

SAVAGE DRAGONS



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INTRODUCTION

Dragons are mythical beasts with reptilian traits, but their appearance and abilities can vary significantly. They can have scales, feathers, or even fur. Some have wings capable of flight, while others are aquatic and serpentine, or deadly land-based predators.

Dragons come in many shapes and forms, and this supplement should allow you to design one to your own specification.

As well as defining the dragon race and its related Edges and Hindrances, *Savage Dragons* also provides guidelines for treating dragons as Witchbreeds in the *Accursed* setting, and includes 5 character archetypes intended to be suitable for most fantasy settings.

RACIAL ABILITIES

Each dragon starts out as a young hatchling, but they will grow and age as they increase in power.

- **Draconic Might:** Dragons start with Strength d8 instead of d4, and they can increase their Strength to d12+2 with normal advances, and to d12+4 with the Expert and Master Edges.

- **Scourge:** Dragons automatically start with one of the four Scourge Edges. Most dragons take Scourge of the Skies, but other types of dragons also exist.

- **Rending Teeth and Claws:** All dragons have sharp teeth and claws which inflict Str+d4 damage. If they attack with multiple natural weapons the same round then they incur the normal multi-action penalty.

- **Low Light Vision:** The eyes of a dragon are well adapted to the caves in which they traditionally make their lairs. Dragons ignore all attack penalties for Dim and Dark lighting.

- **Newly Hatched:** All dragons start with Size -1, reducing their Toughness by 1. They are not allowed to take the Small Hindrance.

- **Prehensile Forefeet:** Dragons are able to use their forefeet to cast spells and manipulate objects, although they also need to use them for walking, and cannot wield weapons or use shields. Dragons who attempt to walk while a forefoot is holding something suffer a -1 penalty to Pace; this penalty increases to -2 if neither of their forefeet are free for walking.

- **Draconic Breath:** Dragons have an innate breath weapon, although it is initially too weak to cause any damage. However their breath can always be used as a trapping for Tricks and Tests of Will.

- **Temperament:** Dragons are famous for their huge egos. Dragons must take one of the following Minor Hindrances: Greedy, Mean, Stubborn, Vainglorious, or Vengeful.

DESIGN NOTES

TRAPPINGS BRING DRAGONS ALIVE

These rules cover a wide range of different dragons, but you'll still have to put effort into the appearance and theme of each dragon, much like the trappings for powers. For example an oriental dragon could be built using Scourge of the Seas and Scourge of the Skies, but to really make it come alive you'll also need to flesh out its description, mannerisms and background.

BALANCING DRAGONS

The Edges in this document were balanced using a combination of the race creation rules in *SWD*, my combat simulator, comparisons with existing Edges and Hindrances, and (at least in the case of Elemental Resistance) the observation that 1 PP of powers from the *SPC* is roughly on-par with a +1 racial ability.

The dragon race itself is balanced as a +2 race, with its racial abilities valued at +3, +2, +1, +1, -2, -2, +0 and -1 respectively.

SCIENCE FICTION COMPANION RACES

This race is balanced according to the core rules, if used in a game with SFC-balanced races, either reduce the starting Strength granted by the Draconic Might racial ability from d8 to d6, or require the dragon to take an additional Major Hindrance.

STANDING OUT

In some campaigns, dragons draw a lot of unwanted attention, and can stick out like a sore thumb. If this is a problem, the Game Master should simply rule that dragons must take the Humanoid Form Edge during character creation.

DRAGON AS MOUNTS

If a player wants to have a dragon mount, they can do so with the Sidekick Edge; just give the sidekick the dragon race. It'll need to be at least Size 2 (the same as a mule or riding horse) for a human-sized creature to ride, but this is achievable with a normal starting character.

BUILDING THE BESTIARY DRAGON

For those who are curious, it requires 23½ advances to recreate the dragon from the *SWD* bestiary as a PC using the rules in this document. The PC will also have Low Light Vision and Hindrances, but other than that they'll be identical to the bestiary entry.

HINDRANCES

Dragons cannot take Elderly or Young, for they age differently to other races; as magical creatures, they mature as they gain in power rather than through the passage of time. However they do have access to some new Hindrances, as follows:

TAILLESS (MINOR OR MAJOR)

This poor creature's tail has been crushed, mangled or severed. He suffers a -2 penalty to Charisma when dealing with other dragons. As a Major Hindrance, the damage is so severe that the dragon is always slightly off balance; he suffers a -1 penalty to Agility rolls, and if he's capable of flight, his Climb is reduced by 1.

TATTERED WINGS (MINOR OR MAJOR)

Only dragons with Scourge of the Skies may take this Hindrance. As a Minor Hindrance the dragon's wings are damaged, halving her flying Pace and reducing her Climb by 1. As a Major Hindrance she can no longer fly at all.

TREASURE HOARD (MINOR OR MAJOR)

Many dragons like to hoard wealth, particularly gold and gems, although some have been known to collect magical items, artwork, or even people. As a Minor Hindrance this dragon takes great pains to conceal, guard and expand his hoard, and will never willingly part with his treasure. As a Major Hindrance, he will kill any who dare try to steal from him, and fight to the death to protect his hoard from thieves.

VAINGLORIOUS (MINOR)

Dragons are often proud creatures, and this creature exemplifies the trait. She is easily distracted by insults and compliments, and suffers a -2 penalty to resist Taunt rolls.

VULNERABILITY (MINOR OR MAJOR)

Some dragons are strongly associated with a specific elemental or energy type (such as fire or ice), and it's not uncommon for them to be particularly vulnerable to the opposed energy type.

As a Minor Hindrance, this beast suffers +4 damage from attacks of the opposed energy type. As a Major Hindrance, he instead suffer double damage.

WATER DEPENDENCY (MAJOR)

This dragon needs to immerse herself in water for at least one full hour every day, otherwise she suffers an automatic level of Fatigue. This can lead to death.

Only dragons with Scourge of the Seas or Serpent Breed may take this Hindrance.



DRACONIC INJURY TABLE

The default Injury Table in Savage Worlds is intended for humanoids. Included here is a variant for dragons.

2d6*	Result
2-3	Tail: Gain the Tailless Hindrance**.
4	Rear leg: As "Leg" on normal Injury Table.
5-6	Lower Body: As "Guts" on normal Injury Table.
7	Wing: Gain the Tattered Wings Hindrance**.
8-9	Upper Body: As "Guts" on normal Injury Table.
10	Front leg: As "Arm" on normal Injury Table.
11-12	Head: As "Head" on normal Injury Table.

* If the dragon is attacked from the front, roll 3d6 and discard the lowest die. When attacked from behind, roll 3d6 and discard the highest die.

** Gain the Minor Hindrance, or upgrade an existing Minor Hindrance to a Major Hindrance.

Wingless dragons should treat a wing hit as a blow to the lower or upper body. Lindworms treat rear leg as a blow to the tail. Serpents treat rear leg as lower body, and foreleg as upper body. Hydras should replace one of the d6s with a d4, as they cannot be incapacitated by blows to the head.

EDGES

Full-grown dragons are far more powerful than most races, therefore their bonuses and abilities have been broken down into a set of Edges. Players start out as hatchlings, and gradually transform into full dragons as they advance.

BREED EDGES

No dragon may have more than one Breed Edge, and it must be taken during character creation.

DYORA BREED

Requirements: Novice

Hydras have multiple heads on long serpentine necks, each of which can make a separate Fighting roll (this still incurs the usual multi-action penalty). The exact number of heads is equal to the character's Size+5.

Due to their additional heads, hydras halve all Gang Up bonuses against them.

Note: If you really want to track exactly how many heads the hydra currently has, use the Multiple Heads and Regeneration monstrous abilities from the hydra listed in the Fantasy Companion, except that the heads do incur a multi-attack penalty.

LINDWORM BREED

Requirements: Novice

Lindworms slither around like snakes, but still have forelimbs. These forelimbs are no longer required for movement, allowing the beast to hold things without suffering a penalty to their Pace. They may even wield weapons and use shields if they wish.

SERPENT BREED

Requirements: Novice

Serpents don't have any limbs, and cannot make claw attacks or manipulate objects, although some have fins or mouth tentacles that are capable of making magical gestures. If a serpent hits with a raise when making a Fighting attack, they can choose to coil themselves around their victim instead of resolving the normal damage roll. While coiled around an opponent the serpent automatically inflicts Str+d6 damage every round (including the round they first hit). Victims can only escape with a raise on an opposed Strength roll, and if they attempt any other action they suffer a -4 penalty to the roll.

Although sea serpents are probably the most well-known, there are also winged serpents, sand serpents, feathered serpents, naga, and other forms of snake-like dragon.

WYVERN BREED

Requirements: Novice

Wyverns have no front limbs, only a powerful pair of legs for walking. They can only make claw attacks while flying, and their feet can't be used to manipulate objects. However their tail is barbed and dripping with venom; it inflicts the same damage as their bite and claws, has +1 Reach, and any opponent who is Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds. This Vigor roll is made with a -1 penalty if the wyvern is Large (or Massive), or a -2 penalty if the wyvern is Huge.

SCOURGE EDGES

Every dragon starts with one Scourge Edges for free, these Edges must be taken during character creation.

SCOURGE OF THE LANDS

Requirements: Novice

Some dragons are fast-moving land predators. This Edge grants the Wall Walking monstrous ability at base Pace, including the option to run while using it. The dragon's land-based Pace is also increased by +2.

SCOURGE OF THE SEAS

Requirements: Novice

This Edge is particularly common among the long, serpentine dragons of the east, most of whom are either wingless, or have only small bat-like wings on their forelimbs. These dragons are strongly associated with water, and gain the Aquatic ability, including the free d6 in Swimming.

SCOURGE OF THE SKIES

Requirements: Novice

This Edge covers the more traditional dragons. These majestic beasts usually have powerful wings, granting them Flight at base Pace, with Climb 2 and the option to use the run maneuver while flying. If the dragon is Large then it gets +2 Pace while flying, but its Climb is reduced to 1. If Huge, the dragon receives a further +2 Pace while flying, and its Climb is reduced to 0.

SCOURGE OF THE UNDERWORLD

Requirements: Novice

Some dragons prefer burrowing deep down into the earth. This Edge grants the Burrowing monstrous ability at base Pace through sand and loose earth, and half Pace through packed earth. The dragon also gains the Infravision ability.

AGE EDGES

Dragons do not age like other creatures, instead they grow and mature as they accumulate knowledge and magical power.

WYRMILING

Requirements: Novice

This hatchling has started to grow, and her soft hide has finally begun to harden, forming tough scales that will continue to thicken as the dragon increases in size and power.

Remove the Newly Hatched ability (i.e., the -1 Size penalty), and gain +1 natural armor.

YOUNG DRAGON

Requirements: Novice, Wyrmling

Increase this dragon's Size by +2, and its Strength (and maximum Strength) by +2 die steps. Bite and claws now inflict Str+d6 damage.

This dragon is classified as Big, which falls half way between Medium and Large; attackers add +1 to their attack rolls against the dragon, and the dragon suffers a -1 penalty when attacking back.

JUVENILE DRAGON

Requirements: Seasoned, Young Dragon

Increase this dragon's Size by +2, and its Strength (and maximum Strength) by +2 die steps. Bite and claws now inflict Str+d8 damage, and Pace increases by +1.

This dragon is classified as Large; attackers add +2 to their attack rolls against the dragon, and the dragon suffers a -2 penalty when attacking them back.

ADULT DRAGON

Requirements: Veteran, Juvenile Dragon

Increase this dragon's Size by +2, and its Strength (and maximum Strength) by +2 die steps. If the character has a breath weapon, its damage increases by +1 die step (e.g., 2d4 becomes 2d6).

This dragon is now classified as Massive, which falls half way between Large and Huge; attackers add +3 to their attack rolls when attacking the dragon, and the dragon suffers a -3 penalty when attacking them back.

MATURE DRAGON

Requirements: Heroic, Adult Dragon

Increase this dragon's Size by +2, and its Strength (and maximum Strength) by +2 die steps. If the character has a breath weapon, its damage increases by +1 die step (e.g., 2d6 becomes 2d8). Pace increases by +1.

The dragon is now classified as Huge; attackers add +4 to their attack rolls when attacking the dragon, and the dragon suffers a -4 penalty when attacking them back.

BACKGROUND EDGES

These Edges represent mastery of hereditary abilities and racial gifts. Background Edges may be taken after character creation, but the Game Master may require the player to provide justification for them.

AURA OF FEAR

Requirements: Seasoned, Spirit d10

Some dragons can choose to radiate an aura of fear, requiring all who see them to make a Fear check. If the dragon is Large then the Fear check is made with a -1 penalty, while if they are Huge the penalty increases to -2.

ELEMENTAL RESISTANCE

Requirements: Novice

This dragon is now immune to background damage from one specific energy type (usually related to the color of their scales), chosen when this Edge is taken. Furthermore, direct attacks of the chosen energy type have their damage reduced by 4.

The most common forms of resistance are fire/heat, cold/ice, lightning, and acid. The benefits of this Edge also apply while in humanoid form.

IMPROVED ELEMENTAL RESISTANCE

Requirements: Seasoned, Elemental Resistance

Damage from direct attacks of the chosen energy type is now halved, rather than being reduced by 4. The benefits of this Edge also apply while in humanoid form.

HUMANOID FORM

Requirements: Novice

Some dragons have the ability to shapechange into a humanoid form. Changing forms is a normal action, and a specific humanoid form must be chosen when this Edge is first taken.

While in humanoid form the dragon retains its Draconic Might and Low Light Vision abilities, as well as Newly Hatched and Temperament, but it loses all of its other racial abilities and Edges, unless otherwise noted within their description.

POWERFUL DIGGER

Requirements: Veteran, Scourge of the Underworld

This powerful dragon is able to burrow at its full Pace through sand, loose earth and packed earth, and at half Pace through solid stone.

SWIFT FLIER

Requirements: Novice, Scourge of the Skies

This fast dragon doubles its flying Pace, applied after all other modifiers.

COMBAT EDGES

These Edges represent the special combat abilities and maneuvers that are available to all dragons.

BREATH WEAPON

Requirements: Novice, Wyrmling

This dragon's breath weapon is now powerful enough to inflict serious damage in combat. Everyone within a Cone Template must make a successful Agility roll at -2, on a failure they suffer 2d4 damage. The breath weapon cannot be used in the same round as a bite or claw attack.

IMPROVED BREATH WEAPON

Requirements: Seasoned, Breath Weapon

This dragon's breath weapon has become increasingly potent. Those who fail to evade the breath attack now suffer 2d6 damage.

LASHING TAIL

Requirements: Seasoned, Young Dragon, Agility d8

This dragon has learned to use its lashing tail as a weapon. Resolve this attack as a single Fighting roll against everyone behind the character, inflicting Str-2 damage (roll the damage separately for each victim). The tail hits everyone within an area 1" long and 2" wide, and this area is doubled to 2x4" if the dragon is Large, or tripled to 3x6" if the beast is Huge. This Edge cannot be used the same round as Sweep.

THICK HIDE

Requirements: Novice, Young Dragon, Vigor d8

This dragon's scales have become increasingly rigid, providing it with an additional +2 natural armor.

IMPROVED THICK HIDE

Requirements: Veteran, Thick Hide

The dragon's scales have fully hardened, providing a further +1 natural armor, as well as the Hardy ability.

LEGENDARY EDGES

These Edges represent the pinnacle of draconic might, and are only available at Legendary rank.

VENERABLE

Requirements: Legendary, Mature Dragon

This old dragon has continued to grow. Increase Size by +1 and maximum Strength by +1 die step each time this Edge is taken, to a maximum of four times. These age categories are known as Old, Ancient, Wurm and Great Wurm. Although this Edge increases maximum Strength, the character must still spend advances to increase their actual Strength.

GARGANTUAN

Requirements: Legendary, Venerable

This dragon gains the Gargantuan ability. It now has Heavy Armor, all its attacks count as Heavy Weapons, and it can make stomp attacks.

Attackers can still make called shots at -6 to target the dragon's eyes, joints, and gaps between scales (this bypasses natural armor and grants the standard +4 damage for a hit to the head or vitals).

DRACOLICH

Requirements: Legendary, Venerable, Improved Thick Hide, Arcane Background

Dracoliches are undead skeletal dragons, and they are created through their willing participation in a potent necromantic ritual. The dragon must have an Arcane Background with necromantic trappings in order to take this Edge.

The dracolich gains the Undead ability, but loses its natural armor, and suffers a -4 penalty to Charisma. Its breath weapon (if any) is now "ghostfire", ethereal flames which only harm the living.

The dragon cannot take any more Venerable Edges after becoming a dracolich. Note that the benefits and drawbacks of this Edge also apply in humanoid form.

WITCHBREED



ACCURSED DRAGONS

Accursed is a dark fantasy setting by Melior Via, in which the players are monstrous antiheroes exploring the lands of Morden, seeking atonement by fighting back against the very witches who granted them their power. You can learn more about the Accursed setting by visiting their website at www.accursedrpg.com

Included in this chapter are some additional rules for treating dragons as one of the Witchbreeds.

The Serpent Witch

Vile corrupter and temptress, Lilith spawned dragons, serpents, wyverns, hydras, and other such creatures by tainting her victims and warping their form. Her foul children served as powerful living weapons during the Bane War, and although most of them accompanied her back beyond the Darkfall Peaks, some remained behind in the lands of Morden, where they continue to terrorize the populace.

The Curse

An important part of the Accursed setting is the dark influence of the magical curse, which grants each of the Witchbreeds their great power, but comes at a hefty price. Some of the Accursed seek to break free of their curse, while others embrace it, sacrificing their humanity in pursuit of ever greater power.

STAGE 1: ACCEPTANCE

Dragons who accept their draconic taint will rapidly grow in size and strength, although this acceptance also brings out the bestial side of their nature.

Effect: Gain an Age Edge (you can ignore the rank requirement; if you've got all of the Age Edges, take Venerable instead). Suffer a -4 penalty to Charisma, as you give in to your urge to eat your enemies.

STAGE 2: ACCEPTANCE

As the dragon continues to grow in size and strength, so does their blind aggression.

Effect: Gain another Age Edge, along with Greedy as a Minor Hindrance (or as a Major Hindrance, if you already have it as a Minor Hindrance). You always use Wild Attack in melee combat, and rolling a natural 1 on your Fighting die results in you hitting a random adjacent target as if you were Berserk (if you are also Berserk, a natural 1 or 2 hits a random target).

FINAL STAGE: ACCEPTANCE

When a dragon gives in completely to its primal urges, it transforms into a devastating force of nature.

Effect: Receive another Age Edge. You can never assume human form; if you have the Humanoid Form Edge you must replace it with another dragon Edge for which you meet the requirements. If someone tries to flee from you while you're not in combat, you must make a successful Spirit roll to resist chasing them down and killing them. If you kill someone and there are no other enemies actively attacking you, you must make a successful Spirit roll, on a failure you spend your next action eating your kill.

STAGE 1: DEFIANCE

A dragon who manages to defy their taint starts to feel more comfortable in their human form, increasingly favoring it over their dragon form.

Effect: Gain the Humanoid Form Edge (if you already have it, you instead receive an additional +1 Benny per session). You now have to make a Spirit roll whenever you wish to shapechange into your dragon form: the transformation consumes your entire action for the round, unless you succeed with a raise on the Spirit roll.

STAGE 2: DEFIANCE

As the connection continues to weaken, the dragon's overwhelming ego begins to deflate, and they find it increasingly difficult to assume their dragon form.

Effect: Remove the Minor Hindrance you received from the Temperament racial ability. It now takes you even longer to shapechange; use the same rules as the vargr Bestial Form when transforming into a dragon.

FINAL STAGE: DEFIANCE

In some cases the character is able to break free of the connection entirely, becoming completely human.

Effect: You can no longer shapechange into dragon form. Your Strength is reduced by one die step, and you lose your Low Light Vision. If you have any Edges that only apply to your dragon form (other than the free Scourge Edge), you may exchange them for other Edges. If you have the Water Dependency Hindrance, it should also be replaced with another Hindrance.

ARCHETYPES



PEDIGREEED WYRMILING

VELITHIA THE MAGNIFICENT

Your mother was a legendary wyrm from a bygone era, but she was killed by dragon slayers when you were still a mere hatchling. Although the hunters ambushed your mother while she slept, she didn't go down without a fight, and you were able to slip away in the chaos.

Left to fend for yourself, you refused to give up, for the blood of ancient heroes runs in your veins. But there is much you don't know about the world.

GAME STATISTICS

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Streetwise d4, Taunt d4

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Big Mouth, Clueless, Stubborn, Vainglorious

Edges: Attractive, Scourge of the Skies, Wyrmling

Special Abilities

- **Bite or Claw:** Str+d4.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Armor +1:** Tough scales.
- **Flight:** Flying Pace of 6" and Climb 2.



EARTH WYVERN

NVEDRYLL THE DEVOURER

Wyverns are a fearsome breed of two-legged dragons with venomous barbed tails. You are one of the wingless underground-dwelling variety, who make their homes deep down in the earth, digging out vast lairs that are all but inaccessible to human thieves.

Cruel and greedy even by draconic standards, you were the first of your clutch to hatch - and made sure you were also the last, by devouring your future competition.

GAME STATISTICS

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12, Vigor d6

Skills: Climbing d6, Fighting d8, Intimidation d4, Notice d6, Stealth d6, Survival d6, Tracking d6

Charisma: -4; **Pace:** 8; **Parry:** 6; **Toughness:** 4

Hindrances: Bloodthirsty, Greedy (Minor), Stubborn, Treasure Hoard (Minor)

Edges: Scourge of the Lands, Scourge of the Underworld, Wyvern Breed

Special Abilities

- **Barbed Tail:** Str+d4; Reach 1; Poison.
- **Poison:** Anyone Shaken or wounded by the barbed tail must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Infravision:** Halve penalties for dark lighting.
- **Wall Walking:** Can move along surfaces at normal Pace.
- **Burrowing:** Can move through sand and loose earth at base Pace, and through packed earth at half Pace.
- **Size -1:** Hatchling.



IMPERIAL HATCHLING

SYRETHIAN THE MAJESTIC

Your noble serpentine bloodline originates from the lands to the east, where your heritage is associated with water and weather. Although you have no wings, your innate magical abilities allow you to fly gracefully among the clouds, however you always return to the comforting embrace of rivers, lakes, or the ocean.

While nobody could ever accuse you of being reckless, you do have a very independent streak, and few can dissuade you from following a particular course of action once you've set your mind to it. This land is ripe for exploration, and you plan to do exactly that.

GAME STATISTICS

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Notice d6, Persuasion d6, Swimming d8, Stealth d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 4

Hindrances: Cautious, Stubborn, Vulnerability (Minor: Fire), Water Dependency

Edges: Noble, Scourge of the Seas, Scourge of the Skies

Special Abilities

- **Bite or Claw:** Str+d4.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Aquatic:** Swimming Pace 8 and cannot drown.
- **Flight:** Flying Pace of 6" and Climb 2.
- **Size -1:** Hatchling.



FIVE-HEADED HYDRA

ŌBIAÐHOGR THE TERRIBLE

Hydras are a vicious breed of multi-headed dragons, who are capable of rapidly regrowing any heads that are severed in combat. Although many hydras prefer to live in water, you are a land-based variant, relying on your powerful legs to outrun your prey, and your clawed feet to outmaneuver your enemies.

Each of your five heads has its own personality, and they rarely agree on anything, unless it involves food or treasure.

GAME STATISTICS

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Survival d6, Tracking d6

Charisma: -; **Pace:** 8; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy (Major: Each head demands a full share of any treasure), Treasure Hoard (Minor), Quirk (whenever one head talks, the others argue with it), Vengeful (Minor)

Edges: Hydra Breed, Scourge of the Lands, Wyrmling

Special Abilities

- **Bite or Claw:** Str+d4.
- **Five Heads:** Halve Gang Up bonuses against hydras.
- **Low Light Vision:** Ignore all penalties for Dim and Dark lighting.
- **Armor +1:** Tough scales.
- **Wall Walking:** Can move at normal Pace along walls and even ceilings.



DRACONIC SORCERER

RHODARIAC THE MIGHTY

Dragons are magical creatures, and many of them possess a strong affinity for spellcraft. Those who actively embrace their arcane nature have almost limitless potential, combined with an extremely long lifetime that they can dedicate to study.

You're still a mere hatchling, yet already your magical abilities outclass those of most human wizards. One day, all shall bow down before your might, and the pathetic humans shall worship you as a god.

GAME STATISTICS

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Arcane) d8, Notice d8, Spellcasting d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Arrogant, Mean, Vainglorious, Treasure Hoard (Minor)

Edges: Arcane Background (Magic), Scourge of the Skies, Wizard

Special Abilities

- **Bite or Claw:** Str+d4.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Flight:** Flying Pace of 6" and Climb 2.
- **Size -1:** Hatchling.
- **Spells:** 20 Power Points and knows *bolt*, *deflection*, and *mind reading*.

