



# OF FIRE AND VENOM

## *Monstrous Pages for Shadow of the Demon Lord*

Few creatures evoke the fear and wonder that dragons do. Even their smaller kin, the drakes, drive people and animals alike to scatter for shelter and avoid the notice of these keen-eyed hunters of the skies. Their majesty and their inherent cruelty make dragons and drakes even larger than life in song and legend.

Tales abound of dragons' treasures and of those brave heroes who would beard the monsters in their lairs, whether to plunder a hoard, save a captive, or put an end to the beasts' vile depredations. Such tales paint dragons as easily defeated, but in truth they are no cringing beasts to be cornered and slain. They fight with terrifying ferocity and deadly cunning. Dragons have nothing to fear from would-be heroes—as the twisted bits of armor and weapons decorating their lairs testify.

*Of Fire and Venom* reveals the secrets of dragons, drakes, and similar creatures, offering new options for customization and new variants with which you can torment the player characters and frustrate their plans.

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## SCALED THREATS

Dragons exist outside the natural order, disrupting the environment, depopulating the countryside, and poisoning the land with their foul excretions. Luckily for the world, few dragons exist, and those who do might spend decades lurking in their lairs before emerging to feed.

Far more common than dragons, drakes can be found almost anywhere, with the largest concentrations haunting the Shield Mountains. Drakes lack the size and prodigious hunger of their larger kin and thus are not much more disruptive than ordinary predators. They are cunning, though, and in packs can equal the danger posed by full-blooded dragons. Where dragons can live forever, drakes have short lifespans—even shorter when they draw the ire of a nearby community.

**Venomous Origins:** The jotun believe the World Serpent encircles the planet or, according to some, is the planet itself. From the serpent's fangs drips *Eitr*, a magical and lethal venom from which all life sprang at the dawn of time. Pools of *Eitr* have collected deep underground, having drained into the soil through cracks in the rocks. The creative power of this substance remains but has been corrupted by the Demon Lord's dread influence. Instead of mundane creatures, the pools now birth horrid monsters that pull themselves from the noxious stuff and find their way to the surface to wreak havoc across a world in which they do not belong.

While not all monsters crawl from this toxic sludge, many terrifying things do stalk Blötland and creep north across the Blasted Lands, finding their way into the Patchwork Lands and beyond. The great number of drakes and dragons found in the frozen wastes lends some credence to the idea that these monsters originated here, and their scaly, serpentine bodies suggest a connection to the World Serpent.

**Many and Varied:** Dragons and drakes display great variation in form. Some have four limbs, others have two, and still others have none. Most are scaled, but some sport tufts of hair or even fur-covered bodies. Their coloration runs the gamut from deep vermillion to the black of a starless night.

Despite such cosmetic variations, these monsters all share certain characteristics. They have reptilian bodies, resembling serpents or lizards. Nearly all can fly, though some exceptions exist. They all possess natural weapons, usually long teeth and razor-sharp claws. And almost all can exhale or spit some dangerous substance: fire, venom, or stranger things. Finally, dragons and their kind are uniformly cruel, wicked, and hungry.

**Fearsome Aspect:** Thousands of years contending with these monstrous killing machines have imprinted on people an instinctive fear of dragons.

Being confronted by an enormous, slaving beast that spews fire is enough to turn anyone's bowels to water. But a flock of drakes winging overhead inspires more than just fear born of survival instinct. One can feel the malice radiating from them, their cruel intent almost palpable in its intensity.

**Keen Senses:** Drakes and dragons both have exceptional perception. Some say that dragons cannot die of old age because they can sense when Father Death himself comes to fetch them.

Their keen eyes are able to spot a rabbit's movement from several miles away. Seeing into realms beyond human sight, they can also trace said rabbit's path by the heat signature of its footsteps and the spoor it leaves behind. As well, these monsters have unmatched hearing, making it almost impossible to get the drop on them. Their sense of smell is also equal to that of the best tracking dogs.

**Scaly Armor:** Dragons and drakes depend on their tough scales to keep them from harm. Strong enough to deflect the shot from a rifle, the scales are hard to pierce. In some cases, they grow into bony ridges that can turn sword blades and tear flesh like blades themselves. Some ancient dragons sport sharp horns, spikes, and flared bone plates, adding even more weapons to their arsenal.

If a drake or dragon is killed, the strong come from all around with huge axes and saws to spend hours hacking through the rock-hard skin and flesh. They might be gathering luck charms and magic ingredients, or just proving their strength. Even cutting up an already dead dragon is a tale worth telling.

**Hard to Kill:** Even the most seasoned and skilled warrior thinks twice before tackling a dragon. Even if their scales are breached, dragons can take a lot of punishment, usually outlasting any creature they might face. Any advantage spellcasters might think they have over a dragon is quickly negated as the creature ignores their charms and shrugs off their lightning. Dragons still retain a link to their magical origins. Drakes, however, have devolved further and lack protection from spells.

**Fearsome Fliers:** Despite their size, both drakes and dragons are superb fliers, able to leap into the air and race away with incredible speed. When hunting, they plummet from the skies toward the target, unfurling their wings at the last minute and snatching their prey with their wicked fangs. Drakes might be smaller than dragons, but their wingspan can reach almost that of their kin, so that they are every bit as fast in a fight. When not in combat, drakes can fly up to 60 miles per hour, while dragons can fly up to 120 miles per hour.

**Claws and Teeth and Venomous Fangs:** Dragons and drakes have a variety of natural weaponry. The typical dragon has dagger-like claws and sword-length teeth, each as hard as steel and ever sharp. The claws



of drakes are suited more to gripping prey, so they do not use them in a fight. Instead, most drakes inject their victims with a powerful toxin that attacks the flesh, liquefying it around the wound.

**Lashing Tails:** Dragons and drakes have lengthy tails to help them maneuver in the air. In the case of the wyverns found in the cold south, the tail is a third weapon with a poisoned stinger. Other varieties have tails that serve as heavy clubs, spikes, or grasping whips. Some dragons beat their tails hard against the ground to knock over smaller foes and terrify their enemies with the thunderous noise.

**Dragon Breath:** Most dragons can exhale goutts of fire from their maws. A gland, deep in the dragon's chest, produces a volatile substance that ignites on contact with air. The dragon can't exhale fire again until a sufficient quantity of this fluid builds up.

**Dragon Torpor:** Dragons are rarely encountered because they spend much of their lives in their lairs. Decades might pass before a dragon emerges from its cave or grotto, and even then, it stays out only long enough to gorge itself on whatever it can catch. Once full, it returns to its lair and enters a torpid state as it slowly digests the meal. The fluid that makes it possible for the dragon to breathe fire also preserves whatever the dragon eats and prevents decay during this time. A dragon in torpor is not vulnerable, though, as some fools might think. If it detects an intruder, it can throw off its lethargy in an instant to deal with the uninvited guests.

Unlike dragons, drakes do not enter torpor. Instead, they hunt in a chosen region until they can find nothing else to kill, and then fly off to find new hunting grounds.

## THE GREAT DRAGON

Mount Fear is not a natural peak. Towering hundreds of yards above all others in the Shield Mountains, it is in fact a borderland to a hidden kingdom of the faeries known as Aeolia. Here, shining elves fly on golden wings and elemental sylphs craft lightning bolts. The elves have a haughty and imperious outlook, and the Great Dragon, as those below call it, is their enslaved guardian. It lies coiled beneath Mount Fear, positioned to make sure none may approach. An ancient dragon enhanced with faerie magic, it is dangerous beyond belief, but like all creatures of Fey it is intelligent and can speak, and loves riddles. The right trick or a clever bargain may gain its patience, or at least create a moment's distraction while others sneak past.

## HOARDS

Dragons require enormous energy to power their colossal bodies and thus have little time for dining niceties. They simply gulp down everything whole. A large enough dragon will scoop up entire caravans,

whole galleys, even small trains— anything that smells vaguely like meat winds up in its gullet. Caustic stomach acids dissolve anything softer than rock.

Along with the blades, armor, and occasional clockwork that are incidentally ingested are thousands of tons of coin. These materials are indigestible, so that gold, iron, and steel is excreted after years of patient digesting to form the fabled dragon's hoard. In lean times, rather than leave their comfortable hibernation in search of hard-to-find prey, dragons eat their own feces. A typical hoard has likely passed through a dragon's colon at least twice.

A dragon's lair is usually filled with excreta both shiny and less so, and anyone who digs through a hoard comes out reeking with an unrelenting stench. Dragon gold never quite loses that smell, no matter how much you wash it. But gold is still gold. The mad few who hunt dragons take it as a matter of pride that no human will come near them. Glory, they say, is measured in stink.

## CUSTOMIZING DRAGONS AND DRAKES

Dragons and drakes come in a bewildering variety. They are contrary to all nature and sense; disorder is their only rule. Here are a few ways to alter and enhance their already intimidating forms.

### CUSTOMIZING DRAKES

Even the weakest dragonkin is unpredictable and unknown. The basic drake stat block below can be adjusted by adding new weaponry and battle tactics.

#### DRAKE

DIFFICULTY 100

*Size 1 or 2 frightening monster*

**Perception** 17 (+7); darksight  
**Defense** 18; **Health** 75; **Insanity** 1d3 - 1; **Corruption** 1d3 -1  
**Strength** 16 (+6), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 14 (+4)  
**Speed** 18; flier (swoop)  
**Immune** damage from poison; frightened, poisoned

#### ATTACK OPTIONS

**Fangs** (melee) +6 with 1 boon (2d6 plus Poison)  
**Poison** The target must get a success on a Strength challenge roll with 1 bane or take 1d6 damage and become poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.

#### SPECIAL ATTACKS

**Spew Poison** The drake spits venom into a 1-yard-wide, 10-yard-long line from a point it can reach. Each creature in the area must make an Agility challenge roll. On a failure, the creature takes 1d6 damage and by Poison (as described above). Once the drake uses Spew Poison, it cannot do so again for 1 round.



## ACID SPEWING

Drakes that deal with prey too heavy to carry away or too hardy to easily rip to pieces might have an acidic alternative. Their venom dissolves flesh to leave an easy meal of bones and offal.

INCREASE DIFFICULTY BY 1 STEP

### SPECIAL ATTACKS

**Spit Acid** The acid spewing drake spits a glob of acidic slime at one target creature or object within medium range. The drake makes an Agility attack roll with 1 boon against the target's Agility. On a success, the target takes 2d6 damage and must get a success on a Strength challenge roll or become poisoned for 1 minute. If the target is already poisoned in this way, it takes 2d6 extra damage. Once the drake uses Spit Acid, it cannot do so again for 1 round. (*This special attack replaces the drake's Spew Poison attack.*)

**Vent Acid** The drake exhales a noxious cloud of acid droplets into a 5-yard-long cone that deals 1d6 damage to everything in the area. A creature in the area must make a Strength challenge roll, taking half the damage on a success. On a failure, the target also becomes blinded for 1 minute. While the target is blinded in this way, it is also impaired. Once the drake uses Vent Acid, it cannot do so again for 1 minute.



## SPINY NIGHTMARE

Drakes descend on prey at top speed to strike with claws and fangs. When these are not enough, the spiny nightmare has a thousand sharpened spikes to help. These beasts are best fought at range, as any melee blow will injure the attacker.

INCREASE DIFFICULTY BY 2 STEPS

**Defense +1**

**Spined Defense** When a creature within 1 yard of the spiny nightmare drake would make an attack roll against it, the attacking creature must make an Agility challenge roll. That creature takes 2d6 damage on a failure, or half the damage on a success.

## CUSTOMIZING DRAGONS

Even more than drakes, dragons are unending in their variety. You can customize dragons any way you like, even borrowing special attacks from other creatures. You can also use *Of Monstrous Mien* for other suggestions on customization. There are dragons of the ocean, the desert, and the frozen ice; faerie dragons, demonic dragons, and spirit dragons. In the Patchwork Lands a mad monarch is said to rule from a fleet of fire-belching clockwork dragons, and in Set, the City of Gods, there is a dragon that claims to be the one true God of all.

The following are examples of customization options for the following basic dragon stat block.

### DRAGON

DIFFICULTY 500

Size 2 or 3 frightening monster

**Perception** 19 (+9); truesight

**Defense** 23; **Health** 160; **Insanity** 1d3 - 1; **Corruption** 1d3 - 1

**Strength** 17 (+7), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 16 (+6)

**Speed** 16; flier (swoop)

**Immune** damage from fire; asleep, charmed, dazed, frightened, stunned

**Spell Defense** The dragon takes half damage from spells.

When a creature attacks the dragon with a spell, the dragon makes the challenge roll to resist the spell with 1 boon and imposes 1 bane on the creature's attack roll.

### ATTACK OPTIONS

**Claws** (melee) +7 with 3 boons (2d6)

**Teeth** (melee) +7 with 3 boons (3d6 plus 1d6 from fire)

### SPECIAL ATTACKS

**Flurry of Attacks** The dragon attacks twice with its claws and once with its bite.

**Spew Fire** The dragon sprays flames into a 10-yard-long cone from a point it can reach. Everything in the area takes 4d6 + 5 damage. Each creature in the area must make an Agility challenge roll with 2 banes. On a failure, the creature takes 4d6 + 5 extra damage and catches fire. Once the dragon uses Spew Fire, it cannot do so again for 1 round.



## STONY ARMOR

Dragon scales are already very tough, but in some very ancient dragons, they ossify into a substance as hard as rock. Although they are easy to hit with weapons, actually damaging such beasts is nigh impossible.

**Defense** -5; **Health** +40

**Agility** -5

**Speed** 10

**Weapon-Shattering Hide** When an attack roll against the dragon with a melee weapon that is not a relic gets a success, roll a d6. On a 1, the weapon takes damage equal to its Health. Ammunition used against the dragon is automatically destroyed.

## DEMONIC

As powerful and majestic as dragons can be, not even they can resist the touch of the Demon Lord's shadow. The foul influence warps them into strange and appalling horrors, their bodies bristling with great, swiveling eyes, festooned with fleshy knobs, or oozing purple pus. Demonic dragons are tortured by their transformation and often become crazed things, driven to seek death and escape the horror of their tainted existence.

### INCREASE DIFFICULTY BY 1 STEP

**Size +1 and gain horrifying trait (replaces frightening)**

**Health** +80

**Strength** +2, **Agility** +1, **Intellect** +1, **Will** +1

**Immune** damage from disease or poison; gaining Insanity; asleep, charmed, dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned

**Demonic Shadows** Lit areas around the dragon become shadows out to a number of yards equal to twice the dragon's Size.

**Vile Natural Weapons** The dragon's claws and teeth deal 1d6 extra damage.

**Spawn Demons** When the dragon becomes injured, 1d6 + 1 **small demons** exit from its body and enter open spaces within 3 yards of the dragon. The demons can act on the next available turn.

### SPECIAL ATTACKS

**Corrupting Vomit** (replaces *Spew Fire*) The dragon belches a torrent of foul-smelling, demonic-infused slime into a 10-yard cone from a point it can reach, covering everything in the area. Each creature in the area must make a Will challenge roll with 1 bane. A creature takes 9d6 + 10 damage and becomes possessed (*Shadow*, page 227) by a **small demon** on a failure, or just takes half the damage on a success.

### END OF THE ROUND

**Demonic Conflagration** Each creature within 3 yards of the dragon must make an Agility challenge roll. A creature with 0 Corruption makes the roll with 2 banes. On a failure, the creature takes 3d6 damage from the black flames wreathing the dragon's body.

## SPELLGRAVEN

With scales etched by strange runes that shine with eldritch light, a spellgraven dragon can not only resist spells but reflect them back on their casters. The markings decorating its scales manifest when a dragon makes its lair in a place stained by dark magic. Its unnatural form soaks in the arcane energy and captures remnant utterances that offer a layer of additional magical protection.

### INCREASE DIFFICULTY BY 1 STEP

**Spell Immunity** The dragon takes no damage from spells and ignores afflictions bestowed by spells.

**Spell Reflection** When a creature attacks the dragon with a spell and gets a success on the attack roll, the dragon turns the success into a failure. The dragon then makes an Agility challenge roll. On a success, the spell rebounds and targets the creature that cast the spell. Make the attack roll using the dragon's appropriate attribute.

## SPIKED TAIL

Many dragons have adornments on their tails that take the form of clubs, flanges, or spikes. These can serve as weapons, adding to a dragon's already impressive arsenal of attacks.

### SPECIAL ACTIONS

**Tail Sweep** On the dragon's turn, it can use a triggered action to sweep its tail in a 3-yard cube originating from a point in its space. Each creature in the area must get a success on an Agility challenge roll with 1 bane or take 2d6 damage. A Size 2 or smaller creature that takes this damage also falls prone.

## WYRDWYRM

All dragons are much more intelligent than mere beasts. Some dragons' intelligence rises far beyond that of others, allowing them to become true spellcasters. They can read and speak several languages, including High Archaic, and some even write their own spellbooks in a unique symbolic script. Some such dragons are touched by faerie power, and thus suffer their iron vulnerability.

### DIFFICULTY 1,000

**Health** +18

**Agility** +1, **Intellect** +3, **Will** +3

**Innate Spellcasting** The dragon can cast spells without needing to speak or use an implement.

### SPECIAL ACTIONS

**Swift Casting** On the dragon's turn, it can use a triggered action to cast a spell.

### MAGIC

**Power** 5

**Spells** The dragon learns *sense magic* from the magician path, discovers three traditions, and learns four rank 0 or 1 spells, two rank 2 spells, two rank 3 spells, two rank 4 spells, and one rank 5 spell.



## VARIANT DRAKES AND DRAGONS

Most dragons and drakes have slightly different forms, scale coloration, and the like. More significant variants exist as well, such as the ancient dragon and wyvern introduced in *A Glorious Death* and the jabberwock in *Terrible Beauty*, and those presented below.

### BLOODSIPPER DRAKE

Forgoing flesh and bone, the bloodsipper drake sustains itself by sucking the vital fluids from its victims, leaving withered husks behind wherever it hunts. These strange creatures look like other drakes, but their heads taper to sharp points reinforced with hard keratin, perfect for punching through armor. Bloodsipper drakes are found in the south, preying on people and livestock in Balgrendia and the Patchwork Lands.

#### BLOODSIPPER DRAKE

DIFFICULTY 250

##### Size 1 horrifying monster

**Perception** 17 (+7); darksight  
**Defense** 18; **Health** 100; **Insanity** —; **Corruption** 1d3 – 1  
**Strength** 16 (+6), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 14 (+4)  
**Speed** 18; flier (swoop)  
**Immune** gaining Insanity; frightened

#### ATTACK OPTIONS

**Proboscis** (melee) +6 with 1 boon, or 3 boons against a target creature it has grabbed (2d6 plus Blood Drain)  
**Blood Drain** A creature of flesh and blood takes a –1d6 penalty to its Health. Each time a creature is subject to Blood Drain, the penalty to its Health worsens by 1d6. An affected creature removes the penalty when it completes a rest.

#### SPECIAL ATTACKS

**Clutch** The bloodsipper drake makes a Strength attack roll with 1 boon against the Agility of one target creature it can reach. On a success, the target is grabbed.

### DEATH DRAGON

Things are not well in the land of Father Death, and beasts as powerful as dragons can easily tear their way back to Urth. When they do, they bring with them all the souls of everyone they have ever devoured. Necromancers of immense power can also summon such things, but dragons have will enough to escape most masters.

#### DEATH DRAGON

DIFFICULTY 1,000

##### Size 3 horrifying undead

**Perception** 19 (+9); truesight  
**Defense** 23; **Health** 240; **Insanity** —; **Corruption** 2d6  
**Strength** 17 (+7), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 16 (+6)  
**Speed** 16; flier (swoop)  
**Immune** damage from cold, disease, fire, or poison; gaining Insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned  
**Spell Defense** The death dragon takes half damage from spells. When a creature attacks the death dragon with a spell, the dragon makes the challenge roll to resist the spell with 1 boon and imposes 1 bane on the creature's attack roll.

#### ATTACK OPTIONS

**Claws** (melee) +7 with 3 boons (2d6 plus Wither)

**Teeth** (melee) +7 with 3 boons (3d6 plus Rot)

**Wither** A living creature must get a success on a Strength challenge roll with 1 bane or become subject to wither.

A creature subject to wither makes attack rolls and challenge rolls with 1 bane. If the creature is already subject to wither, it increases the number of banes on its rolls by 1. A creature removes wither when it completes a rest.

**Rot** A living creature must get a success on a Strength challenge roll with 1 bane or take a –1d6 penalty to its Health. If the creature already has a penalty to its Health from rot, the penalty worsens by 1d6. The creature removes the penalty from rot when it completes a rest.

#### SPECIAL ATTACKS

**Flurry of Attacks** The dragon attacks twice with its claws and once with its bite.

**Disgorge the Rotten Host** The dragon vomits forth the rotten gore it devoured in life, spraying the toxic substance into a 10-yard cone originating from a point it can reach. Standing up in open spaces within the area are 1d3 **zombies**. The zombies take the next available turn.

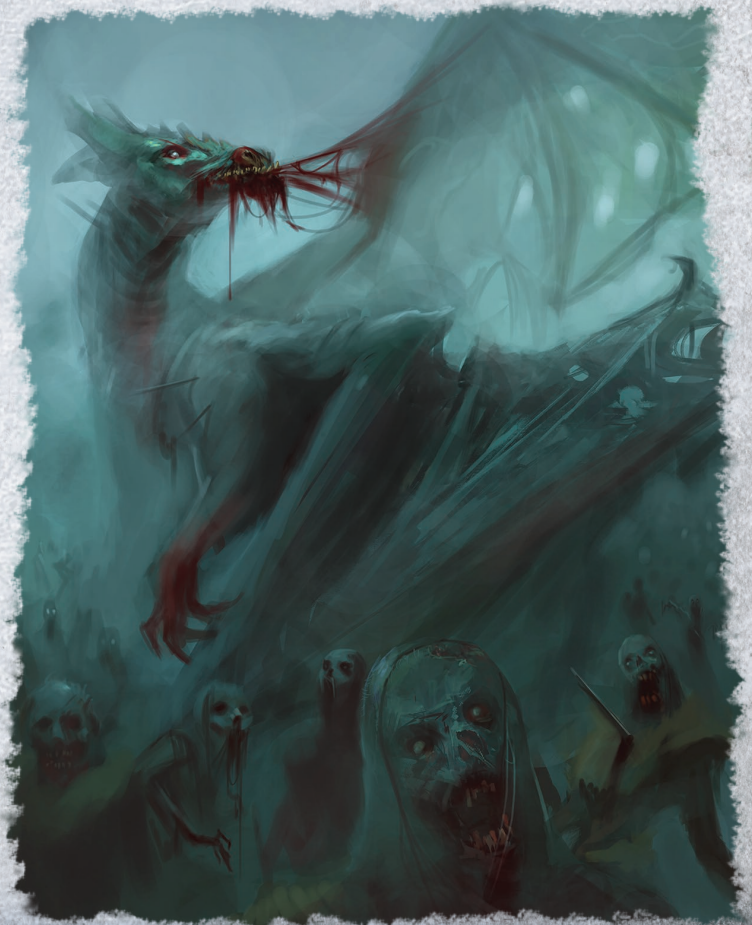
Each living creature in the area must make an Agility challenge roll with 3 banes. A creature takes 8d6 + 10 damage on a failure, or half the damage on a success. Then, each creature that took this damage must get a success on a Strength challenge roll with 3 banes. On a failure, the creature becomes diseased.

A creature diseased in this way cannot heal damage and takes a –2d6 penalty to Health each time it completes a rest. If the penalty reduces the creature's Health to 0, it dies and rises up 1d3 rounds later as a **zombie**.

Once the dragon uses Disgorge the Rotten Host, it cannot do so again for 1 round.

#### END OF THE ROUND

**Hand of Death** Each living creature within 3 yards of the dragon must get a success on a Strength challenge roll with 1 bane or take 1d6 damage from the dragon's lethal presence and become fatigued for 1 round.





## GAPING GORGER

This cousin of the drake cannot fly and has only vestigial legs, but retains the voracious appetite common to all drakes. Instead of swooping down to snatch livestock or unwary mortals, it slides forward at enormous speed, its gigantic mouth spread wide to reveal a wall of razor-sharp baleen. Like a combine harvester at high speed, the gorger rips up and swallows everything in its path. It reaches such high speeds by whipping its tail in a dangerous frenzy and shooting out powerful jets of urine. Gorgers hunt in the Low Countries and Endless Steppe, where the tall grasses hide the creature's movement from sheep and cattle until it rears its fearsome head.

### GAPING GORGER

DIFFICULTY 100

#### Size 2 frightening monster

**Perception** 16 (+6); sightless  
**Defense** 14; **Health** 70; **Insanity** —; **Corruption** 0  
**Strength** 17 (+7), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 15 (+5)  
**Speed** 16  
**Immune** gaining Insanity; blinded, dazed, frightened, prone  
**Forward Momentum** A gaping gorger makes attack rolls with 2 boons when it would charge, escape, knock down, or shove.

#### ATTACK OPTIONS

**Tail Whip** (melee) +7 with 1 boon (1d6 plus Knock Down)  
**Knock Down** A creature of the gorger's Size or smaller must get a success on a Strength challenge roll with 1 bane or fall prone.

#### SPECIAL ATTACKS

**Fanning Frenzy** The gorger whips its tail around its body, making a Tail Whip attack against up to three target creatures it can reach.

#### END OF THE ROUND

**Mouth of Razors** The gorger moves up to half its Speed without triggering free attacks. During this movement, it can move into spaces occupied by other creatures. The first time the gorger moves into a particular creature's space, the creature must make an Agility challenge roll with 1 bane. The creature moves 1 yard out of the gorger's path on a success, or takes 6d6 damage and falls prone on a failure. If this damage would cause the creature to become incapacitated, it dies, its body torn apart and devoured by the gorger.

## RIME DRAGON

Found south of the Empire in the frozen wastes, rime dragons have milky white scales tinged blue, bright blue eyes that burn in their sockets, and bodies bearded with icicles. They draw heat from their environments, causing temperatures to plummet.

### RIME DRAGON

DIFFICULTY 500

#### Size 2 dragon

**Perception** 19 (+9); truesight  
**Defense** 23; **Health** 160; **Insanity** —; **Corruption** 1d3 - 1  
**Strength** 17 (+7), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 16 (+6)  
**Speed** 12; flier (swoop)  
**Immune** damage from cold; asleep, charmed, dazed, frightened, immobilized, slowed, stunned

**Bearded by Ice** When the rime dragon's damage total reaches 40, 80, or 120, ice flies from its body, dealing 2d6 damage to everything within 4 yards of it. A creature in this area can make an Agility challenge roll with 1 bane, taking no damage on a success.

**Ice Walker** The dragon ignores difficult terrain caused by snow or ice.

**Spell Defense** The dragon takes half damage from spells. When a creature attacks the dragon with a spell, the dragon makes the challenge roll to resist the spell with 1 boon and imposes 1 bane on the creature's attack roll.

#### ATTACK OPTIONS

**Claws** (melee) +7 with 3 boons (2d6)  
**Teeth** (melee) +7 with 3 boons (3d6)

#### SPECIAL ATTACKS

**Flurry of Attacks** The rime dragon attacks twice with its claws and once with its bite.

**Blizzard Breath** The dragon exhales a blast of freezing air, ice, and snow into a 10-yard-long cone from a point it can reach. The area becomes partially obscured for 1 minute.

Everything in the area takes 4d6 + 5 damage. Each creature in the area must make a Strength challenge roll with 2 banes. On a failure, the creature takes 4d6 + 5 extra damage and becomes trapped in ice. A creature trapped in ice is defenseless and immobilized, and takes 1d6 damage at the end of each round. Another creature can free a creature trapped in ice by attacking it with a weapon or by dealing 1 or more damage from heat or fire. A creature trapped in the ice can, on its turn, make a Strength challenge roll with 1 bane. On a success, the creature breaks free.

#### END OF THE ROUND

**Steal Heat** Each living creature with a physical body within 3 yards of the dragon must get a success on a Strength challenge roll with 1 bane or take 3d6 damage and become slowed for 1 minute. If a creature is already slowed in this way, it takes 2d6 extra damage.





## SEA DRAGON

In the far-flung reaches of the Auroral Ocean swim the sea dragons, a breed that has adapted to the deepest waters, feeding on whales and passing ships. Sea dragons have no wings or hind legs; instead, they propel themselves through the water with long, finned tails.

### SEA DRAGON

DIFFICULTY 500

*Size 3 frightening monster (aquatic)*

**Perception** 19 (+9); truesight

**Defense** 23; **Health** 160; **Insanity** —; **Corruption** 1d3 – 1

**Strength** 17 (+7), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 16 (+6)

**Speed** 16; swimmer

**Immune** asleep, charmed, dazed, frightened, stunned

**Spell Defense** A sea dragon takes half damage from spells.

When a creature attacks the dragon with a spell, the dragon makes the challenge roll to resist the spell with 1 boon and imposes 1 bane on the creature's attack roll.

### ATTACK OPTIONS

**Claws** (melee) +7 with 3 boons (2d6)

**Teeth** (melee) +7 with 3 boons (4d6)

### SPECIAL ATTACKS

**Flurry of Attacks** The dragon attacks twice with its claws and once with its bite.

**Blinding Spew** The dragon vomits a reeking, corrosive fluid into a line, 2 yards wide and 10 yards long, from a point it can reach. Everything in the area takes 4d6 + 5 damage. Each creature in the area must make an Agility challenge roll with 2 banes. On a failure, the creature takes 4d6 + 5 extra damage and becomes blinded for 1 minute. Once the dragon uses Blinding Spew, it cannot do so again for 1 round.

## NEW MASTER PATH: DRAGONSLAYER

Dragonslayers have a reputation for being insane, and certainly it is a profession with an enormous body count. In truth, those who seek it are very careful and bring along plenty of help, and they make sure that the thankful villagers pay well for services rendered. Comely daughters, handsome sons, and generous grants of livestock are part of the standard deal, as are land, titles, and inheritances from the local lords. A dragonslayer who survives to retire can live like a king, or even as one.

### LEVEL 7 DRAGONSLAYER

**Attributes** Increase two by 1

**Characteristics** Health +5

**Languages and Professions** Add tracker to your list of professions. If you already have this profession, you can instead speak another language or add a wilderness profession to your list of professions.

**Fearless** You cannot be frightened.

**Find the Gap** When you can see a creature, you can use a triggered action on your turn to make a Perception attack roll against the target's Defense. On a success, you make attack rolls against the target with 1 boon for 1 minute.

**Ride Anything** You make attack rolls against creatures you have grabbed with 1 boon.

If you get a success on an attack roll to grab a creature larger than you, you can attempt to ride it. Make a Strength or Agility attack roll against the grabbed creature's Will. On a success, you ride the creature for 1 round and can choose how the creature moves or the target of its attack. You can use an action to repeat the attack roll on your turn; on a success, the creature becomes grabbed for 1 round.

### LEVEL 10 MASTER DRAGONSLAYER

**Characteristics** Health +5

**Dragon Hunter** When you roll to attack, find, or track a dragon or drake, you make the attack roll or challenge roll with 1 boon.

**Evade Titanic Assault** When a creature larger than you would attack you, you can use a triggered action to make an Agility challenge roll. On a success, you impose 3 banes on the triggering creature's attack roll. If the attack roll results in a failure, you can move up to half your Speed without triggering free attacks.

**Resist Flame and Poison** You take half damage from fire and poison.