

DRAGONS

| Name | HD | AC | Atk. | Dmg. | Shock | Move | ML | Inst | Skill | Save |
|----------|--|----|--------|--------|-------|------------------|----|------|-------|------|
| Wyrmling | 4 | 12 | +5 | 1d6+2 | 3/13 | 30' ^F | 6 | 5 | +1 | 13+ |
| | Breath (2 round recharge): The dragon exhales a destructive 20' cone as a main action. Creatures caught in the cone take 3d6 damage, with an evasion save for none. | | | | | | | | | |
| Juvenile | 8 | 14 | +7 x2 | 1d8+4 | 5/14 | 45' ^F | 7 | 4 | +1 | 11+ |
| | Breath (2 round recharge): The dragon exhales a destructive 60' cone as a main action. Creatures caught in the cone take 4d6 damage, with an evasion save for half. Mobile: The dragon can split its movement around its main action. | | | | | | | | | |
| Adult | 12 | 16 | +12 x3 | 1d10+5 | 6/15 | 60' ^F | 9 | 4 | +2 | 9+ |
| | Breath (2 round recharge): The dragon exhales a destructive 60' cone as a main action. Creatures caught in the cone take 6d6 damage, with an evasion save for half. Mobile: The dragon can split its movement around its main action. Terror: Humanoid NPCs must make a morale check at the start of each of their turns when fighting a dragon. They have a -1 penalty to their roll. Wings: When the dragon takes flight all exposed creatures within 40' must succeed on a physical save or be knocked prone. Creatures in this radius cannot cast spells that round. | | | | | | | | | |
| Elder | 16 | 18 | +15 x2 | 2d6+4 | 8/- | 60' ^F | 10 | 3 | +3 | 7+ |
| | Breath (1 round recharge): The dragon exhales a destructive 60' cone as a main action. Creatures caught in the cone take 8d6 damage, with an evasion save for half. Fling: Creatures hit by the dragon's melee attack must succeed on a physical saving throw or be flung 20' in a direction of the dragon's choice, taking 1d6 damage for every 10' they travel. This can be negated by any effect that negates fall damage. Mobile: The dragon can split its movement around its main action. Terror: Humanoid NPCs must make a morale check at the start of each of their turns when fighting a dragon. They have a -2 penalty to their roll. Wings: When the dragon takes flight all exposed creatures within 40' must succeed on a physical save or be knocked prone. Creatures in this radius cannot cast spells that round. | | | | | | | | | |
| Ancient | 20 | 20 | +20 x2 | 2d10+5 | 10/- | 60' ^F | 12 | 3 | +3 | 3+ |
| | Breath (1 round recharge): The dragon exhales a destructive 60' cone as a main action. Creatures caught in the cone take 10d6 damage, with an evasion save for half. Fling: Creatures hit by the dragon's melee attack must succeed on a physical saving throw or be flung 30' in a direction of the dragon's choice, taking 1d6 damage for every 10' they travel. This can be negated by any effect that negates fall damage. Mobile: The dragon can split its movement around its main action. Plummet: If the dragon is at least 30' above an opponent it can rapidly descend on the creature as a main action. The targeted creature makes an evasion saving throw, taking 25 damage on a failure. Terror: Humanoid NPCs must make a morale check at the start of each of their turns when fighting a dragon. They have a -3 penalty to their roll. Wings: When the dragon takes flight all exposed creatures within 40' must succeed on a physical save or be knocked prone. Creatures in this radius cannot cast spells that round. | | | | | | | | | |

DRAGON BEHAVIOR

Dragons are an ancient species. These great winged reptiles are known to all cultures across the world, even if some only consider them myths.

Beyond their iconic form and great size, dragons are characterized by their covetous nature, cunningly cruel intellect, and their destructive exhalations. Most dragons exhale fire, though stranger substances are produced by some sub-species.

Legends say that dragons are innately evil: Regardless of the truth of this their drives are usually so alien from humans that it makes no difference. Humans flee or appease larger dragons, and do their best to kill smaller ones.

Though dragons must eat mundane meat to survive, they require physical wealth to grow. This process is poorly understood and appears to have no effect on the treasure, but sages have long-since determined that the size of the hoard and the size of the dragon correspond. Some go as far to say that dragons are guardian-beasts of long-vanished polity that have slipped the leash. Less studious individuals care little for this, seeing dragons only as an obstacle between them and wealth beyond measure. Few live survive to collect this wealth.

A DRAGON'S LAIR

Dragons settle in defensible areas that match their nature. For most this is a protected subterranean complex. Others have mountaintop roosts, remote ruins, or island lairs.

All lairs have a location to hold a dragon's hoard, which is where the beast spends most of its time. Larger and more sociable dragons have a secondary section for their supplicants to wait and minions to reside in.

A dragon knows every piece of treasure in its hoard. 10 minutes of mental effort will tell a dragon when a piece of it is missing, and an additional hour will reveal which specific piece is lost.

AGE

While some classify dragons based on the color of their scales or the nature of their breath, the most consistent method of classifying dragons is age and size.

The age ranges below are averages: A dragon may grow faster or slower depending on the treasure it accumulates.

Wyrmling (0-15): Draconic infants are several feet long and tend to have a glossy sheen to their scales. Relatively weak and singularly stupid, any hoard a wyrmling accumulates is usually a gift or tribute.

Juvenile (15-70): A dragon's adolescence begins with journeys from their home, searching for either nourishment or a new lair. Juvenile dragons lack the strength to subdue any sizeable settlements, so they tend to terrorize remote villages and trade routes.

Adult (70-300): By the time a dragon reaches adulthood, it will have the power to extract tribute from nearby towns and cities. While dragons at this stage tend to have established lairs, they will sometimes relocate to seize a new stronghold, capture a greater treasure, or in search of a mate. Adult dragons are vigorous combatants, attacking quicker than their elders.

Elder (300-900): These great wyrms have wide-ranging tribute networks, and most have cults of various sized dedicated specifically to them. Elder dragon do not leave their lairs except to fight off a potential rival and investigate losses of tribute.

Ancient (900+): Ancient dragons are rarely seen. Dozens of yards long, these beasts' slumber for decades, growing fat of their accumulated wealth. The tremendous power of ancient dragons is such that they are often worshipped as regional gods.

COMBAT

A dragon remaining on the ground and simply attacking the party makes for a boring fight. Dragons are usually intelligent enough to utilize their abilities: They remain out of reach while their breath weapon recharges or grapple enemies to drop later.

Dragons are uniquely arrogant, and have their own instinct table, provided below.

d6

| | |
|---|---|
| | Roar, deafening the party for the rest of the round. |
| 1 | Smash a fallen foe. |
| 2 | Blast their breath, if charged, into the sky as a display of dominance. |
| 3 | Attack whoever is closest to the most prized item in their hoard. |
| 4 | Take <i>total defense</i> and taunt their enemies. |
| 5 | Make a physical attack instead of using their breath. |
| 6 | |

ADDITIONAL TRAITS

d10 Trait

| | |
|----|---|
| | Blind the dragon relies on smell, sound, or some other sense. |
| 1 | Eloquent , the dragon can speak all regional languages |
| 2 | Hardened , the dragon ignores all attacks that deal less than half its hit dice in damage. |
| 3 | Magical , some or all of the dragon's attacks are magical in nature. |
| 4 | Mobile , the dragon has a swimming, climbing, or burrowing speed. |
| 5 | Spellcaster , the dragon has arcane talents (see below). |
| 6 | Stupid , the dragon can only speak the draconic tongue. |
| 7 | Unique Breath , the dragon breathes some substance other than fire. |
| 8 | Wingless , the dragon cannot fly. |
| 9 | Roll twice, blending the results. |
| 10 | |

Combat Difficulty

A smartly-played dragon is a more difficult combatant than a party may be used to. This is by design; a dragon is not a foe a group can take on without proper preparation.

DRAGON'S BREATH

By default dragons breath non-magical fire and are immune to any damage caused by fire or heat in any form. Some dragons breathe and are immune to other substances, examples of which are on the table below.

The substance a dragon exhales can impact more than just creatures if the GM wishes. Fire can ignite wood and melt stones, acid can pit and dissolve the floor beneath a character's feet, and lightning can electrify a pond.

Dragon's Breath Options

| d8 | Substance |
|----|--|
| 1 | Acid |
| 2 | Ice |
| 3 | Lightning |
| 4 | Poison |
| 5 | Radiation |
| 6 | Wind, either as a sonic boom or a pushing force. |
| 7 | Psychic energy, necrotic waves, or some other alien force. |
| 8 | Roll twice, blending the two. |

SPELLCASTING

A GM may wish for their dragons to have some spellcasting abilities. Below is a table of the spell slots and spells available to dragons of various ages.

A dragon should still have the same casting time as a humanoid caster, though whether the spells are learned and obvious or innate is up to the DM. Damage inflicted by spells are of the same type as the dragon's breath weapon.

Draconic Spellcasting

| Age | Slots | Caster Level |
|----------|-------|--------------|
| Juvenile | 4 | 1 |
| Adult | 6 | 3 |
| Elder | 8 | 5 |
| Ancient | 10 | 7 |

Dragon-Kin

| Name | HD | AC | Atk. | Dmg. | Shock | Move | ML | Inst | Skill | Save |
|--|----|-----|-------|------|-------|------------------|----|------|-------|------|
| Dragon Cultist | 1 | 12a | +3 | 1d6 | 2/15 | 30' | 10 | 4 | +1 | 15+ |
| Scalding Breath (1/scene): As a main action, the cultist exhales destructive energy in a 30' cone. Creatures in the cone take 4d6 damage and can make an evasion save for half. | | | | | | | | | | |
| Guard Drake | 3 | 15 | +4 | 1d8 | 1/13 | 40' | 9 | 3 | +1 | 14+ |
| Sentry: Guard Drakes have a +1 bonus to any notice checks and gain a +1 bonus to any initiative rolls. | | | | | | | | | | |
| Kobold | ½ | 11 | +2 | 1d4 | 1/15 | 30' | 5 | 5 | +1 | 15+ |
| Kobold: The kobold has a morale of 12 while in sight of a dragon. When <i>Making a Swarm Attack</i> the kobold has bonus maximums of +12/+6. | | | | | | | | | | |
| Kobold Priest | 2 | 12a | +3 | 1d6 | 1/13 | 30' | 6 | 5 | +1 | 14+ |
| Kobold: The kobold has a morale of 12 while in sight of a dragon. When <i>Making a Swarm Attack</i> the kobold has bonus maximums of +12/+6. Arts: Dragon Priest, 3 effort (custom) - <i>Burning Blast</i> DAY As a main action the kobold belches a 15-foot cone of fire. Creatures in the cone take 1d6+2 damage, with an evasion save for half. - <i>Dragon's Daring</i> SCENE As an instant action up to 2 of the kobold's allies that just failed a morale check succeed instead. - <i>Spectral Wings</i> SCENE As an instant action, a targeted ally can fly at their movement rate for 2 rounds, gliding gently to the ground afterwards. | | | | | | | | | | |
| Kobold Warrior | 1 | 14a | +4 | Wpn | Wpn | 30' | 6 | 4 | +1 | 14+ |
| Crossbow: (100/300) | | | | 1d10 | - | SR | | | | |
| Sling: (50/100) | | | | 1d6 | - | SR | | | | |
| Spear: (30/60) | | | | 1d6 | 2/13 | T | | | | |
| Kobold: The kobold has a morale of 12 while in sight of a dragon. When <i>Making a Swarm Attack</i> the kobold has bonus maximums of +12/+6. | | | | | | | | | | |
| Wyvern | 6 | 15 | +7 x2 | 1d6 | 1/13 | 40' ^F | 10 | 4 | +2 | 13+ |
| Poisonous Stinger: A creature harmed by the wyvern takes 2d6 poison damage, with a physical save for half. | | | | | | | | | | |

DRAGON-KIN

Dragon Cultists: Any creature of significant power is bound to draw followers, and dragons are no exceptions. These cultists frequently collect tribute for their master, sometimes by force. Most cultists carry *Elixirs of Scalding Breath*, which they do not hesitate to use in combat.

Guard Drakes: Guard drakes have the appearance of wingless wyrmlings. They understand commands in the draconic tongue. Despite their impressive stature they are little more than massive guard dogs, though kobolds occasionally use them as mounts.

KOBOLDS

Kobolds are small, cowardly lizard-men who serve dragons. Kobolds are weak individually,

but use numbers and ingenuity to overcome stronger foes.

Most dragons have their hit dice d20s of kobold servitors.

Wyverns: Wyverns are large lizards with wings in place of their front arms. They are solitary, vicious predators that use their poisonous stingers in combat.