

DRACONIANS

Draconians—wyrmwights as some call them, also known as dragon knights in Orden—are a people created through an obscure ritual known as Dracogenesis. Most draconians have an elemental affinity connected to their draconic scales, which they can change given enough time and training.

Six individual draconians are presented in this section—not an adventuring party, but six warriors whose reputations precede them. All are likely to be found serving in various military forces as high-ranking commanders.

Aeoluxria the Uncanny

From the moment she hatched, Aeoluxria (ay-oh-LIX-ree-ah) has enjoyed a fascination with the occult. She wanders the land, gathering strange tomes and artifacts to study. When she takes a job, it's because she has a new doohickey she wants to test out. Aeoluxria possesses a sharp, tactical mind that lets her treat any battlefield as if it offered homefield advantage. If she could just get a handle on all her equipment, she'd be unstoppable!

Locratix the Morningstar

A traveler from a faraway land and the sole progeny of her Dracogenesis clutch, Locratix (low-CRA-tics) focuses on survival over all other things. The very concept of the dragon knights is anathema to her, as there is no reason a wyrmwight should hand over the power that keeps them alive. Locratix travels widely while taking on mercenary jobs, but she is always just one better deal away from skewering her present employer on the end of her lance.

Lydixavus the Deadeye

Nothing escapes Lydixavus (lee-DIX-uh-vas) or their unrivaled precision. After decades of careful training, they have honed their breath weapon into a swift and far-traveling bullet of ice. Lydixavus is motivated by revenge. Each scar, each dent in their scales tells a story, and Lydixavus aims to return those gifts tenfold to those who bestowed them.

Myxovidan the Sintaker

Myxovidan (mix-OH-vih-din) was raised by a secluded order of monks who claimed his obsidian-black scales and nausea-inducing breath were an evil that must be purged. They subjected him to an austere lifestyle, full of intense training, meditation, and denial of worldly pleasures. But Myxovidan's hunger would be satisfied, one way or another. When Myxovidan departed the order, he left behind a collection of emaciated monk corpses who looked as though they'd had the life sucked out of them.

Phrrygalax the Subduer

Phrrygalax (fuh-RIJ-ih-lax) was once a dragon knight in the service of Good King Omund. Though he took the oath to defend others against tyranny, he was always keenly aware he was created for violence. When the betrayal of the dragon knight Mandrake fractured the Dragon Phalanx that was the order of the dragon knights, Phrrygalax gleefully renounced his oath to follow what he believes to be his true, brutal purpose. Many who served with him believed he was merely waiting for a convenient excuse to do so.

Dorzinuuth the Base

To those who know the Dragon Phalanx of old, no name inspires more awe and fear than that of Dorzinuuth (dor-ZIN-yew-uth). A mastermind on the battlefield and the foundation of the dragon knights' fraternity, Dorzinuuth was known for mounting daring campaigns and always returning with the same number of soldiers—and often alongside new recruits. In the wake of the death of Good King Omund, many were shocked to see Dorzinuuth debase himself with banditry and petty mercenary jobs. Others hold on to the hope that he makes unknown moves in darkness, waiting for the day when he can again uphold his oath in the light.

Draconian Languages

Most draconians speak Caelian in addition to the languages of their employers and creators. Lydixavus, Phrrygalax, and Dorzinuuth all speak Caelian and Vastariax. Aeoluxria speaks Caelian and the First Language. Locratix speaks Caelian and Oaxuatl. Myxovidan speaks Caelian and Axiomatic.

Draconian Malice

Malice Features

At the start of any draconian's turn, you can spend Malice to activate one of the following features.



Guarding Gale

3 Malice

A draconian acting this turn flaps their wings and creates a mighty gale. Each creature adjacent to the draconian is pushed up to 4 squares, and if they have **M<2**, they are knocked prone.



Breath Weapon 2d10 + 3

5 Malice

Area, Magic

Main action

4 × 2 line within 1



Each enemy in the area

Special: The damage dealt by this ability matches a damage type the draconian has immunity to.

<11 6 damage

12-16 10 damage

17+ 13 damage



Scaleshatter Burst 2d10 + 3

7 Malice

Area, Magic

Free maneuver

2 burst



Each enemy in the area

<11 7 damage

12-16 13 damage

17+ 16 damage

Effect: The draconian's scales shatter from battle damage. The draconian has damage weakness 5 but can take two turns per round until the end of the encounter.



Aeoluxria the Uncanny

Draconian, Dragon, Humanoid

Level 6 Elite Controller
EV 32

1M
Size

5
Speed

140
Stamina

2
Stability

7
Free Strike

Immunity: Poison 6
Movement: Fly

Weakness: —

Might -1 **A**gility +2 **R**eason +2 **I**ntuition +3 **P**resence +1

☒ Spittlesplash 2d10 + 3

Ranged, Strike, Weapon

⚔ Ranged 10

≤11 10 poison damage; **M**<1 slowed (save ends)

12-16 15 poison damage; **M**<2 slowed (save ends)

17+ 18 poison damage; **M**<3 slowed (save ends)

Signature Ability

Main action

🎯 Two enemies

☒ Experimental Treasure 2d10 + 3

Magic, Ranged, Strike

⚔ Ranged 10

Main action

🎯 Two creature or objects

≤11 The target regains 10 Stamina.

12-16 12 corruption damage; **A**<2 weakened (save ends)

17+ 12 lightning damage; **A**<2 bleeding (save ends)

Effect: The first time in an encounter that Aeoluxria makes a power roll for this ability, she can subsequently use the outcome of that roll instead of rolling whenever she uses this ability until the end of the encounter.

2+ Malice: The ability targets one additional target for each 2 Malice spent.

🏠 Elevate

Area, Ranged

⚔ 1 cube within 5

2 Malice

Maneuver

🎯 Special

Effect: The ground in the area rises 5 squares, creating a pillar of dirt. Any creature in the area moves with the ground to its new elevation.

1+ Malice: Aeoluxria creates an additional pillar for each Malice spent.

! Blood For Blood 2d10 + 3

Ranged, Weapon

⚔ Ranged 5

Triggered action

🎯 One creature

Trigger: An ally is made bleeding by the target.

≤11 7 poison damage; **A**<2 bleeding (save ends)

12-16 12 poison damage; **A**<3 bleeding (save ends)

17+ 15 poison damage; bleeding (save ends)

★ That's Our Opening!

The Director gains 1 Malice whenever Aeoluxria imposes a condition on an enemy.

Locratix the Morningstar

Draconian, Dragon, Humanoid

Level 6 Elite Harrier

EV 32

1M Size 8 Speed 160 Stamina 2 Stability 7 Free Strike

Immunity: Acid 6

Movement: Fly

Weakness: —

Might +1 **A**gility +3 **R**eason +1 **I**ntuition +2 **P**resence +2

Skewer 2d10 + 3

Melee, Strike, Weapon

Melee 1

Signature Ability

Main action

Two creatures or objects

≤11 10 damage

12-16 15 damage; **M<1** slowed (save ends)

17+ 18 damage; **M<2** slowed (save ends)

Effect: Locratix deals 6 damage to each creature or object in a 2 × 1 line behind the target.

Acidic Stun 2d10 + 3

Area, Magic

3 × 1 line within 1

2 Malice

Main action

Each enemy in the area

≤11 7 acid damage; **M<1** dazed (save ends)

12-16 12 acid damage; **M<2** dazed (save ends)

17+ 15 acid damage; **M<3** dazed (save ends)

Effect: While dazed this way, a target takes an extra 6 damage from Locratix's abilities.

Takeoff

Self

Maneuver

Self

Effect: Locratix flies up to her speed. Any creature adjacent to the space on the ground she took off from who has **A<2** is knocked prone.

Stay Back! 2d10 + 3

Melee

Melee 2

Triggered action

The triggering creature

Trigger: A creature within distance moves or is forced moved.

≤11 7 acid damage; **A<1** the target's speed is 0 (EoT)

12-16 12 acid damage; **A<2** the target's speed is 0 (EoT)

17+ 15 acid damage; **A<3** the target's speed is 0 (EoT)

★ Flighty

When Locratix deals rolled damage to an enemy, that enemy can't use Locratix as the trigger for any of their triggered actions until the start of Locratix's next turn.

★ Absorbing Scales

When Locratix takes damage of any type for which she has damage immunity, she has damage immunity 6 against the next strike made against her.



Lydixavus the Deadeye

Draconian, Dragon, Humanoid

Level 6 Elite Artillery

EV 32

1M
Size

5
Speed

140
Stamina

2
Stability

7
Free Strike

Immunity: Cold 6
Movement: Fly

Weakness: —

Might -1 **A**gility +3 **R**eason +3 **I**ntuition +3 **P**resence +1

✦ Breathsnipe 2d10 + 3

Ranged, Strike, Weapon

▮ Ranged 15

≤11 10 cold damage

12-16 16 cold damage; the target takes a bane on their next strike

17+ 19 cold damage; the target has a double bane on their next strike

Signature Ability

Main action

🎯 One enemy

❏ Ice Lob 2d10 + 3

Area, Magic, Ranged

▮ 2 cube within 10

🎯 Each enemy and object in the area

≤11 7 cold damage; **M<1** dazed (save ends)

12-16 12 cold damage; **M<2** dazed (save ends)

17+ 15 cold damage; **M<3** dazed (save ends)

👤 Parting Gift

▮ Self

Maneuver

🎯 Self

Effect: Lydixavus flies up to their speed, leaving a size 1S ice mine in the space they took off from. The ice mine explodes when an enemy enters its space, using the power roll for the Ice Lob ability, and targeting the triggering creature and each creature and object adjacent to the ice mine.

❗ Wasn't Aiming For You

▮ Self

Triggered action

🎯 Self

Trigger: Lydixavus obtains a tier 1 outcome on their signature ability.

Effect: Lydixavus uses their signature ability again, targeting a creature within 5 squares of the original target.

★ Scorekeeping Scales

Lydixavus knows the location of every creature who has ever dealt damage to them. If any of those creatures are within 20 squares of Lydixavus, Lydixavus always has line of effect to them as long as a size 1 opening exists between Lydixavus and the target.

Myxovidan the Sintaker

Draconian, Dragon, Humanoid

Level 6 Elite Hexer

EV 32

1M
Size

5
Speed

140
Stamina

2
Stability

7
Free Strike

Immunity: Corruption 6
Movement: Fly

Weakness: —

Might -1 **A**gility +3 **R**eason +2 **I**ntuition +2 **P**resence +1

✦ Breaking Palm 2d10 + 3

Melee, Strike, Weapon

▮ Melee 1

≤11 10 damage; **M<1** weakened (save ends)

12-16 15 damage; **M<2** weakened (save ends)

17+ 18 corruption damage; **M<3** weakened (save ends)

Signature Ability

Main action

🎯 Two enemies

2 Malice: Myxovidan regains Stamina equal to half the damage dealt.

🌀 Expunging Exhalation 2d10 + 3

Area, Magic

▮ 2 burst

🎯 Each enemy in the area

≤11 7 corruption damage;

M<1 the target has corruption weakness 3 (save ends)

12-16 12 corruption damage;

M<2 the target has corruption weakness 3 (save ends)

17+ 15 corruption damage;

M<3 the target has corruption weakness 3 (save ends)

✦ Step and Swap

Ranged

▮ Ranged 3

Maneuver

🎯 One ally

Effect: Myxovidan and the target shift to swap places.

❗ Anyone Can Do That

▮ Self

2 Malice

Triggered action

🎯 Self

Trigger: An adjacent creature damages Myxovidan with a melee ability.

Effect: Myxovidan recreates the ability to use it against the triggering creature. If the ability has a power roll, Myxovidan uses his highest characteristic score for the roll. If Myxovidan gets a higher tier outcome than the triggering creature, the Director gains 2 Malice.

★ Stench of Death

Whenever an enemy regains Stamina while within 5 squares of Myxovidan, they regain 3 less Stamina.

Phrrygalax the Subduer

Draconian, Dragon, Humanoid

Level 6 Elite Brute

EV 32

1L
Size

5
Speed

180
Stamina

3
Stability

7
Free Strike

Immunity: Fire 6

Movement: Fly

Weakness: —

Might +3

Agility +2

Reason 0

Intuition 0

Presence +3

Baneful Blade 2d10 + 3

Melee, Strike, Weapon

 Melee 1

Signature Ability

Main action

 Two creatures or objects


<11 10 damage

(12-16) 16 damage; **M<1** bleeding (save ends)

(17+) 19 damage; **M<2** 3 damage, bleeding (save ends)

Spinning Spit 2d10 + 3

Area, Magic

 1 burst

2 Malice

Main action

 Each enemy in the area

<11 7 fire damage

(12-16) 13 fire damage

(17+) 16 fire damage

Heavy Landing

Area

 Self

Maneuver

 Self

Effect: Phrrygalax flies up to his speed and lands in an unoccupied space on the ground. Each creature adjacent to where he lands who has **A<2** is knocked prone.

Armor of the Ancients

 Self

2 Malice

Triggered action

 Self

Trigger: Phrrygalax takes acid, cold, corruption, fire, lightning, or poison damage.

Effect: Phrrygalax takes no damage and instead regains the same amount of Stamina. He then swaps his current damage immunity with the triggering damage type.

Still Your Tongue!

 Self

Free triggered action

 Self

Trigger: Phrrygalax hears a creature within 5 squares reciting the oath of Good King Omund's Dragon Phalanx.

Effect: Phrrygalax shifts up to his speed and uses Baneful Blade against the triggering creature. That ability deals an extra 7 damage.

★ Oathbreaker's Vengeance

Whenever Phrrygalax fails a saving throw, he deals an additional 7 damage on his next strike.



Dorzinuuth the Base

Draconian, Dragon, Humanoid

Level 6 Leader
EV 32

2
Size

5
Speed

180
Stamina

3
Stability

7
Free Strike

Immunity: Lightning 6
Movement: Fly, hover

Weakness: —

Might +4

Agility +1

Reason +1

Intuition +2


Presence +3


Punishing Flail 2d10 + 4

Melee, Strike, Weapon

 Melee 1

 ≤11 11 damage; **M**<2 prone


 12-16 16 damage; **M**<3 prone

 17+ 19 damage; **M**<4 prone

2 Malice: If the target has **M**<4, they are also bleeding (save ends).


Signature Ability

Main action

 Two creatures or objects

I'll Cut A Path 2d10 + 4


Area, Weapon


 5 × 2 line within 1


Maneuver

 Each enemy in the area

Effect: Before the power roll is made, Dorzinuuth shifts to an unoccupied space adjacent to the end of the line.

 ≤11 7 damage

 12-16 13 damage; **M**<3 prone


 17+ 15 damage; **M**<4 prone

Watch Your Six!

Melee

 Melee 1

Triggered action

 One ally

Trigger: An ally within distance takes damage while Dorzinuuth isn't flying.

Effect: Dorzinuuth shields the triggering ally with his wings, halving the damage.

★ End Effect

At the end of each of his turns, Dorzinuuth can take 10 damage to end one effect on him that can be ended by a saving throw. This damage can't be reduced in any way.

★ Remember Your Oath


If Dorzinuuth hears a creature recite the Dragon Phalanx oath, he takes a bane on strikes made against that character until the end of the encounter.

★ Sheltering Wings


While Dorzinuuth isn't flying, strikes made against him take a bane.

Roaring Gambit

Area

 5 burst


Villain Action 1


 Each enemy in the area

Effect: Dorzinuuth lets loose a powerful roar. Each target makes a

Reason test

 ≤11 Frightened (save ends)


 12-16 Frightened (EoT)

 17+ No effect

Effect: Each ally in the area gains an edge on their next strike.

Wings of Second Wind

Area

 10 burst


Villain Action 2

 Self and each ally in the area


Effect: Each target shifts or flies up to their speed and regains 10 Stamina.

Snap, Crackle, Pop

Area, Magic

 5 burst

Villain Action 3

 Each ally in the area

Effect: Dorzinuuth covers the targets in an electrifying mesh. Whenever a target takes damage from a melee ability, the attacker takes 6 lightning damage.

