

THERE ONCE WERE DRAGONS

COMPANION 10

ONE DWARF ARMY GAMES



DESIGNED BY GEORGIOS CHATZIPETROS

GEORGE@ONEDWARFARMY.COM

WEB: ONEDWARFARMY.COM

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There Once Were Dragons is the roleplaying game of epic fantasy action that focuses on the simpler pleasures of life! Using a custom d20-based system that is both easy to learn and exciting to play, it contains everything you need to launch an action-oriented campaign, either in the built-in setting or in your very own fantasy world. Discover exciting combat, streamlined rules and a great variety of monsters to slay and loot to gain!

The **Companion** series expands the material in the core book. Each volume introduces new monsters, character classes, magical items and other options that you can use to spice up your games!

BARROW GUARDIAN

A Barrow Guardian is the undead spirit of an ancient warrior who has been tasked with protecting a barrow, tomb, crypt or other important burial place from intruders. Its physical form is that of a pale, almost albino, warrior encased in ancient armor with dead, unblinking eyes and a wrinkled, emotionless face.

Level 12 Undead				1,200 XP	
Strength	7	Reflexes	8 (5 Evasion OR 6 Armor, +2 shield)		
Dexterity	5	Resolve	4	Life	75
Wisdom	4	Toughness	7	Initiative	10
Speed	30 feet				
Equipment	Longsword, chain mail, shield				

ATTACKS

The Guardian can make two longsword attacks per action.

Longsword: Melee. Roll Strength [7] to attack. 1D8+4 slashing damage.

SPECIAL ABILITIES

Barrow lord: The Guardian is able to mentally command any doors, traps or similar objects inside the tomb it guards. It can open or close doors (with an effective Strength equal to its own), trigger or disarm traps and manipulate other such features from a distance of 300 feet. Moreover, the Guardian can see and hear anything that transpires inside its domain from up to 300 feet away.

Curse the defilers: Magic. When a melee or ranged attack strikes the Guardian, there is a 20% chance that the attacker falls under a curse of weakness and misfortune, suffering a -2 penalty to all d20 rolls. The curse usually lasts for one month but this is reduced to just one day if the Guardian is destroyed.

Immunity: Poison damage, poison and disease effects, fear and mind-affecting effects. Cannot be stunned or knocked unconscious.

Supervision: The Guardian can see in darkness as if it was daylight and can detect invisible creatures and objects.

SNOW MAIDEN

Snow Maidens are fey spirits that appear as roughly female-shaped columns of snow and wind. Cruel and capricious by nature, most are usually hostile against non-fey creatures, regarding them as little more than playthings to toy with and steal their body heat. They possess an innate ability to dissolve into harmless-looking snow, putting this to good use to ambush unsuspecting prey.

Level 9 Fey/Spirit				900 XP	
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Strength	2	Reflexes	8 (8 Evasion)		
Dexterity	8	Resolve	5	Life	45
Wisdom	4	Toughness	2	Initiative	13
Speed	40 feet (flying)				
Equipment	None				

ATTACKS

The Maiden can make one slam and one ice bolt attack per action.

Ice bolt: Magic. Roll Dexterity [8] versus the Reflexes of one target within 100 feet. A hit inflicts 2d8 cold damage and the target must roll Toughness versus 14 to avoid being slowed for 1d4 rounds.

Slam: Melee. Roll Dexterity [8] to attack. 1D12 cold damage. 40% chance of slowing the target for 1d4 rounds unless they roll Toughness versus 14.

SPECIAL ABILITIES

Drain heat: At the end of each round, the Maiden can drain the body heat of a warm-blooded creature within 5 feet. Her chosen target loses 1d4 Life and she regains an equal amount of lost Life.

Immunity: Cold damage.

Snow form: As a move, the Maiden can transform into a patch of snow on the ground. In this state, she cannot move or attack but is indistinguishable from natural snow. The Maiden can still be targeted by attacks and other effects if an attacker knows what to hit. She can return to her original form by using another move.

Vulnerability: Fire damage (3).

TWO-HEADED DRAGONS

Exceedingly rare, these dragons have developed a fully-grown second head. Having two brains with an occasionally antagonistic relationship means that these beasts are generally more unpredictable and prone to mood swings than their single-headed brethren.

Any Drake or True Dragon can be two-headed. This has the following effects:

- ❖ The dragon's level increases by 20 and it's worth 2,000 extra XP.
- ❖ It gains +15 Life and +3 Initiative.
- ❖ It can make one more bite attack per action.
- ❖ Each head can use its own breath weapon, which recharges separately from the other, but the dragon cannot breath with both heads in the same round.
- ❖ Having two brains gives the dragon a +2 bonus to Perception rolls and +3 Resolve against fear and mind-affecting effects.

OOZES

Oozes are a group of primitive single-cell lifeforms that have grown to gigantic proportions. They are amorphous and could be mistaken for large pools of slime if encountered while resting, but are able to form and extend appendages as the need arises. Oozes possess rudimentary intelligence and regard any other creature as food. They can be encountered in any climate but tend to stay away from sunlight.

GREY OOZE

Level 3 Ooze				300 XP	
Strength	2	Reflexes	4 (4 Evasion)		
Dexterity	4	Resolve	0	Life	15
Wisdom	0	Toughness	2	Initiative	9
Speed	20 feet				
Equipment	None				
ATTACKS					
Acid tentacle: Melee. Roll Dexterity [4] to attack. 1D4 impact damage plus 1d4 acid damage. 60% chance of damaging 1 armor.					
Acid spit: Range 20/60 feet. Roll Dexterity [4] to attack. 1D4 acid damage. 60% chance of damaging 1 armor.					
SPECIAL ABILITIES					
Immunity: Acid damage, fear and mind-affecting effects. Cannot be stunned and knocked prone or unconscious.					
Resistance: Impact damage.					
Slimy: The Ooze can move across walls, ceilings and similar surfaces with ease. It can also use a move to squeeze through cracks and other openings that are at least one-inch wide.					

INFERNO OOZE

Level 12 Ooze (Large)				1,200 XP	
Strength	4	Reflexes	6 (6 Evasion)		
Dexterity	7	Resolve	0	Life	64
Wisdom	0	Toughness	5	Initiative	12
Speed	20 feet				
Equipment	None				
ATTACKS					
The Ooze can make one flamethrower and one acid tentacle attack per action.					

Acid tentacle: Melee. Roll Dexterity [7] to attack. 1D6+1 impact damage plus 1d6 acid damage. 60% chance of damaging 1 armor.

Flamethrower tentacle: Roll Dexterity [7] to attack. This is an explosive attack that affects a 15-foot long, 5-foot wide straight line. 2d8 fire damage. Anyone taking full damage is also set on fire (1d4).

SPECIAL ABILITIES

Immunity: Acid damage, fear and mind-affecting effects. Cannot be stunned and knocked prone or unconscious.

Resistance: Impact and fire damage.

Slimy: The Ooze can move across walls, ceilings and similar surfaces with ease. It can also use a move to squeeze through cracks and other openings that are at least one-inch wide.

TRAPPER OOZE

Level 7 Ooze (Large)				700 XP	
Strength	4	Reflexes	4 (4 Evasion)		
Dexterity	5	Resolve	0	Life	42
Wisdom	0	Toughness	4	Initiative	10
Speed	20 feet				
Equipment	None				

ATTACKS

Acid tentacle: Melee. Roll Dexterity [5] to attack. 1D6+1 impact damage plus 1d4 acid damage. 60% chance of damaging 1 armor.

Acid spit: Range 20/60 feet. Roll Dexterity [5] to attack. 1D6 acid damage. 60% chance of damaging 1 armor.

SPECIAL ABILITIES

Envelop: If the Ooze is within 5 feet of a man-sized or smaller creature, it can try to envelop it as an action. Roll Dexterity [5] versus Reflexes to attack; this cannot be blocked by armor. If the attack hits, the target must roll Strength versus 14 to avoid being pulled inside the Ooze. An enveloped target is paralysed and will suffer 2d8 acid damage (plus 1 armor damage) at the end of each round, but can use an action and make a new Strength roll to break free.

Immunity: Acid damage, fear and mind-affecting effects. Cannot be stunned and knocked prone or unconscious.

Resistance: Impact damage.

Slimy: The Ooze can move across walls, ceilings and similar surfaces with ease. It can also use a move to squeeze through cracks and other openings that are at least one-inch wide.

VITHEANS

The Vitheans are an ancient race of fish-like humanoids that live in the endless sea surrounding the known world. What little is known about their society points towards a caste-based theocracy devoted in the service of dark gods and demons of the sea. Vitheans are often in league with Fomorian and other evil water creatures, and will occasionally raid coastal areas, being perfectly able to breath air with the same ease as breathing in water. They produce a mucus that can make a land creature able of breathing underwater (but unable to breath on land) and use this to take captured people back to their deep sea cities as slaves.

BLEEDER

These Vitheans have developed a 5-foot long barbed tentacle that emerges from their back and can cause terrible wounds. They usually serve as sergeants in Vithean ranks, using their tentacles both as weapons and to keep their subordinates in line.

Level 6 Vithean				600 XP	
Strength	4	Reflexes	6 (6 Evasion)		
Dexterity	6	Resolve	2	Life	36
Wisdom	2	Toughness	4	Initiative	11
Speed	20 feet (land) or 30 feet (swimming)				
Equipment	Spear				

ATTACKS

Spear: Melee or thrown (range 30/90 feet). Roll Strength [4] for a melee attack or Dexterity [6] when thrown. 2D8+1 piercing damage in melee, 1D8+1 when thrown. Able to make a melee attack up to 10 feet away.

Tentacle: Melee. Roll Dexterity [6] to hit. 1D4+1 impact damage plus bleeding (1d4). On a hit with a natural 15+, a man-sized or smaller target must roll Strength versus 14 to avoid being grabbed by the tentacle. A grabbed target is immobilised but can use an action and roll Strength versus 14 to break free.

SPECIAL ABILITIES

Kiss of the sea: By kissing a willing or helpless creature, the Bleeder is able to imbue it with the ability to breath underwater. This, however, renders the creature unable to breath out of water. This effect lasts 24 hours unless renewed by another kiss. This ability cannot be used during combat.

Resistance: Cold damage.

Sea creature: The Bleeder can breathe normally underwater and on land.

Vulnerability: Fire damage (2).

DEEP MYSTIC

Any Vithean child that shows a talent for the mystical arts is taken from its family and entrusted in the care of the high priests. Growing up in a stern and ascetic environment, these Vitheans are well-schooled in ancient sea magic and may one day join the higher ranks of priesthood. For now, they are eager to prove their worthy leading other Vitheans to whatever mission their superiors assign them.

Level 9 Vithean				900 XP	
Strength	2	Reflexes	3 (3 Evasion)		
Dexterity	3	Resolve	9	Life	45
Wisdom	7	Toughness	2	Initiative	8
Speed	20 feet (land) or 30 feet (swimming)				
Equipment	Trident				

ATTACKS

Ice bolt: Magic. Roll Spellpower [8] versus Reflexes to attack an enemy up to 60 feet away. 1d6 cold damage and the target must roll Toughness versus 12 to avoid being slowed for 1d4 rounds. If the attack roll fails with a natural 5 or lower, the Mystic cannot use an ice bolt in the next round.

Trident: Melee. Roll Strength [2] to attack. 2D8 piercing damage. +1 critical chance. Able to make a melee attack up to 10 feet away.

SPELLS	Spellpower	Essence
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Armor: Level 1 spell. The Mystic gains a +2 bonus to Reflexes for 10 rounds. Can be cast as a move by spending 1 additional Essence.

Dimensional shift: Level 3 spell. The Mystic teleports up to 100 feet away. The spell can be cast as a move by spending 1 additional Essence.

Feebleness: Level 1 spell. Targets an enemy up to 60 feet away. If the target fails a Toughness roll versus 15, they are stunned for 3 rounds.

Healing touch: Level 1 spell. Restores 2d10 lost Life for the Mystic or an ally within 5 feet.

Healing wind: Level 3 spell. Restores 2d8x2 lost Life for up to 2 allies within 60 feet.

Ice storm: Level 5 spell. Targets a 20-foot radius up to 100 feet away. Everyone in the affected area must roll Toughness versus 14 to resist taking 3d10x2 cold damage and being slowed for 1d4 rounds. Those successful only take half damage and are not slowed.

Invisibility: Level 4 spell. The Mystic becomes invisible for 5 minutes.

Lightning: Level 3 spell. Roll Spellpower [8] versus Reflexes to attack a target up to 100 feet away. Penetrates 3 armor. 2d6x3 lightning damage. The target must roll Toughness versus 15 to avoid being stunned for 1d4 rounds.

Siren's call: Level 3 spell (mind-affecting). Affects one enemy up to 50 feet away. If the target fails a Resolve roll versus 15, his mind is clouded and becomes susceptible to the Mystic's suggestion. The Mystic can immediately command the target to perform a simple action, such as moving, making one attack, dropping/picking up/handing over an object etc. The target

cannot be commanded to harm himself or use a spell or special ability. He is also free to take any actions he wishes on his turn in the Initiative order. After the Mystic's command is carried out, the target makes a new Resolve roll to break free from the spell's influence. In the following rounds, the Mystic must use a move to issue a new command to the target.

Spirit of the deep: Level 4 spell. Must be cast within 300 feet of the sea. The Mystic summons a sea spirit that appears within 10 feet and serves for one hour before departing. The spirit has the form and abilities of a water elemental, except that it only has 20 Life and is worth 500 XP. The Mystic can only have one summoned spirit at a time.

SPECIAL ABILITIES

Kiss of the sea: By kissing a willing or helpless creature, the Bleeder is able to imbue it with the ability to breath underwater. This, however, renders the creature unable to breath out of water. This effect lasts 24 hours unless renewed by another kiss. This ability cannot be used during combat.

Resistance: Cold damage.

Sea creature: The Bleeder can breathe normally underwater and on land.

Vulnerability: Fire damage (2).

MARMAZ

Standing nine feet tall, this mutated Vithean is encased in an armored shell peppered with many sharp, poisonous spines. It is unclear whether these alterations are the result of natural selection or brought about by the magic of Vithean mystics.

Level 11 Vithean (Large)				1,100 XP	
Strength	8	Reflexes	7 (3 Evasion OR 7 Armor)		
Dexterity	4	Resolve	3	Life	83
Wisdom	3	Toughness	8	Initiative	9
Speed	25 feet (land) or 35 feet (swimming)				
Equipment	None				

ATTACKS

Punch: Melee. Roll Strength [8] to attack. 1D6+3 impact damage. If the attack roll hits and the d20 shows an even number, the target is also pierced by a spine and suffers an additional 1d4 piercing damage plus the Marmaz's poison.

Spine: Range 20/60 feet. The Marmaz shoots one of its poisoned spines. Roll Dexterity +1 [5] to attack. 1D4 piercing damage and the target is affected by the Marmaz's poison.

SPECIAL ABILITIES

Kiss of the sea: By kissing a willing or helpless creature, the Marmaz is able to imbue it with the ability to breath underwater. This, however, renders the creature unable to breath out of water. This effect lasts 24 hours unless renewed by another kiss. This ability cannot be used during combat.

Poison: The Marmaz's spines are impregnated with a powerful neurotoxin causing convulsions and even paralysis. Anyone exposed to the poison (through being stung by a spine) must roll Toughness versus 16 to avoid being stunned for 2d10 minutes. If the Toughness roll fails with a natural 5 or lower, the victim is paralysed for this duration.

Resistance: Cold damage.

Sea creature: The Marmaz can breathe normally underwater and on land.

Spines: The Marmaz's many spines are a constant peril for those engaging it in close combat. Anyone making a melee attack against the Marmaz from 5 or less feet away has a 25% chance of being stung by a spine. If the victim has armor, roll d20 + the armor's protection rating versus 14 to see if the armor stops the spine from penetrating. Otherwise, he suffers 1d4 piercing damage plus the Marmaz's poison.

Vulnerability: Fire damage (2).

RAIDER

These lowly members of the Vithean warrior caste make up the bulk of any raiding party.

Level 2 Vithean				200 XP	
Strength	3	Reflexes	4 (4 Evasion)		
Dexterity	4	Resolve	2	Life	10
Wisdom	2	Toughness	3	Initiative	9
Speed	20 feet (land) or 30 feet (swimming)				
Equipment	Spear, net				

ATTACKS

Net: Melee. Roll Dexterity [4] to attack. Cannot be blocked by armor. A hit doesn't inflict any damage but a man-sized or smaller target must roll Strength versus a DF equal to the attack roll to avoid being immobilised. The victim can break free by using an action to roll Strength or Dexterity, whichever is higher, versus 16. The net can also be destroyed by inflicting a total of 10 fire, piercing or slashing damage on it; a trapped victim must make an attack roll versus 12 to be able to use his weapon on the net.

Spear: Melee or thrown (range 30/90 feet). Roll Strength [3] for a melee attack or Dexterity [4] when thrown. 2D8 piercing damage in melee, 1D8 when thrown. Able to make a melee attack up to 10 feet away.

SPECIAL ABILITIES

Kiss of the sea: By kissing a willing or helpless creature, the Raider is able to imbue it with the ability to breath underwater. This, however, renders the creature unable to breath out of water. This effect lasts 24 hours unless renewed by another kiss. This ability cannot be used during combat.

Resistance: Cold damage.

Sea creature: The Raider can breathe normally underwater and on land.

Spit acid: Once every 5 rounds, the Raider can spit acidic mucus at an enemy within 10 feet. Roll Dexterity [4] versus Reflexes. A hit inflicts 1d6 acid damage and damages 1 armor.

Vulnerability: Fire damage (2).
