was still there. It was old and dusty, and the dragon egg was almost too big to fit.

Draca set the egg in the nest, in a pool of moonlight. She stroked the shell with her cheek. Something stirred inside. The shell rocked.

Moonfire will take care of you, my little one, Draca thought. *Moonfire will watch over you.*

She still a little time left. She used it to scoop up treasure in her mouth and spit it down a crevice in the stone. Coins clinked and jingled as they spilled into the crack. She used her tail to sweep another pile into a crack in the floor. Emeralds and silver rings and gold bracelets made a sort of music as they vanished down the crack.

The men outside must have heard her dumping her hoard. They rushed in, shields held high, swords waving.

Draca whirled to face them. The dragonbane burned her eyes, made her sneeze a puff of smoke.

Moonfire! she thought desperately as the warriors closed in. *Moonfire, please, protect my egg!*

* * *



Spring 2007 Catalog

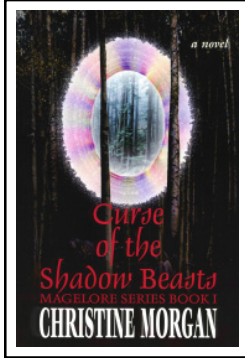
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*The MageLore & ElfLore Trilogy
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Curse of the Shadow Beasts – MageLore Book I

They come from beyond the walls of nightmare, hideous creatures bent on seeking and slaughtering, leaving only death and misery in their wake.

Arien Mirida knows them only too well. He has faced them before and witnessed their evil, and fears that their hunger can never be stopped.

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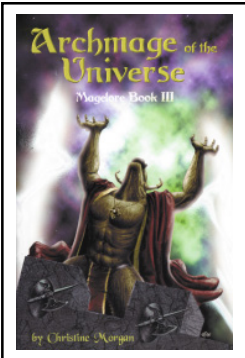
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They are the Morvalan, elves in the service of a god of destruction. To further their war against humanity, they have joined forces with the minotaur wizard Solarrin. Together, they have hatched a plot to bring about the downfall of the Northlands.

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He is Solarrin. Once his body was as twisted as his mind. Now inhabiting the form of a minotaur, his physical and magical prowess are without equal.

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The only ones who will stand a chance against him fled on a foolish quest – to bring his predecessor back from the dead.

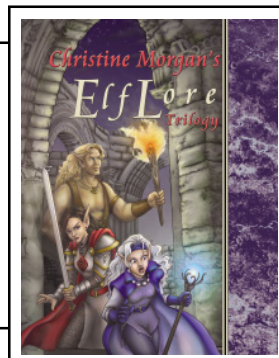
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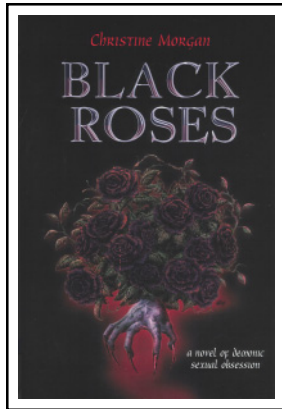
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*The Trinity Bay series
by Christine Morgan*



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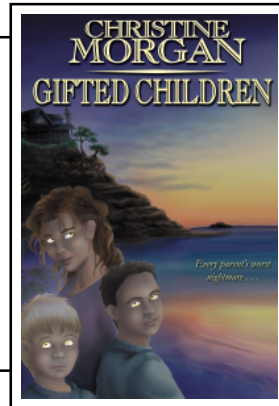
He is the man of their dreams – literally. He feeds on the sleeping minds of the women of Trinity Bay, making them believe their most forbidden fantasies are coming true. Now he has chosen the one woman he intends to be his, no matter how many people must die. Theresa Zane, newly returned to her childhood home, is drawn into a century-old mystery of sex, death, and the ominous haunting of the power behind the black roses.

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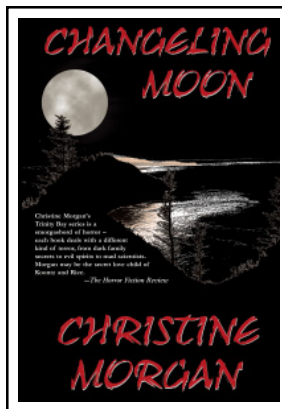
For thousands of years, they have lived among us. Their abilities have given rise to our oldest legends and our deepest fears.

They are changelings. Shape-shifters. Hunters. Creatures of the night. Ruled by the moon, and by their own savage hungers.

To them, we are prey.

Now they have come to Trinity Bay, where one troubled young woman will be caught in the midst of their deadly conflict.

\$14.95 • 0-9771005-0-2 • 284 pages



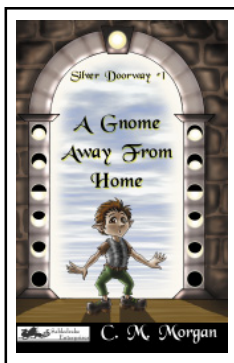
*The Silver Doorway series
by C. M. Morgan*

Life is complicated for the Broderick kids. They've just moved to a new neighborhood. Their parents are having problems. Mom is always busy with work, Dad is always busy on his computer. Half the time, it seems like they forget they even have children.

The kids are having problems too. Twelve-year-old Katie doesn't like having to take care of little brother Sam. Katie's twin Kevin is only interested in sports, and is mad at Mom and Dad. Eight-year-old Sam can't stand being bossed around by Katie.

The rest of the family thinks Dad's sister, Aunt Ellie, is weird. But when the kids discover a secret room in Aunt Ellie's basement, and a glowing silver doorway that leads to another world, they realize how weird their aunt really is.

Other kids sometimes come through that door. Kids from a world where magic is real, and so are gnomes, elves, goblins, and dragons. They come through the door looking for help from a good sorceress. Instead, they get Katie, Kevin and Sam.



A Gnome Away From Home – Silver Doorway #1

Marky of Gnome Keep is lost and alone. He can't find Pip, his puppy. He can't find his way out of the woods. To make matters worse, some giant owls have decided to have him for dinner.

When Dad doesn't show up to get them after Kevin's game, the Broderick kids decide to walk to Aunt Ellie's house. She isn't at home, so they use the spare key.

A sneeze leads them down to the basement, where they follow a little gnome back through the door . . .

\$6.99 • 0-9702189-2-3 • 104 pages

Dwarves in the Dark – Silver Doorway #2

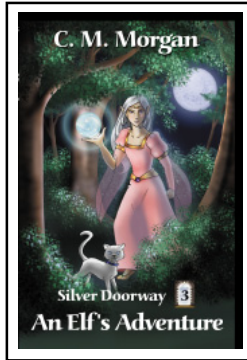
Stone Hammerfine and Sam Broderick might be from different worlds, one of them a dwarven boy and one of them a human boy, but they have something in common. Mean, bossy sisters!

Sam decides to prove he's not a baby by going off to find Stone all by himself. But when giant spiders want to tie them up in webs, and robbers with axes chase them through the dark tunnels, Sam and Stone wonder if maybe this time, just once, they should have listened to their sisters after all.

\$6.99 • 0-9702189-3-1 • 104 pages



Silver Doorway books are written for younger readers, ages 7-12.



An Elf's Adventure – Silver Doorway #3

The world on the other side of the Doorway is a dangerous place, full of giant owls, spiders, goblins, and robbers. So, just in case, Kevin gets a lesson in how to use a sword from Aunt Ellie's boyfriend, Cal.

The kids are spending the whole week with Aunt Ellie, when someone comes through the Doorway. She is the most beautiful girl Kevin has ever seen. She's an elf, able to cast magic spells, and she is on a quest for an enchanted cup that will make her divorcing parents fall in love again. She needs help. She needs someone to protect her.

\$6.99 • 0-9702189-4-X • 104 pages

Dragon on the Loose – Silver Doorway #4

Katie thinks that she is going to have a peaceful day. Her brothers are playing video games. She is spending a pleasant afternoon reading . . . until she gets a phone call from Aunt Ellie's cat.

With Ellie gone, Chester knows that there are only three people he can turn to for help. There is no time to waste! A baby dragon is on the loose in Luna Park!

And catching the baby turns out to be just the start of their problems. They have to take the baby home to its mother, but where is its mother?

\$6.99 • 0-9702189-7-4 • 104 pages



Orcs Ahoy! – Silver Doorway #5

Sam Broderick thinks he's got it bad.

That is, he does until he meets Druush. Druush has it a lot worse.

Chagro, the fiercest warrior in the Empire of Gerosh, wants to marry Druush's mother. But before he can, he has to get rid of one thing – her son.

The people of Gerosh are seagoing orcs – strong, tough and blood-thirsty. On his own, there is no way Druush would survive. He needs help. He needs a way to convince the emperor to spare his life.

\$6.99 • 0-9702189-8-2 • 104 pages

The Alchemist's Girl – Silver Doorway #6

After all of their adventures, keeping the secret of the Silver Doorway has been difficult. But it becomes impossible when hostile wizards from the other side send their magic against Aunt Ellie and Chester.

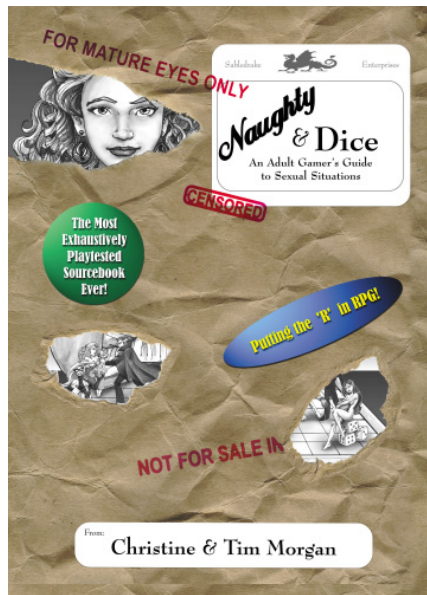
Katie, Kevin and Sam must find help on both sides of the Doorway in order to rescue their Aunt, but can they do it in time?

Coming in May, 2007

\$6.99 • 0-9771005-2-9 • 104 pages



Roleplaying Games



Naughty & Dice: An Adult Gamer's Guide to Sexual Situations

Written by Origins Award nominated author Christine Morgan and 20+ year gaming veteran and game store manager Tim Morgan, *Naughty & Dice* takes a light-hearted yet serious look at the topic of sex in RPGs. The tone of the book is centered around themes of tolerance and respect. It is recommended for mature readers, and is easily adaptable to any roleplaying game system.

Naughty & Dice includes chapters on:

- instructions for factoring a character's "Sexuality" statistic.
- rules for sexual gifts, drawbacks and abilities.
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- pregnancy, contraception and sexually transmitted diseases.
- enchanted items, spells, potions, and types of sex-related magic.
- an overview of sex in history, mythology and folklore.
- genre-specific looks at horror, aliens and fantasy races.
- OGL conversions, feats and classes.
- and much more!

\$19.95 • 0-9702189-6-6 • 108 pages

Available in March 2007
through Key20 Games!

Simulacrum RPG

And look for *Ellis: Kingdom in Turmoil* featuring the **Simulacrum Roleplaying System**, by Tim Morgan, coming in 2007 or 2008 from Sabledrake Enterprises. We're still working on the final size and price, but check out <http://sabledrake.com> or <http://SimulacrumRPG.com> for updates, demos and up-to-date information.

Tell No Tales

The latest hot reality television program is in the works, blending historical re-creation with physical challenges, mental strategy, and emotional manipulation. On the Caribbean island of Veradoga, a dozen contestants and the show's production team get more than they bargain for when world events and the island's haunted history combine to make it anything but a game.

\$TBA • 0-9771005-3-7 • ??? pages

Coming
in
July,
2007

Christine Morgan



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In addition to the works presented here, Christine Morgan's writing has appeared in many magazines and story anthologies.

"Coppers, the Alchemist" in *Pyramid Magazine* #17.

"The Reaching Wall" in *Cthulhu Sex Magazine* #14, Vol 2.

Several entries in *GURPS Villians*.

"The Dawn of the Living Impaired" in *The Book of All Flesh*.

"Seven Brains, Ten Minutes" in *The Book of Final Flesh*.

"I Am . . ." in *Leather, Lace & Lust*.

"Safe Sucks" in *Closet Desires IV*.

"Monsters" in *Path of the Bold*.

"Don't Look Back" in *Fear of the Unknown*.

"Death and the Scream Queen" in *Hell Hath No Fury*.

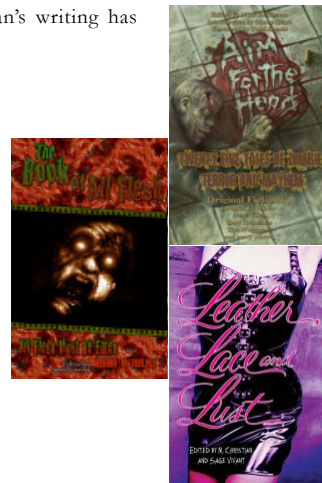
"Easting for Two" in *Dreaded Pall*

and coming soon . . .

"Family Life" in *Aim for the Head*.

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