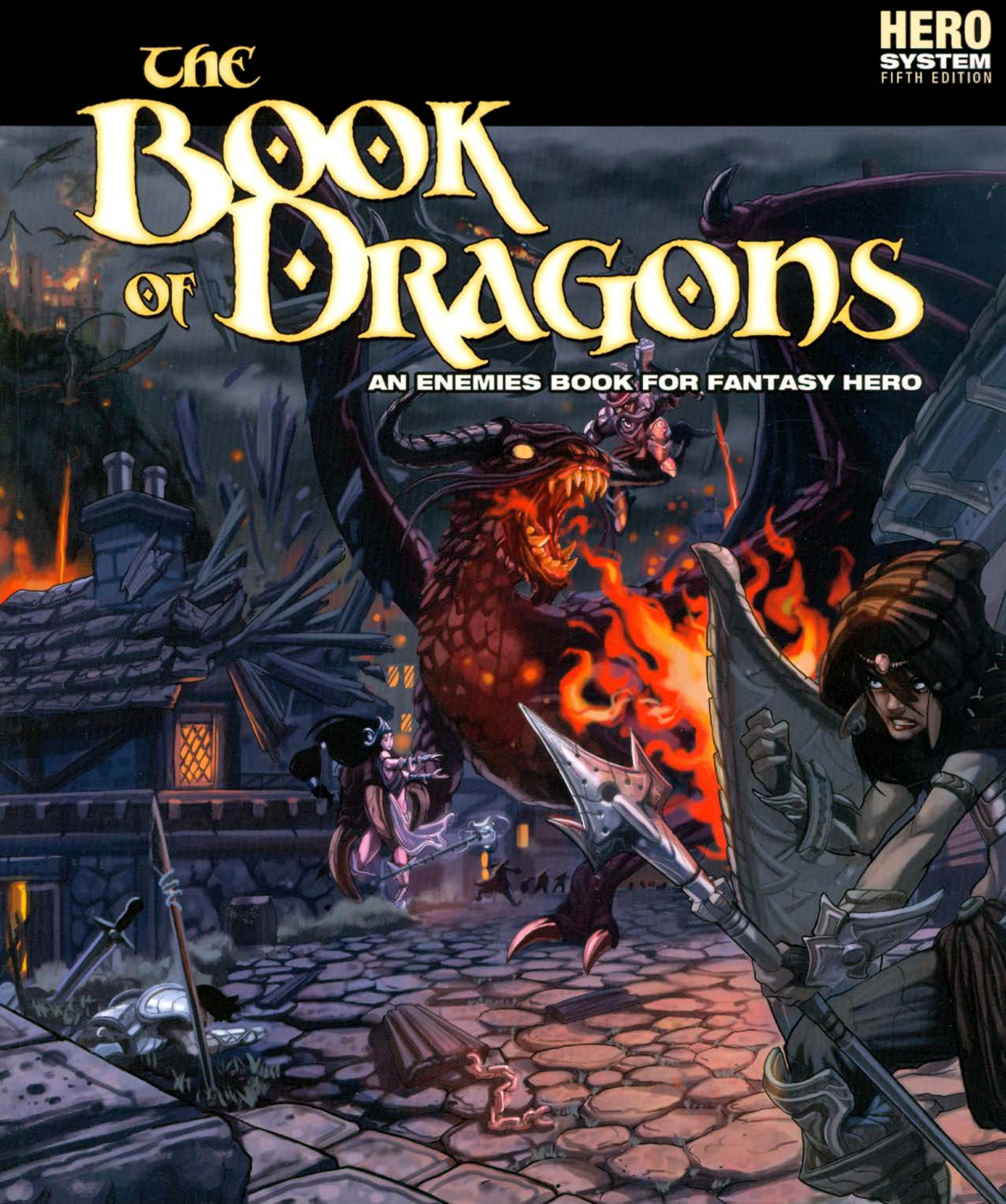


**HERO
SYSTEM**
FIFTH EDITION

THE BOOK OF DRAGONS

AN ENEMIES BOOK FOR FANTASY HERO



STEVEN S. LONG

THE
BOOK
OF DRAGONS



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An Enemies Book For Fantasy Hero

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INTRODUCTION



In most *Fantasy Hero* campaigns, the monsters tend to be “balanced” against the PCs — which is to say, they’re of about the same level of power. That makes them a serious threat to the PCs, but one they can overcome with determination and skill. For example, a group of beginning adventurers might encounter a troop of goblins or orcs in equivalent numbers, while a more experienced one might confront an evil sorcerer and his demonic allies.

But not all battles should be so even-sided. Sometimes a GM needs a *really* powerful monster to present a group of heroes with a serious challenge — the sort of challenge that makes them worthy of the title “hero.” This may occur at the end of an adventure when the PCs face the major villain of the story. And sometimes tracking down and destroying a major monster *is* the adventure. After all, if Gandalf, Bilbo, and a bunch of dwarves can trek all the way across Middle-Earth to confront Smaug, your PCs could have a great time on a similar adventure.

And that’s where *The Book Of Dragons* comes in. Unlike *The HERO System Bestiary* and *Monsters, Minions, And Marauders*, it focuses on *major* monsters — gigantic, potentially world-threatening creatures able to challenge even the toughest, best-armed groups of Player Characters. The first chapter, naturally enough, focuses on the dragon, that most archetypical of Fantasy monsters. For the GM’s convenience, it has character sheets for dozens of dragons, ranging from basic, “generic” dragons to unusual or specialized

variants. It also includes a discussion of how to use dragons in your game, optional special abilities for dragons, enchanted items related to dragons, and Package Deals for characters who frequently interact with enormous, fire-breathing lizards.

But dragons aren’t the only sort of mega-monster out there to threaten your *Fantasy Hero* adventurers with! Chapter Two goes beyond the draconic to present nearly a dozen additional major monsters of various sorts: a naga temple guardian; a gigantic spider; strange beings that manifest as masks; a golem the size of a mountain; and much more. But the concept of gargantuan monsters certainly doesn’t end there; hopefully GMs will take this book as inspiration and come up with mega-monsters of their own for their campaigns.

The Book Of Dragons concludes with an Appendix that discusses combat issues related to fighting gigantic monsters. Tackling a wolf big enough to try to swallow the sun isn’t the same thing as fighting your everyday orc, so the GM may need to adjust the *HERO System* combat rules to fit... and the players may need to think creatively to find ways to defeat an otherwise unbeatable foe.

OTHER HERO SYSTEM BOOKS

While *The Book Of Dragons* is a stand-alone product, there are some other Hero Games products besides the rulebook and *Fantasy Hero* that might make it easier for you to use.

The first are the previous three monsters and enemies books: *The HERO System Bestiary*, *Monsters, Minions, And Marauders*, and *Nobles, Knights, And Necromancers*. All of them have creatures or characters referred to in this book, and of course you can use them to find character sheets for the minions of mega-monsters, to borrow personalities you can apply to dragons and other monsters, and so forth. The “HSB” also includes over two dozen templates that you could apply to the monsters in this book. For example, if you want to create a Shadow Dragon Demon, you could add the *Infernal* template to the Shadow Dragon character sheet in this book.

The second are *The Fantasy Hero Grimoires*, which contains thousands of spells suitable for any *Fantasy Hero* game. Some creatures in this book have points allocated for magic spells and powers. Since magic systems and available spells differ from campaign to campaign, specific spells generally aren’t listed. Instead you can select them from the *Grimoires* or from your campaign-specific spell lists.



CHAPTER ONE



HERE THERE BE
DRAGONS

DRAGONS



Enormous lizard-like creatures, with breath of flame and claws able to rend armor as if it were paper, dragons are among the most majestic and terrifying creatures in the annals of legend. To many groups of adventurers, a dragon represents the ultimate challenge, the one monster whom even the most skilled and jaded warriors fear — and also the ultimate reward, due to dragons' well-known proclivity for hoarding gold, gems, and other valuables.

This section of *The Book Of Dragons* discusses what dragons are like based on legend, tradition, and typical Fantasy literature, and provides character sheets for dozens of types of them. However, none of this is set in stone. If you want to create dragons that don't follow the stereotype, do it! That may really take your players by surprise and make the game more fun. For example, if they're expecting dragons to be large, solitary creatures, it could cause them real problems to find out dragons are smaller and live/hunt in packs....

ECOLOGY AND SOCIETY

Enormous creatures which are both physically and mystically powerful, dragons occupy the top of the food chain nearly everywhere they live. As a result, they tend to be solitary, since a given area can't support more than one (or at most two) in most settings. (This is also why they sleep so much [see below] — if they were awake all the time it would put an enormous strain on their food supply.) During the times when a dragon's awake and active, the lands around his lair are often desolate, partly because he's eaten all the creatures living nearby, and partly because he may deliberately destroy trees and brush so he can see attackers approaching.

Some dragons live in the mountains, some in deserts, some in forests, and some in swamps. It all depends on the dragon's diet, abilities, personal preferences, and sometimes subspecies.

LAIRES

A dragon needs a lair that has several important features. First, it has to be safe. Not only does a dragon want to protect himself, he wants to keep his hoard secure, and he usually prefers that the lair be built out of non-flammable substances. Typically a dragon depends not only on the physical features of his lair, but its isolation, to protect him. If possible the dragon will have a secret escape route in case of emergency.

Second, it has to be big. Dragons aren't small creatures, and they don't like being cramped. Even ones who can change shape prefer to have lots of "elbow room" in their draconic forms.

Third, it has to be comfortable. Every dragon has his own definition of "comfort," but they all like it whatever it means to them. Dragons are too powerful and vain to settle for anything less than the best.

Given these factors, the most common lair for a dragon is a cave or cavern complex in the mountains. They prefer to find existing caves that suit their needs, but if necessary can use their claws or magic to enlarge or alter a cave to suit themselves. (A more "civilized" dragon might even hire humanoid craftsmen to do the work for it... though anyone who helps a dragon build his lair had best beware the possibility that the dragon will want to eliminate anyone who knows what his lair's like.) Caves tend to be difficult for a dragon's enemies to reach and offer a lot of tactical possibilities to help fend off intruders. Examples include narrow corridors the dragon can entirely fill with its fiery breath, rooms with only one entrance where it can trap people, and underground lakes or rivers it can hide in (or escape through).

But not every dragon wants to live in a cave. Some types or subspecies of dragon aren't suited to that type of living; others just consider caves dank, rustic, and uncomfortable. Other possible places for dragons' lairs include:

- ruins
- a castle the dragon takes over or has built for him
- Cloudland
- in an enormous tree in a Fantasy forest

THE TACTICAL LAIR

While many dragons are too overconfident and vain to think that anyone could defeat them in battle, a wise dragon's well aware of the skill and power of dragon-hunters and arranges his lair to help him fight them. Besides the features mentioned above, some other tricks dragons have been known to try include:

- choose a lair with a lot of stalactites that the dragon can break off to rain down on his foes
- rig part of a tunnel or chamber to collapse
- sprinkle sand, fine dirt, and dust on the floor so the dragon can raise a "windstorm" with its wings and create a blinding cloud (-2 to Sight Group PER Rolls, lasts 1d6+1 Segments)

- creating a lair in and/or around underground water; this offers the dragon a place to hide, and a way to quickly get around (or escape) that humanoids cannot easily use
- have a sloping tunnel so the dragon can spit a large amount of venom on the floor and have it roll down toward attackers, who'll find it difficult or impossible to avoid being touched and burned by the stuff
- fill part of the lair with flammables so that even a foe who evades the dragon's fiery breath still becomes trapped in an inferno (naturally, the dragon's hoard is kept well away from any such areas!)

DIET

Most dragons are carnivorous. They consume cattle, horses, other herd animals, various large beasts, and even humanoids. In fact, some prefer human flesh to all other foods!

On the other hand, exotic types of dragons may prefer more exotic fare. For example, the metallic dragons and gem dragons (pages 23, 50) might eat their type of metal or gemstone instead of flesh. A swamp- or forest-dwelling dragon might be omnivorous like a bear. Water-dwelling dragons might only eat fish. And even the most carnivorous of civilized dragons tends to enjoy human dishes prepared by a skilled chef.

TO SLEEP, PERCHANCE TO DREAM

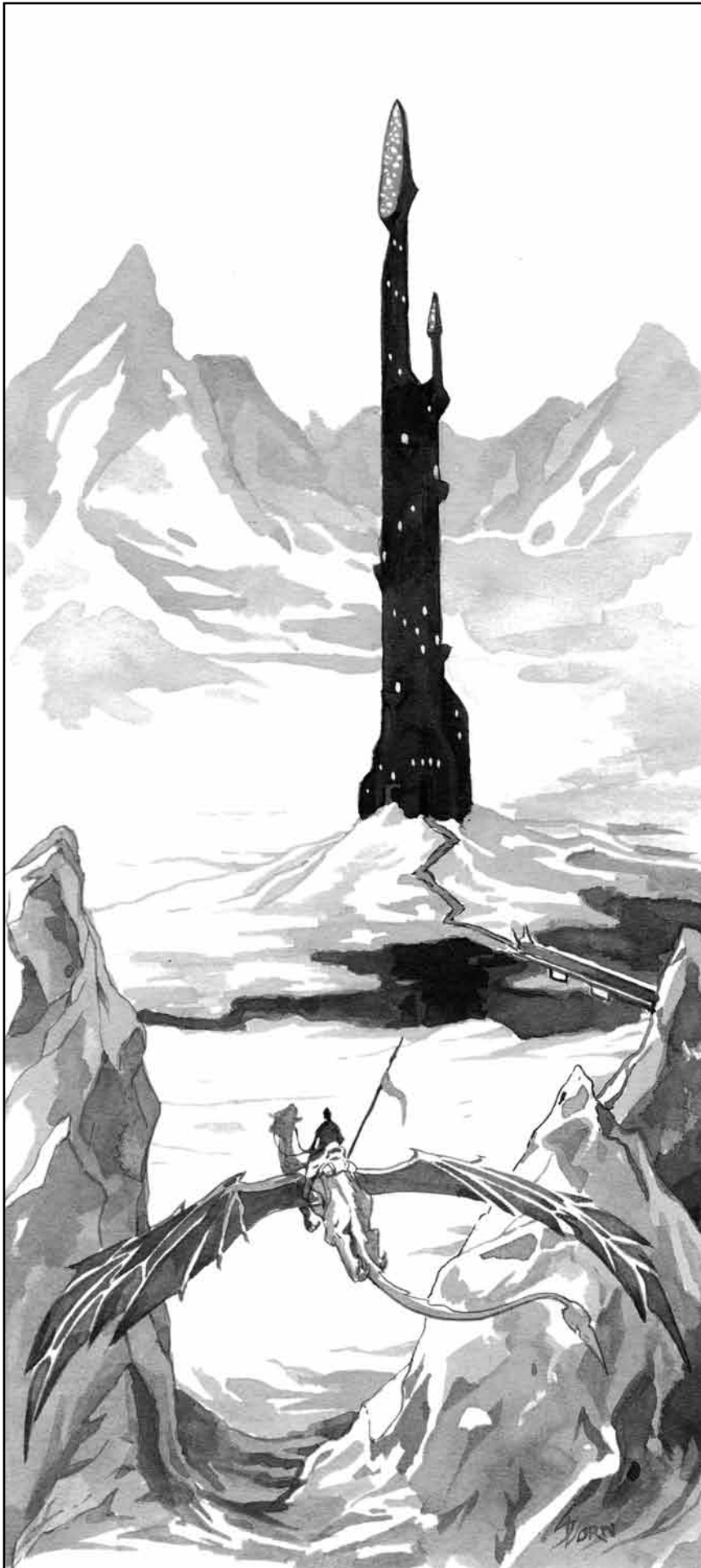
Like cats, dragons are active year-round, but many of them spend a lot of their time sleeping. In fact, it's not unknown for them to sleep for years, decades, or even centuries, waking only at certain times or when outside events (like a thief trying to filch their hoards) rouse them. This alleviates the pressure the dragon would otherwise put on the local food supply and keeps such a long-lived creature from becoming afflicted with that worst of all maladies, boredom. Dragons who have a constant supply of food and lots of "hobbies" to occupy themselves with are less likely to spend significant amounts of time asleep.

Tales abound of adventurers lucky enough to sneak up on a sleeping dragon, kill it effortlessly, and take its treasure, but most of these stories are untrue. Thanks to their heightened senses, dragons usually cannot be taken by surprise this way; they awaken at the slightest unusual sound or sensation. (In game terms, they typically have the *Lightsleep* Talent and various Enhanced Senses to boot.)

DRACONIC SOCIETY

As mentioned above, dragons tend to be solitary creatures — if for no other reason than most groups of heroes are going to have enough trouble just defeating one! But "solitary" doesn't necessarily mean "isolationist" or that dragons don't have a society of their own. It all depends





on what the GM wants for his campaign. In some Fantasy settings there could be entire kingdoms of dragons who rule themselves and interact with other realms via diplomacy, trade, and warfare. In others dragons might occasionally meet for social purposes (besides mating) or to share lore.

Or perhaps dragons prefer to keep to themselves but communicate with others of their kind via spells, crystal balls, or the like. In that case, perhaps a group of dragons might try to manipulate nearby human societies from behind the scenes for their own purposes. They'd probably need the help of human agents (knowingly or unknowingly), but between their resources and their power they could have a significant effect on other species' activities.

WHO'S WHO AMONG DRAGONS

Among themselves, dragons tend to accord one another status and popularity based on several factors.

The first is sheer power. A dragon who's regarded as strong and mighty is more respected than one who's considered weak or incompetent.

The second is age. The older a dragon is, the more he's survived and learned, the more his peers look up to him. If dragons in the campaign setting aren't wholly solitary, younger dragons may go to their elders in search of advice or assistance.

The third factor, and according to some dragons the only one that really matters, is wealth: the better a dragon's hoard, the more respected he is. (This reflects power in some ways, of course, since stronger dragons often augment their hoards by taking those of their weaker cousins.) When evaluating a hoard, other dragons look not only to the amount of money a dragon possesses, but the type and quality of items he has. Gemstones and gold coins are highly desired, but a piece of well-designed jewelry is better than a raw gem, and an antique coin minted by a long-dead human king has value beyond its metal. Rare (or better yet, unique) works of art, enchanted items, books, fine wines, and the like can all earn a dragon more prestige than mere money, and so some dragons actively seek out and collect such things. This is most common among dragons who can change to human shape or can use spells, since draconic talons are generally unsuited for handling artwork, books, and similar small, fragile objects.

MATING

Being long-lived and generally solitary, dragons rarely mate. When they do, the female typically lays a single egg, though in some settings and among some subspecies broods of up to a dozen aren't unknown. The monster (and sometimes the father as well) guards the egg until it hatches. The

parents may look out for the dragonling for a little while — a few months or years depending on the dragon's life cycle — but at an early stage they drive it away to fend for itself. Dragons' inherent territoriality and greed make them disinclined to share, even with their own offspring. Dragons' eggs and newborn dragons are often enormously valuable to men, since a dragon can be trained as a mount or sentinel.

INTERACTION WITH HUMANS

As sentient beings, dragons can interact with humans in many ways. The most common is as a monster — or perhaps more accurately, in the position of predator to prey. Many dragons, including all evil and cruel ones, regard humans as food at best, and a dangerous nuisance at worst. More than one dragon has tried to eliminate all humans living anywhere near its lair as a “security measure.” Others scoff at humans, regarding even trained dragonhunters as feeble fools easily defeated.

Less wicked dragons tend to deal with humans on a case-by-case basis. If attacked or threatened they respond with deadly force, but when approached in a peaceful, respectful fashion they can be helpful, or at least not dangerous. They might agree to trade with humans, providing some service in exchange for large amounts of food, goods, or money. For example, a Fantasy town might have its very own dragon protector who keeps other monsters from threatening the place. The locals spend more than half the year working to keep up their end of the bargain, but it's better than being exposed to attacks by bandits, orcs, giant insects, other dragons, or whatever other threats the local environment holds.

Benevolent, curious, or scholarly dragons might deliberately mingle with humans, either openly or in secret, to both species's mutual advantage. Depending on the situation they might change to human form to do this, or retain their normal form. A dragon with an interest in military history might assist a king with planning a war, while one well-versed in magic would frequently visit the Mages' Guild for conversation with the most skilled wizards. If a dragon has an interest in art, he might commission human artists to create works for him, hire a bard to come live with him, or attend musical or theatrical performances.

THE DRAGONIC PERSONALITY

As highly intelligent, clever beings, dragons spawn the gamut of personality types and motivations — historians and adventurers have reported meeting dragons whose evil matches that of the most depraved lich, and others so kindly they've been blessed by the gods. Despite this, certain aspects of personality tend to be common among dragons.

GREED

First and foremost, dragons are greedy. Their greed may manifest as wanton rapaciousness or avid collecting, but it's there in some way to some degree — only the most wise and enlightened of dragons transcends the basic draconic drive to acquire. This is why dragons amass vast hoards, which they're always seeking to enlarge and guard with a jealousy and watchfulness that often borders on monomania. A dragon usually knows his hoard's contents down to the least copper piece, and can spend hours blissfully lolling atop large piles of coins and gems, or even rolling around in them like a puppy in the grass. Besides hunger, the thing that's most likely to tempt a dragon from his lair is the chance to gather more treasure... or to pursue someone who's stolen from him.

CRUELTY

While benevolent, even helpful, dragons aren't unknown, the typical dragon is cruel, selfish, and destructive... or, simply put, evil. He thinks only of himself and his own desires, and may even go out of his way to harm others based on greed, a thirst for vengeance, or whim. He may sometimes present himself to adventurers as a reasonable being, but that's just a deception.

Similarly, most dragons tend to be vengeful. They remember slights (particularly injuries and thefts) for centuries, and can wait patiently for an opportunity to take revenge if need be.

OVERCONFIDENCE, ARROGANCE, AND VANITY

From the lowliest wyrm to the mightiest old fire-breather, dragons tend to think *very* highly of themselves. They have a profound appreciation for their own beauty, intelligence, and power, and often think no one can equal them in any of those areas. At times clever adventurers have gotten the best of dragons by playing on these traits and using them to manipulate their scaly foes. For example, many dragons enjoy intellectual challenges, such as riddle contests, games, puzzles, and the like (though in the case of evil dragons, as much as a way of toying with prey as a true sport). Rather than engaging such a dragon in a physical contest he can't possibly win, a wily adventurer might lure him into a duel of riddles or lore... and perhaps win by trickery.

PATIENCE

Due to their longevity and intelligence, dragons tend to be patient — they know they can afford to outwait their adversaries. This trait is much more pronounced in “good” dragons than “evil” ones; the latter tend to have low tolerances for frustration. In either case, this trait, when combined with his intellectual vanity and cruelty, may make a dragon a superb schemer and conspirator.

CURIOSITY

Perhaps as a way of keeping their minds active over the long centuries of their lives, dragons often have a highly-developed sense of curiosity and a desire to learn. Again, this is more



DRAGONIC HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Head	x5	x2	x2	-8 OCV
5-6	Neck	x4	x1½	x1½	-7 OCV
7-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12-13	Hindlimbs	x2	x½	x½	-5 OCV
14-16	Wings	x2	x½	x½	-4 OCV
17	Tail	x2	x½	x½	-5 OCV
18	Vital Spot	x6	x3	x3	-12 OCV

If a dragon doesn't have wings, count "Wings" result as "Body."

common among "good" dragons, but even "evil" ones share it to some extent. Dragons particularly enjoy studying long-forgotten lore and languages, and may hire (or kidnap) humanoid scholars to teach or assist them. Conversely, humanoids in search of some snippet of knowledge or the solution to a historical mystery may find out that the only being who knows the answers they seek... is a dragon.

DRAGONS IN COMBAT

Dragons are at their most fearsome in battle, where they have few equals. They possess many powerful weapons and abilities; overcoming one should be a notable feat even for a group of experienced adventurers.

FIERY BREATH

The best-known draconic weapon is the ability to breathe fire (though some species breathe other things, such as a cloud of razor-sharp ice shards, a bolt of lightning, or a puff of deadly gas). Typically this blast takes the form of a "beam" of fire that begins at the dragon's maw and projects many meters ahead of him, burning everything in its path. A single breath is enough to reduce most adult humans to ash, and even a seasoned adventurer may be seriously or fatally wounded. Some dragons also have the ability to breathe a shorter but broader cone of flame. (At the GM's option, a dragon without a "cone" option for its fiery breath can convert its Area Of Effect (Line; +1) breath into an Area Of Effect (Cone; +1) by taking a Half Phase Action and succeeding with an INT Roll.)

Dragons usually have to be careful about when they use their fiery breath, for two reasons. First, breathing fire tires them quickly, so they prefer to save it for times when it's a good tactical option (*i.e.*, they can hit multiple foes at once) or they're desperate. Second, only if he's truly hard-pressed is a dragon willing to risk using his red-hot breath around his hoard, since gold coins and other valuable objects are easily damaged by fire. A mound of golden slag isn't nearly as much fun to have as a big pile of gold pieces!

NATURAL WEAPONS

As if breathing fire weren't enough, dragons possess many natural weapons. Their fangs and talons are so deadly they're the stuff of proverbs, and often used as components in the creation of magical weapons or the casting of deadly spells. But dragons can do more than just claw and bite. Most of them are clever enough to use their long tails and large wings in battle to bash and smash their foes. Some, such as the aptly-named Spiked Dragon, have spines or spikes on their bodies that makes any sort of melee combat with them a deadly proposition.

MAGIC

Dragons are magical creatures, and often possess much magical lore and many sorcerous

powers. Their very gaze can enthrall others, leaving the victim helpless and vulnerable to the dragon's other attacks. Some dragons can actually cast spells, or work other magics (including the ability to change their shape, which allows them to walk unnoticed among men, and sometimes even breed with humans). Even those who cannot cast spells themselves are highly resistant to magical attacks.

COMBAT TACTICS

As intelligent beings, dragons adopt whatever tactics work best for them. The stereotypical fire-breathing dragon living in a cave in the mountains may fight very differently from an acid-spitting wyrm who resides in a dismal swamp. As discussed above, dragons often arrange their lairs for tactical advantage.

In battle, dragons with wings often prefer to fight from the air, since many of their opponents have no way, or fewer ways, to attack them at a distance. They open up with a blast of fire-breath, then perform *Move Bys* to rake opponents with their talons. If a group of foes bunches up together, another gout of fiery breath is sure to hit them.

Many dragons have a single vulnerable point somewhere on their bodies (typically the belly). Their scaly skin provides no protection here, giving a clever and knowledgeable hero a way to slay them — if he can find and strike the unarmored spot. (The GM should choose one of the dragon's Hit Locations as the one with zero defense. If you're using the accompanying Draconic Hit Location Table, this should be Location 18, representing the area on the dragon's underside where one of its forelimbs joins its body.)

For more information on combat involving large monsters in general, please see the Appendix.

OTHER ABILITIES

Besides the various powers and weapons described above, dragons can have all sorts of abilities. Over the course of their lifetimes they may learn many things and develop many talents. One power they're particularly known for is their *hoardsense*. This ability (defined in *HERO System* terms as Detect Hoard, Discriminatory, Analyze, Sense) allows a dragon to know *exactly* what he has in his hoard... and if *anything*, even the smallest coin or most trivial knick-knack, has been taken or moved. Some can even "track" objects that have been removed from the hoard so that they can pursue thieves.

APPEARANCE

The typical dragon, if there is such a thing, is a large-bodied creature with a long neck, a wedge-shaped head, four legs, a long tail, and two enormous leathery wings. Tough, scaly skin covers their bodies and protects them from harm. Most are reddish, orangeish, and/or yellowish in color, but many other colors are possible (see below).



BASIC DRAGONS

Generally speaking, there are three “standard” types of dragons: the stereotypical enormous, winged, fire-breathing type; the *wyrm*, who lacks wings; and the *wyvern*, a smaller, two-legged dragon who spits poison. Closely related to them is the *hydra*, usually depicted in Fantasy games as a multi-headed reptilian creature. Here are character sheets for these basic dragons, including young, lesser, greater, and majestic forms of the standard dragon.

JUVENILE DRAGON

Val Char Cost Roll Notes

25	STR	15	14-	Lift 800 kg; 5d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
16	PD	11*		Total: 16 PD (10 rPD)
16	ED	12*		Total: 16 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
12	REC	6		
40	END	0		
45	STUN	4		Total Characteristics Cost: 153

(+30 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Flight:	12"/24"

Cost Powers END

60	<i>Dragon Powers:</i>	Multipower, 60-point reserve	
3u	1) <i>Fire Breath:</i>	RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
4u	2) <i>Hypnotic Gaze:</i>	Mind Control 8d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
22	<i>Draconic Weapons:</i>	Multipower, 22-point reserve	
4m	1) <i>Bite:</i>	HKA 1d6+1 (2½d6 with STR)	2
4m	2) <i>Talons:</i>	HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
1m	3) <i>Tail Bash:</i>	HA +2d6; Hand-To-Hand Attack (-½)	1
10	<i>Scaly Skin:</i>	Damage Resistance (10 PD /10 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i>	Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i>	Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Limited Type Of Attack (fire; -½)	0
12	<i>Heavy:</i>	Knockback Resistance -6"	0

7	<i>Strong Mind:</i>	Mental Defense (10 points total)	0
6	<i>Magical Beast:</i>	Power Defense (6 points)	0
24	<i>Wings:</i>	Multipower, 24-point reserve	
2u	1) <i>Flying:</i>	Flight 12"; Restrainable (-½)	2
1u	2) <i>Wing Buffet:</i>	HA +1d6; Hand-To-Hand Attack (-½)	1
19	<i>Hoardsense:</i>	Detect Hoard 14-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i>	Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i>	Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i>	Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i>	+2 PER with all Sense Groups	0
5	<i>Tail:</i>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Talents

3 Lightsleep

Skills

10	+1 Overall
16	+2 with All Combat
4	+2 OCV with Fire Breath
3	Concealment 12-
3	KS: Arcane And Occult Lore 12-
5	KS: Dragon Lore 14-
3	KS: History 12-
3	Persuasion 14-
3	Stealth 13-
2	Survival (choose environment) 12-

Total Powers & Skills Cost: 300

Total Cost: 453

75+ Disadvantages

15	Physical Limitation: Enormous (up to 8m tall; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
278	Experience Points

Total Disadvantage Points: 453

Description: This character sheet represents a dragon who's just beginning to come into his true power. He's not yet as tough or mighty even as a lesser dragon, and hasn't yet begun to accumulate a true hoard, but the signs of what he's growing into are unmistakable.

LESSER DRAGON				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
20	PD	12*		Total: 20 PD (14 rPD)
20	ED	15*		Total: 20 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 210 (+80 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	6"/12"
	Leaping:	4"/8"
	Flight:	15"/30"

Cost	Powers	END
90	<i>Dragon Powers:</i> Multipower, 90-point reserve	
4u	1) <i>Fire Breath:</i> RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
6u	2) <i>Hypnotic Gaze:</i> Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
14	<i>Scaly Skin:</i> Damage Resistance (14 PD/14 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Limited Type Of Attack (fire; -½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
10	<i>Strong Mind:</i> Mental Defense (14 points total)	0
8	<i>Magical Beast:</i> Power Defense (8 points)	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrained (-½)	3
1u	2) <i>Wing Buffet:</i> HA +2d6; Hand-To-Hand Attack (-½)	1

19	<i>Hoardsense:</i> Detect Hoard 15-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5	<i>Hoard:</i> Money: Well Off
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Talents

3	Lightsleep
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Skills

10	+1 Overall
16	+2 with All Combat
4	+2 OCV with Fire Breath
3	Concealment 13-
3	KS: Arcane And Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
3	Persuasion 15-
3	Stealth 13-
2	Survival (choose environment) 13-

Total Powers & Skills Cost: 386

Total Cost: 596

75+ Disadvantages

15	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
421	Experience Points

Total Disadvantage Points: 596

Description: The lesser dragon is a not quite as old, not quite as powerful dragon — one who's perhaps only been alive and gathering treasure for a century or two at most. If left alone, he'll probably become a greater dragon, though this character sheet is also appropriate for the most powerful members of some dragon subspecies that simply don't grow to greater dragon size (see below).

GREATER DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (20 rPD)
28	ED	21*		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+178 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Powers	END
150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0

40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Fire Breath
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 610

Total Cost: 917

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
742	Experience Points

Total Disadvantage Points: 917

Description: A greater dragon is an old, powerful dragon — one who's typically been around for centuries and been able to collect huge amounts of loot and lore, not to mention a fearsome reputation. Defeating a greater dragon is often the pinnacle of a dragonslayer's career.

MAJESTIC DRAGON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [12]
25	DEX	45	14-	OCV: 8/DCV: 8
36	CON	52	16-	
30	BODY	40	15-	
30	INT	20	15-	PER Roll 15-
28	EGO	36	15-	ECV: 9
50	PRE	40	19-	PRE Attack: 10d6
16	COM	3	12-	
30	PD	18*		Total: 20 PD (24 rPD)
30	ED	23*		Total: 28 ED (24 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
22	REC	6		
72	END	0		
78	STUN	0		Total Characteristics Cost: 348

(+219 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	6"/12"
	Flight:	20"/40"

Cost Powers END

150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
24	<i>Scaly Skin:</i> Damage Resistance (24 PD/24 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
14	<i>Strong Mind:</i> Mental Defense (20 points total)	0
20	<i>Magical Beast:</i> Power Defense (20 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1

19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

15	<i>Hoard:</i> Money: Filthy Rich
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Talents

3	Lightsleep
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Skills

30	+3 Overall
24	+3 with All Combat
6	+3 OCV with Fire Breath
3	Concealment 15-
3	KS: Arcane And Occult Lore 15-
5	KS: Dragon Lore 17-
3	KS: History 15-
3	Persuasion 19-
3	Stealth 14-
2	Survival (choose environment) 15-

Total Powers & Skills Cost: 628

Total Cost: 976

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
801	Experience Points

Total Disadvantage Points: 976

Description: The oldest, mightiest dragons are known as *majestic dragons*. Fortunately for the world they usually prefer to keep to themselves, for even the most skilled dragonslayers and most powerful heroes consider a majestic dragon a daunting challenge to fight.

HYDRA

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 [5]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 3
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
				Total: 22 PD (8 rPD)
				Total: 22 ED (8 rED)
				Phases: 4, 8, 12
17	REC	0		
60	END	0		
73	STUN	0		
				Total Characteristics Cost: 194 (+115 with NCM)

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost Powers **END**

54	<i>Nine Heads:</i> Duplication (creates 8 195-point Duplicates); Cannot Recombine (-0)	0
5	<i>Cut Off A Head And Two Shall Take Its Place:</i> +24 Duplicates, Inherent (+¼); Two Duplicates Appear Only When One Existing Duplicate Is Slain (-1), Does Not Work If Regeneration Is Stopped (-½)	0
25	<i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
8	<i>Scaly Skin:</i> Damage Resistance (8 PD/8 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
18	<i>Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Work On Cauterized Wounds (-½)	0
10	<i>Hydra Senses:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
6	<i>Hydra Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Talents

3 Lightsleep

Skills

20 +4 HTH

Total Powers & Skills Cost: 188

Total Cost: 382

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)

5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Greedy; Loves Treasure And Shiny Objects (Common, Strong)
247	Experience Points

Total Disadvantage Points: 382

HYDRA HEAD

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	10-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
				Total: 22 PD (8 rPD)
				Total: 22 ED (8 rED)
				Phases: 4, 8, 12
11	REC	0		
40	END	0		
38	STUN	0		
				Total Characteristics Cost: 105 (+43 with NCM)

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost Powers **END**

25	<i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
8	<i>Scaly Skin:</i> Damage Resistance (8 PD/8 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
10	<i>Hydra Senses:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
6	<i>Hydra Senses:</i> +2 PER with all Sense Groups	0

Talents

3 Lightsleep

Skills

20 +4 HTH

Total Powers & Skills Cost: 90

Total Cost: 195

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Greedy; Loves Treasure And Shiny Objects (Common, Strong)
70	Experience Points

Total Disadvantage Points: 195

OPTIONS

If you apply either of the “Breath” options, each of the individual heads should have it as well, thus altering the cost of the hydra’s Duplication.

Cost	Hydra Options	END
40	<i>Fiery Breath:</i> RKA 2d6, Area Of Effect (12” Line; +1); No Range (-½)	6
+20	<i>Immortal Main Head:</i> Add “Resurrection” option to hydra’s Regeneration (but not to its Duplicates); Resurrection is stopped by burning the head up completely	0
168	<i>Poisonous Breath:</i> RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (1”; -¼)	0
13	<i>Wings:</i> Flight 10”; Restrainable (-½)	2

Ecology: The hydra is an enormous reptilian beast, kin perhaps to dragons. It most often lairs in caves, underground caverns, dense forests, and deserts, but can only live in places with sufficient food to satisfy its enormous appetite. Some hydrae survive partly on the corpses of adventurers foolish enough to challenge them.

Hydrae are solitary, except during the mating season (in the late winter/early spring every five to ten years), when males and females seek each other out (and males sometimes battle each other for the right to mate with a particular female). The female lays a clutch of one to six eggs, which hatch in six months. It takes a dozen years for the young, which must fend for themselves from birth, to become fully grown.

Personality/Motivation: Normal animal motivations, with perhaps a touch of intelligence lacking in most creatures. Extremely fierce and aggressive, the hydra is hard for anyone to control or dominate (even with magic). It’s also quite greedy, gathering as much treasure (and shiny objects) to itself as it can.

Powers/Tactics: The hydra fights by attacking with its nine heads. Since the heads are bought with Duplication, each one counts as a separate character, giving the hydra nine separate attacks in each Phase! Typically some heads Hold their Actions, so an opponent suffers assault every single Segment of a Turn.

To make matters worse, the hydra is extremely difficult to injure or kill. Even if an attacker manages to penetrate its thick, scaly skin, the hydra heals at an extraordinarily rapid rate. And if an attacker should get lucky and kill one of the heads, two more sprout from the dead one! The only way to stop this is to cauterize — seal with heat — the wound. Any injury inflicted by fire or heat, or to which an attacker applies at least 1 pip of fire-based Killing Damage before the hydra next regenerates, cannot heal with Regeneration.

Campaign Use: The hydra is a tough foe, able to take on most groups of adventurers single-



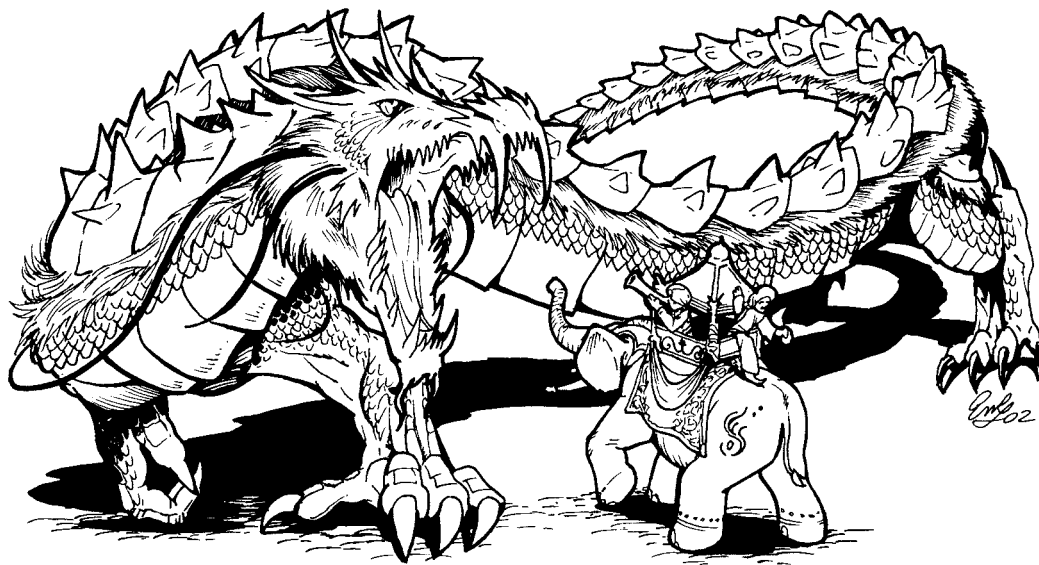
handledly and give them a fight for their lives. If you add in any of the options, such as fire breath or making the main head immortal, the battle becomes even more dangerous.

You can use the hydra as a template for multi-headed alien creatures in a *Star Hero* campaign, or perhaps some Lovecraftian extra-dimensional horrors in a pulp-era or *Horror Hero* game. For a touch of comedy, you could have some of the heads argue with other heads.

Appearance: The hydra, a large-bodied reptile, has a thick tail, four relatively stumpy legs, and nine necks, each ending in a beaked or fanged head. Thanks to its many heads, the hydra is difficult to sneak up on, and even more difficult to fight.

HYDRA HEAD HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Upper Neck	x4	x1½	x1	-7 OCV
12-18	Lower Neck	x2	x½	x½	-5 OCV



WYRM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
20	PD	12*		Total: 20 PD (14 rPD)
20	ED	15*		Total: 20 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 196 (+79 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
60	<i>Dragon Powers:</i> Multipower, 60-point reserve	
3u	1) <i>Fire Breath:</i> RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
4u	2) <i>Hypnotic Gaze:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
14	<i>Scaly Skin:</i> Damage Resistance (14 PD/14 ED); Does Not Protect Hit Location 18 (-0)	0

30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Limited Type Of Attack (fire; -½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
7	<i>Strong Mind:</i> Mental Defense (10 points total)	0
5	<i>Magical Beast:</i> Power Defense (5 points)	0
12	<i>Dragon's Legs:</i> Running +6" (12" total)	1
19	<i>Hoardsense:</i> Detect Hoard 14-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5 *Hoard:* Money: Well Off

Talents

3 Lightsleep

Skills

10	+1 Overall
16	+2 with All Combat
4	+2 OCV with Fire Breath
3	Concealment 12-
3	KS: Arcane And Occult Lore 12-
5	KS: Dragon Lore 14-
3	KS: History 12-
3	Stealth 13-
2	Survival (choose environment) 13-

Total Powers & Skills Cost: 323

Total Cost: 519

75+ Disadvantages

- 15 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: powerful evil creature, 14- (Extreme)
- 344 Experience Points

Total Disadvantage Points: 519

Description: A wyrm is a dragon who lacks wings (and who's usually [but not always] a little smaller and weaker than his winged counterpart). They're sometimes also known as *drakes*. If anything, wyrms are more cruel and wicked than their winged cousins. They frequently lair near lakes, well-traveled underground caverns, and other such places so they can prey on animals and people who use them.

WYVERN

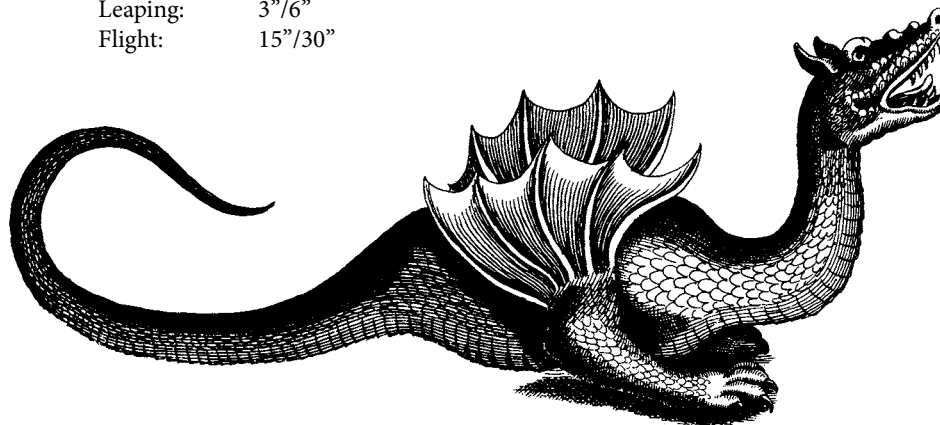
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
16	COM	3	12-	
				Total: 18 PD (10 rPD)
18	PD	12		Total: 18 ED (10 rED)
18	ED	13		Phases: 3, 6, 9, 12
4	SPD	10		
12	REC	2		
46	END	0		
47	STUN	0		Total Characteristics Cost: 164 (+41 with NCM)

Movement: Running: 6"/12"
Leaping: 3"/6"
Flight: 15"/30"

Cost Powers

END

- 42 *Venomous Bite:* Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) **plus** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]
- 22 *Poisonous Spittle:* RKA 2d6, Penetrating (+½); Limited Range (6"; -¼), 6 Charges (-¾) [6]
- 39 *Venomous Stinger:* HKA 1 point (½d6 with STR) **plus** Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]
- 30 *Wyvern Weapons:* Multipower, 30-point reserve
 - 3m 1) *Bite:* HKA 1d6 (2d6 with STR) 1
 - 2m 2) *Talons:* HKA 1d6 (2d6 with STR); Reduced Penetration (-¼) 1
 - 1m 3) *Tail Bash:* HA +2d6; Hand-To-Hand Attack (-½) 1
- 10 *Scaly Skin:* Damage Resistance (10 PD/10 ED) 0
- 30 *Tough Body:* Physical and Energy Damage Reduction, Resistant, 25% 0



18	<i>Heavy</i> : Knockback Resistance -9"	0
30	<i>Wings</i> : Multipower, 30-point reserve	
2u	1) <i>Flying</i> : Flight 15"; Restrained (-½)	3
1u	2) <i>Wing Buffet</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
17	<i>Hoardsense</i> : Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	<i>Wyvern's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Wyvern's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Wyvern's Nose</i> : Tracking for Normal Smell	0
6	<i>Wyvern's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

2	<i>Hoard</i> : Money: Well Off	
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Talents

3	Lightsleep	
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Skills

8	+1 with All Combat	
6	+2 with Venomous Bite, Poisonous Spittle, and Venomous Stinger	
3	Concealment 12-	
3	KS: Arcane And Occult Lore 12-	
5	KS: Dragon Lore 14-	
3	KS: History 12-	
3	Stealth 13-	
2	Survival (choose environment) 12-	

Total Powers & Skills Cost: 310**Total Cost: 474****75+ Disadvantages**

15	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)	
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)	
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)	
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)	
20	Psychological Limitation: Overconfidence (Very Common, Strong)	
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)	
15	Psychological Limitation: Cruel (Common, Strong)	
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)	
289	Experience Points	

Total Disadvantage Points: 474

Description: A wyvern is an unusual form of dragon with no front legs and a poisonous bite and spittle instead of fiery breath (and a poisonous sting on the end of its tail). They prefer to lair in dark, dank forests, swamps, or underground. Although much less intelligent than its kin, it is nevertheless a cunning, vicious foe.

Draconic Powers

In addition to the abilities listed on the character sheets above, dragons may possess other powers. Some of the most common include:

MAGICAL POWERS AND SPELLS

In most Fantasy settings, dragons are by definition magical creatures, so it's not uncommon for them to learn magic spells just like PC wizards do. (They may even devise their own special spells, *Dragon Magics*; see pages 64-67 of *The Fantasy Hero Grimoire II* for some examples.) How they buy spells depends on the magic system in your campaign; the power listed below uses a straightforward Variable Power Pool. Since many dragons lack manipulatory digits, their spells do not have the *Gestures* Limitation; for similar reasons they rarely involve Foci. Due to dragons' innately magical nature, they often buy spells without a Required Skill Roll and/or Side Effects, even in magic systems that ordinarily mandate those Limitations.

Cost Power

75	<i>Magic Spells And Powers</i> : Variable Power Pool (Magic Pool), 40 base + 20 control cost plus Magic 20- (costs 77 points for Lesser Dragon)
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ADVANCED HOARDSENSE

Some dragons are so acutely tuned to the contents of their hoards that they can actually follow pieces of it and track down thieves.

Cost Power

10	Add Range, Tracking to Hoardsense
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DRACONIC PERCEPTION

Dragons' senses are already so acute that they can perceive things humans cannot, which makes it difficult to sneak past them or hide things from them. But some have mystically-expanded senses that make them even more aware of the world around them.

Cost Power

7	<i>Sense Magic</i> : Detect Magic (INT Roll) (no Sense Group), Sense
12	<i>Sense Invisibility</i> : Detect Invisibility (INT Roll) (no Sense Group), Range, Sense

HIDE HOARD

Some dragons develop special powers of illusion to help them hide their wealth from would-be thieves.

Cost Power

45	<i>Hide Hoard</i> : Sight and Touch Group Images, -6 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (0 END; +½), Persistent (+½); Set Effect (only to hide hoard by making it seem like ordinary objects; -1)
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HUMAN FORM

Legends often describe dragons as having the power to assume human form. This allows them to mingle with humanity without arousing fear or suspicion, either to spy on human enemies or to dispense wisdom (and perhaps other gifts!) to worthy people.

Cost Power

- 34 *Assume Human Form*: Shape Shift (Sight and Touch Groups; any humanoid form), Reduced Endurance (0 END; +½)

MANIPULABLE TALONS

It's not uncommon for Fantasy illustrators to depict dragons as being so human-like in some aspects of their forms that they can participate in human activities: reading books; sitting in chairs; wielding weapons or enchanted items; and more. For example, dragons are often shown with front talons so nimble that they're effectively the same as fingers.

Cost Power

- Spec Buy off the *Limited Manipulation Physical Limitation*

SERPENTINE APPETITE

One common trope in Fantasy fiction is that dragons rarely eat. They spend most of their time sleeping or in their lairs. When they do wake up, though, they tend to be ravenously hungry and gorge themselves on villages full of people, entire herds of cattle, and so on.

Cost Power

- 2 *Serpentine Appetite*: Life Support (Diminished Eating: once per year, or less)

VENOMOUS BITE

Instead of having fiery breath, some dragons have a venomous bite, or even the ability to spit poison. This is most common with the Brute Dragon and "regional" dragons described below, but sometimes even the mightiest dragons are poisonous rather than fiery

Cost Powers

- 42 *Venomous Bite*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) **plus** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾)
- 34 *Venomous Spittle*: RKA 2d6, Penetrating (x2; +1); Limited Range (20"; -¼), 8 Charges (-½)

**Variant Dragons**

The character sheets above present "basic" versions of the classic dragon. Here are a few minor variants representing dragons adapted for specific situations or tailored for a different "feel." (See *Other Dragons*, below, for character sheets featuring more extreme changes or additions.)

BRUTE DRAGON

The typical Fantasy dragon is intelligent and clever, able to speak with humans and often possessing wisdom and lore that no human has. But that's not always the case. Some dragons are just large, extremely dangerous beasts. They possess a strong measure of animal cunning, but they're not truly sentient.

The costs for the necessary changes to create a brute dragon (also known as a bestial dragon or a wild dragon) are based on the Lesser Dragon character sheet. Brute dragons rarely become large enough to be considered Greater Dragons, much less Majestic Dragons.

Cost Power

- 10 Reduce INT to 8
 -26 Reduce EGO to 5
 -10 Remove Mental Defense
 -8 Remove Power Defense
 -19 Remove Hoardsense
 6 Increase Dragon's Senses to +4 PER with all Sense Groups
 -17 Remove all Skills except Stealth and Survival
 (15) Add Physical Limitation: Animal Intelligence
 (-20) Remove Psychological Limitation: Overconfidence

CHROMATIC DRAGONS

In most settings dragons are thought of as having red, gold, or red-gold skin, perhaps because of their association with both fire and wealth. But there's no reason you can't vary the color of a dragon's skin to confuse the players, better suit a particular adventure, or just for a change of pace. Here are some examples of how you can change a dragon's powers to fit a different color skin.

AZURE DRAGON

With scales of bright blue — typically royal blue or a deep cerulean on top, with a lighter matching hue on the stomach and bottom side of the neck — the azure dragon presents a magnificent picture that's captured the imagination of many an artist and bard. (Some rumors even claim that a subspecies of azure dragon has gold highlights along the edges of its scales and on its wing-bones, but no adventurer has yet succeeded in capturing or killing such a magnificent specimen, or even recovering a scale.) Compared to regular dragons, azure dragons are at home in the sky, able to fly swiftly and maneuver with great agility.

Cost Power

+11 Flight +5" (includes increase to Multipower reserve) (only +10 for Greater Dragon)
4 +2 with Flight

Total cost: +15 points (+14 for Greater Dragon)

PURPLE DRAGON

A purple dragon's scales are a rich royal purple, shading to a lighter tone on the stomach. (Females are often more of a violet color overall than royal purple.) Their skins are highly valued for crafting armor and other garb for kings and potentates, leading to the beast's other name in some parts, "emperor dragon." Purple dragons' hypnotic and persuasive powers are particularly strong, making it dangerous in the extreme to look them in the eye or converse with them for long.

Cost Power

+23 Lesser Dragon: Increase Mind Control to 15d6
+1 Greater Dragon: Increase Mind Control to 20d6
3 Add Conversation (PRE Roll)
4 +2 to Persuasion
3 Add Seduction (PRE Roll)

Total cost: +33 points (+11 for Greater Dragon)

SCARLET DRAGON

The scarlet dragon has no gold scales — they're all red, and it's a darker, richer red than the fiery orange-red seen on the typical dragon. Females are lighter in color, though the oft-rumored "pink dragon" is just a myth. As befits their coloration, scarlet dragons have deadlier fiery breath.

Cost Power

Lesser Dragon: change *Dragon Powers* Multipower to:

90 *Scarlet Dragon's Fire:* Multipower, 90-point reserve
4u 1) *Fire Breath I:* RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)
4u 2) *Fire Breath II:* RKA 3d6, Area Of Effect (10" Cone; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)
60 *Hypnotic Gaze:* Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +58 points

Greater Dragon: change *Dragon Powers* Multipower to:

150 *Scarlet Dragon's Fire:* Multipower, 150-point reserve
10u 1) *Fire Breath I:* RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)
10u 2) *Fire Breath II:* RKA 4d6, Area Of Effect (13" Cone; +1), Armor Piercing (+½); No Range (-½)
90 *Hypnotic Gaze:* Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +91 points.

VERIDIAN DRAGON

The veridian dragon has scales of forest green shading to a lighter, almost kelly green, color on the stomach. They're known for their magic powers and wisdom. Compared to most types of dragons they're more likely to be benevolent, or at least willing to deal with humans on equal terms — though they always drive a hard bargain in exchange for their knowledge or assistance.

Cost Power

var One or more magical spells/powers (see above for examples)
+1 +1 to KS: Arcane And Occult Lore

XANTHIC DRAGON

As its name suggests, the scales of a xanthic dragon are a deep yellow, almost but not quite gold. The coloration tends to be even throughout, without significant lightening along the lower parts of the body as is common with most dragons. A xanthic dragon's fire is a sulphuric blue and particularly deadly.

Cost Power

Lesser Dragon: change *Dragon Powers* Multipower to:

112 *Xanthic Dragon Powers:* Multipower, 112-point reserve
6u 1) *Fire Breath:* RKA 3d6, Area Of Effect (18" Line; +1), Armor Piercing (+½); Increased Endurance Cost (x2 END; -½), No Range (-½)
6u 2) *Hypnotic Gaze:* Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +24 points.

Greater Dragon: change *Dragon Powers* Multipower to:

- 180 *Xanthic Dragon Powers:* Multipower, 180-point reserve
 12u 1) *Fire Breath:* RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½), Penetrating (+½); No Range (-½)
 9u 2) *Hypnotic Gaze:* Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +32 points.

METALLIC DRAGONS

Instead of having pure chromatic colors as described above, some dragons have metallic colors. This often occurs because the metal in question is part of their diet, and/or because they somehow "absorb" its properties from the coins and objects in their hoards.

All metallic dragons have +2 PD, +2 ED, and Damage Resistance (+2 PD/+2 ED) because of the semi-metallic nature of their scales (which are valuable to alchemists, smiths, metallurgists, and similar professionals). Some have even higher defenses, as described below. Metallic dragons also all have the power to perceive metals, and it's said that the heart of a slain metallic dragon can be fashioned into a talisman that allows a man to do the same.

Cost Power

- 20 *Metal Sense:* Detect Metals (INT Roll) (no Sense Group), Discriminatory, Range, Sense, Telescopic (+6 versus Range Modifier)

ADAMANT DRAGON

The mightiest of the metallic dragons is the *adamant dragon*, whose scales and body are infused with the power of the mystical metal adamant. Large and fierce with razor-sharp claws and spines at many places on its body, it's a deadly melee opponent.

Cost Power

- 8 *Adamant Scales:* +4 PD, +4 ED
 4 *Adamant Scales:* Damage Resistance (+4 PD/+4 ED)
 22 *Spiked Body:* HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 12- (-¾), No STR Bonus (-½)

Lesser Dragon: change *Draconic Weapons* Multipower to:

- 82 *Draconic Weapons:* Multipower, 82-point reserve
 9m 1) *Bite:* HKA 2d6 (4d6 with STR), Armor Piercing (+½)
 7m 2) *Talons:* HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)
 4m 3) *Tail Bash:* HA +6d6; Hand-To-Hand Attack (-½)

Total cost: +78 points.



Greater Dragon: change *Draconic Weapons* Multipower to:

- 105 *Draconic Weapons:* Multipower, 105-point reserve
 12m 1) *Bite:* HKA 2½d6 (5d6+1 with STR), Armor Piercing (+½)
 9m 2) *Talons:* HKA 2d6 (2½d6 with STR), Armor Piercing (+½)
 5m 3) *Tail Bash:* HA +8d6; Hand-To-Hand Attack (-½)

Total cost: +63 points.

BRASS, BRONZE, AND COPPER DRAGONS

With scales varying from the goldish hue of brass or bronze, to the distinctive orange-gold of copper, to the verdigrised green of old bronze, these three closely-related metallic dragons tend toward the smaller end of the draconic scale. Adults usually achieve no more than Lesser Dragon size, though larger specimens do crop up from time to time. They typically prefer dry or temperate environments, though bronze dragons and some copper subspecies seem to favor coastal or watery lairs. All three have distinctive forward-pointing horns (from one to three) on their heads, giving them an additional Draconic Weapon.

Cost Power

- 5m 4) *Horns:* HKA 1½d6 (3d6 with STR)

GOLD AND SILVER DRAGONS

As befits dragons whose powers derive from such noble and beautiful metals, gold dragons and their lesser cousins silver dragons are majestic creatures of awesome beauty. They're generally thought to be of noble mind and heart, eager to reward wisdom, kindness, and heroism and to punish and destroy evil. This stereotype exists for a reason, but like most stereotypes it's far from absolute: adventurers have reported wicked gold dragons and silver dragons that seem to be among the most depraved and vicious members of dragonkind.

Gold and silver dragons usually possess great mystic power. Give them the *Magical Spells And Powers* VPP described above, or equivalent abilities for your setting.

IRON AND STEEL DRAGONS

Iron dragons, who have dark grey scales the color of well-forged iron, and their cousins steel dragons, whose scales are the color of a well-polished swordblade, are tougher than most metallic dragons, and also have larger fangs. The iron dragon in particular is temperamental and touchy, likely to respond to the least invasion of its privacy with extreme force.

Cost Power

Change *Bite* to:

10m 1) *Bite*: HKA 2d6+1 (4½d6 with STR),
Armor Piercing (+½)

Iron Dragon:

4 *Iron Scales*: +2 PD, +2 ED
2 *Iron Scales*: Damage Resistance (+2 PD/+2 ED)

Total cost: +7 points.

Steel Dragon:

6 *Steel Scales*: +3 PD, +3 ED
3 *Steel Scales*: Damage Resistance (+3 PD/+3 ED)

Total cost: +10 points.

RUST DRAGON

Perhaps the most unusual metallic dragon is the *rust dragon*, whose scales are the color of rusted iron. Instead of breathing fire it puffs out a cloud of rusty powder that causes all ferrous objects in the affected area to rust over, which often renders them useless. (The GM determines the exact effects, taking into account that the power is defined as a Major Transform; the affected objects could fall to pieces, rust together, or otherwise become totally worthless.)

Cost Power

Replace *Draconic Powers* Multipower with:

38 *Rust Cloud*: Major Transform 3d6 (ordinary ferrous objects to heavily-rusted ferrous objects), Area Of Effect (One Hex; +½); Limited Range (10"; -¼), Limited Target (ferrous metal objects; -½)

Total cost: -131 points.

REGIONAL DRAGONS

As discussed on page 6, the typical dragon's habitat is a large cave in a mountainous region. But depending on the setting and the GM's desires, dragons can be found nearly anywhere. The following "templates" describe different "regional" dragons, based on the dragon's preferred place to live. Regional dragons tend to be smaller than "standard" dragons, so any changes or additions should apply to the Lesser Dragon character sheet — but the GM can certainly make a regional dragon larger and more powerful if he wishes. Similarly, many tend to be brute dragons (see above).

CAVE DRAGON

Cave dragons dwell in deep, underground caverns and rarely (if ever) see the light of day. Many are albino white with small, atrophied eyes. Their hearing and other senses are extremely acute.

Cost Power

- 17 *Digging Claws*: Tunneling 1" through DEF 5 materials
 - 10 *Acute Hearing*: Targeting for Normal Hearing
 - 6 *Acute Senses*: +2 to PER Rolls with all Sense Groups except Sight
 - (10) Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)
 - (10) Vulnerability: 2 x Effect from Sight Group Flashes based on bright light (Uncommon)
- Total cost: +33 points** (and alter Experience Points total based on new Disadvantages).

DESERT DRAGON

Adapted to live in hot, desiccated regions, the desert dragon is the ultimate predator of the dunes, scrub deserts, canyons, and wastelands. Typically it prefers to remain in its lair (a shallow cave under a rock overhang) during the daytime, emerging at night to hunt when hungry, but being active in the daylight doesn't bother or hinder it. Typically its scales are colored like the local sands and rocks, giving it a small measure of camouflage.

Cost Power

- 3 *Desert Adaptation*: Life Support (Diminished Eating: only needs to drink once per week; Safe Environment: Intense Heat)

Total cost: +3 points.

FOREST AND JUNGLE DRAGONS

The deep, dark woods of Fantasy realms are sometimes home to the forest dragon. Colored a mottled brown and dark green, it preys on deer and other large woodland creatures. Its lair is either a cave somewhere in the woods, or a "nest" it constructs by knocking over a lot of large trees and arranging them to suit itself. Forest dragons typically don't have fiery breath; if they did they'd

end up burning their homes down! Instead they rely on their natural weaponry and hypnotic powers.

In tropical climes, the forest dragon's counterpart is the jungle dragon, who has lighter-colored scales in a similar pattern. Jungle dragons are known to enjoy fish and can often be found near jungle rivers and lakes.

Cost Power

Change *Dragon Powers* Multipower to:

- 60 *Hypnotic Gaze*: Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: -40 points.

SEA DRAGON

Sea dragons live in oceans and large lakes. They lair in caves on the ocean bed or along the shore, and their scales are usually a dirty green-blue that matches the waters. They have no fiery breath; they use their natural weapons to fight and kill the whales, kraken, sharks, and other animals they prey upon. They have webbing between their talons, stunted wings, and a somewhat more streamlined body to aid in swimming.

Cost Power

- 13 *Adapted To The Water*: Swimming +13" (15" total)
- 13 *Adapted To The Water*: Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold)

Change *Dragon Powers* Multipower to:

- 60 *Hypnotic Gaze*: Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Change *Wings* Multipower to:

- 11 *Wings*: Flight 8"; Restrainable (-½)
- 3 Environmental Movement: Aquatic Movement (no penalties in water)

Total cost: -33 points.

SPACE DRAGON

In some Science Fiction settings (or strange Fantasy settings that allow characters to go into outer space), the spacelanes and starports are bedeviled by a fearsome predator, the space dragon. Able to live without harm in the icy vacuum between the stars and to breathe celestial fire, the space dragon is a threat to even the most powerful starship.

Cost Power

- 3 *Space Travel*: Add a slot to the *Wings* Multipower with the following: FTL Travel (500 LY/year, or roughly 1 LY/day)
- +80 *Adapted To Space*: Increase Damage Reduction to 75% and remove increased fire resistance power
- 20 *Adapted To Space*: Life Support (Self-Contained Breathing; Safe Environments: all)

Total cost: +103 points.

SWAMP DRAGON

Denizens of the largest, most overgrown swamps and marshes, swamp dragons usually have greenish and/or brownish scales to match their environment. Their fiery breath is weak compared to other dragons, so they often prefer to rely on their fangs and talons. They're excellent swimmers and diggers, and usually lair in "nests" they dig underwater.

Cost Power

- 4 *Adapted To The Water*: Swimming +4" (6" total)
- 3 *Adapted To The Water*: Life Support (Extended Breathing: 1 END per 5 Minutes)

Change *Dragon Powers* Multipower to:

- 50 *Dragon Powers*: Multipower, 50-point reserve
- 2u 1) *Fire Breath*: RKA 1½d6, Area Of Effect (10" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)
- 3u 2) *Hypnotic Gaze*: Mind Control 10d6; Eye Contact Required (-½)

Total cost: -38 points.

TREE DRAGON

Much smaller than most dragons, a tree dragon dwells in a single tree, or at most a small grove or copse of trees. They prey on small to medium forest animals.

For the tree dragon, use the Miniature Dragon character sheet (page 58), but increase its STR to 15, improve its Damage Resistance to (6 PD/6 ED), remove its DCV Levels, and reduce its Concealment and Stealth to represent the fact that it's roughly human size.

SABERTOOTH DRAGON

Named for its two distinctively large fangs, the sabertooth dragon is similar to "standard" dragons except for two things. First, its fangs and talons tend to be larger and sharper; second, its fiery breath isn't as powerful.

Cost Power

Change *Draconic Weapons* Multipower to:

- 60 *Draconic Weapons*: Multipower, 60-point reserve
- 6m 1) *Bite*: HKA 2d6 (4d6 with STR)
- 6m 2) *Talons*: HKA 1d6+1 (2½d6 with STR), Armor Piercing (+½)
- 2m 3) *Tail Bash*: HA +3d6; Hand-To-Hand Attack (-½)

Change *Dragon Powers* Multipower to:

- 60 *Dragon Powers*: Multipower, 60-point reserve
- 3u 1) *Fire Breath*: RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)
- 4u 2) *Hypnotic Gaze*: Mind Control 12d6; Eye Contact Required (-½)

Total cost: -17 points.

OTHER DRAGONS

The basic dragons described above suffice for most situations where the PCs encounter one of these monsters. But the realms of Fantasy are vast and varied, and so are the types of dragons that inhabit them. Here are several dozen additional dragons for your *Fantasy Hero* campaigns. Most are built using the Greater Dragon as a base template, but you can easily apply the same powers to a Juvenile, Lesser, or Majestic dragon, or even to a wyrm or wyvern.

Arcane Dragon

ARCANE DRAGON

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
25	BODY	30	14-	
30	INT	20	15-	PER Roll 15-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
25	PD	19		Total: 25 PD (20 rPD)
25	ED	19		Total: 25 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	16		
60	END	0		
60	STUN	5		Total Characteristics Cost: 290 (+158 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"
	Teleportation:	20"/40"

Cost	Powers	END
30	<i>Consuming Magic</i> : Major Transform 4d6 (magical object or place to non-magical; heals back by being re-enchanted or the like); Limited Target (magical objects/places; -½), No Range (-½)	6
150	<i>Arcane Dragon Powers</i> : Multipower, 150-point reserve	
10u	1) <i>Arcane Bolt</i> : RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
10u	2) <i>Arcane Cloud</i> : RKA 4d6, Area Of Effect (19" Cone; +1), Armor Piercing (+½); No Range (-½)	15
7u	3) <i>Arcane Domination</i> : Mind Control 14d6	7
9u	4) <i>Arcane Agony</i> : Ego Attack 6d6, Reduced Endurance (0 END; +½)	0

97	<i>Draconic Weapons</i> : Multipower, 97-point reserve	
9m	1) <i>Bite</i> : HKA 3d6, Armor Piercing (+½); No STR Bonus (-½)	6
6m	2) <i>Talons</i> : HKA 2d6, Armor Piercing (+½); No STR Bonus (-½)	4
4m	3) <i>Tail Shock</i> : Energy Blast 6d6; No Range (-½)	3
20	<i>Scaly Skin</i> : Damage Resistance (20 PD/20 ED)	0
60	<i>Tough Body</i> : Physical and Energy Damage Reduction, 50%, Resistant	0
40	<i>Magically Resistant</i> : Physical and Energy Damage Reduction, +25%, Resistant; Only Versus Limited Type Of Attack (magic; -½)	0
12	<i>Strong Mind</i> : Mental Defense (17 points total)	0
20	<i>Magical Beast</i> : Power Defense (20 points)	0
40	<i>Wings</i> : Multipower, 40-point reserve	
3u	1) <i>Flying The Air</i> : Flight 20"; Restrainable (-½)	4
4u	2) <i>Flying The Aether</i> : Teleportation 20"	4
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
7	<i>Sense Magic</i> : Detect Magic 15- (no Sense Group), Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Arcane Bolt
3	Concealment 15-
3	KS: Arcane And Occult Lore 15-
3	KS: Dragon Lore 15-
3	KS: History 15-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 15-

Total Powers & Skills Cost: 680

Total Cost: 970

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 775 Experience Points

Total Disadvantage Points: 970

Ecology: Arcane dragons subsist not on flesh and blood like ordinary dragons, but on magical energies. They consume them, in the process rendering the enchanted item or mystic location they're feeding on mundane. (In game terms, this is a Major Transform, magical object/place to non-magical.) They reproduce by a sort of mystic spawning — after consuming a large amount of magical energy, an arcane dragon can “split off” a smaller version of itself that it raises to maturity.

Personality/Motivation: Normal draconic motivations. Arcane dragons have a particular attraction to any strong source of magic. Bringing strong magic close to a sleeping arcane dragon often awakens it, and it's likely to try to track down (and probably eat) any strong source it can perceive... including most spellcasters!

Powers/Tactics: Instead of breathing fire, arcane dragons “breathe” pure arcane energy at their foes, either in the form of a blue-white bolt or as a bluish-purple “cloud” that envelopes everyone standing in front of them. They can also use the arcane power of their minds to inflict agony or take control of someone's mind. Their wings, which are made of the same arcane energy as their bodies, allow them to fly both through the air and through the aether (*i.e.*, to teleport short distances), and they often use both abilities in combat to disorient their foes.

Appearance: An arcane dragon resembles a traditional dragon, except that it's made of pure arcane energy rather than flesh. Its body and wings are bluish (darker in the body, shading to lighter at the head and down the extremities), and its “bones” (which can be seen) are veins of darker, purplish energy.



Blood Dragon

BLOOD DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
25	PD	17*		Total: 25 PD (20 rPD)
25	ED	19*		Total: 25 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
15	REC	2		
60	END	0		
65	STUN	0		Total Characteristics Cost: 284 (+154 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"



Cost	Powers	END
43	<i>Drawing Out The Blood:</i> RKA ½d6, NND (defense is Power Defense or not having blood; +1), Does BODY (+1), Area Of Effect (3" Radius around self; +1), Mobile (moves with dragon as he moves; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½)	3
120	<i>Dragon Powers:</i> Multipower, 120-point reserve	
7u	1) <i>Fire Breath:</i> RKA 3d6, Area Of Effect (26" Line; +1), Armor Piercing (+½); No Range (-½)	12
8u	2) <i>Hypnotic Gaze:</i> Mind Control 1 6d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
67	<i>Draconic Weapons:</i> Multipower, 67-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
30	<i>Tail Attacks:</i> Multipower, 30-point reserve	
1u	1) <i>Tail Bash:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
2u	2) <i>Tail Spear:</i> HKA 1d6+1, Armor Piercing (+½); No STR Bonus (-½)	2
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

- 10 +1 Overall
- 24 +3 with All Combat
- 4 +2 OCV with Fire Breath

- 3 Concealment 14-
- 3 KS: Arcane And Occult Lore 14-
- 5 KS: Dragon Lore 16-
- 3 KS: History 14-
- 3 Persuasion 17-
- 3 Stealth 14-
- 2 Survival (choose environment) 14-

Total Powers & Skills Cost: 609

Total Cost: 893

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 718 Experience Points

Total Disadvantage Points: 893

Ecology: The terrifying blood dragon lives by consuming blood. While it's perfectly capable of drinking blood directly from a corpse (its tongue is specially adapted for that purpose, in fact), killing its prey with talon or fire tends to waste food. It prefers to use its *Drawing Out The Blood* power, which literally sucks tiny tendrils of blood out of any living creature within 3" of it.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: In battle, a blood dragon keeps its *Drawing Out The Blood* power active at all times unless it's running into END problems. If other measures are necessary it prefers to fight with its fangs, claws, and long, sharp-pointed tail rather than its fiery breath; it saves the latter for times when it's confronting multiple enemies.

Appearance: A blood dragon resembles a traditional dragon for the most part, though there are some distinct differences. Its blood-red skin is so smooth that the scales can't be seen (and can barely be felt in some places), its body and tail are longer and thinner than average (with the tail terminating in a needle-sharp point), and its head is long and narrow, with no protruding spikes or horns. Its eyes are a pupilless jet-black.

Celestial Dragon

CELESTIAL DRAGON

Val	Char	Cost	Roll	Notes	
50	STR	40	19-	Lift 25 tons; 10d6 [10]	
25	DEX	45	14-	OCV: 8/DCV: 8	
33	CON	46	16-		
30	BODY	40	15-		
25	INT	15	14-	PER Roll 14-	
24	EGO	28	14-	ECV: 8	
40	PRE	30	17-	PRE Attack: 8d6	
16	COM	3	12-		
28	PD	18		Total: 28 PD (20 rPD)	
28	ED	21		Total: 28 ED (20 rED)	
5	SPD	15		Phases: 3, 5, 8, 10, 12	
20	REC	6			
66	END	0			
72	STUN	0		Total Characteristics Cost: 307	
					(+178 with NCM)
Movement:					
			Running:	9"/18"	
			Leaping:	5"/10"	
			Flight:	20"/40"	
Cost	Powers				END
150	<i>Celestial Fire:</i> Multipower, 150-point reserve				
10u	1) <i>Bolt Of Celestial Fire:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)				15
10u	2) <i>Cone Of Celestial Fire:</i> RKA 4d6, Area Of Effect (19" Cone; +1), Armor Piercing (+½); No Range (-½)				15
6u	3) <i>Bathe In The Celestial Fires:</i> Aid Characteristics 3d6, all Characteristics at once (+2), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼); Others Only (-½)				0
60	<i>Hypnotic Powers:</i> Mind Control 12d6				6
40	<i>Mindspeech:</i> Telepathy 8d6				4
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve				
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)				4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)				4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)				3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)				0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant				0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)				0
24	<i>Heavy:</i> Knockback Resistance -12"				0
12	<i>Strong Mind:</i> Mental Defense (17 points total)				0
15	<i>Magical Beast:</i> Power Defense (15 points)				0



40	<i>Wings</i> : Multipower, 40-point reserve	
3u	1) <i>Flying</i> : Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet</i> : HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Lightsleep
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Skills

30	+3 Overall
24	+3 with All Combat
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (Mountains) 14-

Total Powers & Skills Cost: 713

Total Cost: 1,020

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Psychological Limitation: Benevolent; Enjoys Helping Deserving Beings (Common, Strong)
10	Psychological Limitation: Loves Gold And Treasure (Common, Moderate)
890	Experience Points

Total Disadvantage Points: 1,020

Ecology: Celestial dragons typically live on high mountaintops and plateaus. They tend to prefer to conjure their sustenance with magic rather than to hunt for food. They spend much of their time soaring among the clouds, contemplating matters philosophical and conversing with others of their kind.

Personality/Motivation: While a celestial dragon shares, to some extent, its kindred's love of treasure (particularly art objects and anything made of silver), it's neither rapacious nor cruel. In fact it's largely benevolent. While it won't necessarily go out of its way to assist other beings, if approached for help by a worthy individual it will give the request serious consideration and render whatever aid it considers appropriate. Many celestial dragons serve the gods in various capacities.

Powers/Tactics: Instead of breathing ordinary fire, celestial dragons breathe *celestial fire*, a silvery-white flame of great power. Besides using it as a weapon against their enemies, they can also gently "puff" it upon an ally to energize him, making him powerful for a short time.

Appearance: A celestial dragon resembles a traditional dragon in most respects, but its skin is shades of silver with midnight blue highlights, and its whole body is surrounded by a diffuse cloud of tiny motes of starlight. Its eyes glow with that same light.

Cloud Dragon

CLOUD DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (20 rPD)
28	ED	21*		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+184 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost	Powers	END
150	<i>Breath Of The Whirlwind:</i> Multipower, 150-point reserve	
12u	1) <i>Lesser Whirlwind:</i> Energy Blast 12d6, Area Of Effect (One Hex; +½), Does Knockback (+¼), Double Knockback (+¾); Limited Range (20"; -¼)	15
10u	2) <i>Greater Whirlwind:</i> Energy Blast 10d6, Area Of Effect (21" Cone; +1), Does Knockback (+¼), Double Knockback (+¾); No Range (-½)	15
40	<i>Hypnotic Gaze:</i> Mind Control 12d6; Eye Contact Required (-½)	6
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
9	<i>Lives In The Upper Airs:</i> Life Support (Expanded Breathing: can breathe normally in thin atmosphere; Safe Environments: Intense Cold; Low Pressure/Vacuum)	0

62	<i>Wings:</i> Multipower, 62-point reserve	
4u	1) <i>Flying:</i> Flight 25", Reduced Endurance (½ END; +¼); Restrainable (-½)	2
2u	2) <i>Wing Buffet:</i> HA +5d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard:</i> Money: Wealthy
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Talents

3	Lightsleep
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Skills

10	+1 Overall
16	+2 with All Combat
6	+3 with Flight
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-

Total Powers & Skills Cost: 658

Total Cost: 965

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
790	Experience Points

Total Disadvantage Points: 965

Ecology: As their name suggests, cloud dragons live high in the atmosphere, up among the clouds and not far from the stars themselves. They make their lairs in cloud-caves in Cloudland, and prefer gemstones, rare elixirs, and wines for their hoards. They feed upon other creatures of the clouds, such as cloud sphinxes, rocs, thunderbirds,

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Instead of breathing fire like most dragons, a cloud dragon can puff air out of its powerful lungs with enough force to cause serious physical harm... and perhaps even worse, to knock a foe off a cloud so that he plummets to earth!

Cloud dragons and storm dragons are rivals, due in part to the fact that the former envy the latter their powers of weather control. Sometimes what men think are thunderstorms are really battles between the cloud and storm dragons. The cloud dragons sometimes seek the help of allies from the aerial realms, such as renegade air elementals or malicious sylphs, for these battles.

Appearance: A cloud dragon resembles a traditional dragon for the most part. It lives among the clouds and high airs, and is colored so that it blends into its surroundings: a sky-blue belly and underside, but cloud-white on top. Its eyes are stormcloud grey and have tiny lightning bolts in them.



Colossal Dragon

COLOSSAL DRAGON

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [20]
20	DEX	30	13-	OCV: 7/DCV: 7
50	CON	80	19-	
50	BODY	80	19-	
30	INT	20	15-	PER Roll 15-
28	EGO	36	15-	ECV: 9
70	PRE	60	23-	PRE Attack: 14d6
16	COM	3	12-	
32	PD	12*		Total: 32 PD (26 rPD)
32	ED	22*		Total: 32 ED (26 rED)
4	SPD	10		Phases: 3, 6, 9, 12
30	REC	0		
100	END	0		
125	STUN	0		Total Characteristics Cost: 443
				(+310 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	12"/24"
	Leaping:	10"/20"
	Flight:	30"/60"

Cost	Powers	END
225	<i>Dragon Powers:</i> Multipower, 225-point reserve	
15u	1) <i>Fire Breath:</i> RKA 6d6, Area Of Effect (54" Line; +1), Armor Piercing (+½); No Range (-½)	22
10u	2) <i>Hypnotic Gaze:</i> Mind Control 20d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
112	<i>Draconic Weapons:</i> Multipower, 112-point reserve	
13m	1) <i>Bite:</i> HKA 3d6 (6d6 with STR), Armor Piercing (+½)	7
9m	2) <i>Talons:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	3) <i>Tail Bash:</i> HA +10d6; Hand-To-Hand Attack (-½)	5
26	<i>Scaly Skin:</i> Damage Resistance (26 PD/26 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
36	<i>Heavy:</i> Knockback Resistance -18"	0
14	<i>Strong Mind:</i> Mental Defense (20 points total)	0
20	<i>Magical Beast:</i> Power Defense (20 points)	0
60	<i>Wings:</i> Multipower, 60-point reserve	
4u	1) <i>Flying:</i> Flight 30"; Restrainable (-½)	6
2u	2) <i>Wing Buffet:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
12	<i>Dragon's Legs:</i> Running +6" (12" total)	1
19	<i>Hoardsense:</i> Detect Hoard 17-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0

5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

15	<i>Hoard:</i> Money: Filthy Rich
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Talents

3	Lightsleep
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Skills

30	+3 Overall
24	+3 with All Combat
6	+3 OCV with Fire Breath
3	Concealment 15-
3	KS: Arcane And Occult Lore 15-
5	KS: Dragon Lore 17-
3	KS: History 15-
3	Persuasion 19-
2	Survival (Mountains) 15-

Total Powers & Skills Cost: 787**Total Cost: 1,230****75+ Disadvantages**

20	Physical Limitation: Colossal (up to 125m tall; -12 DCV, +12 to PER Rolls to perceive) (All The Time, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)

1,050 Experience Points

Total Disadvantage Points: 1,230

Ecology: Colossal dragons are so enormous that they spend a lot of time sleeping in their well-hidden lairs (which are usually in isolated mountain ranges). When they're awake they eat other gargantuan creatures (such as rocs, leviathans, and even dragons smaller than themselves), entire cities' full of people and draft animals, and the like. One favorite hunting tactic is to spook a herd of animals into running off a cliff, then feast on the succulent, splattered remains.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Colossal dragons are so large and powerful that they fear nothing — and generally with good reason, though this overconfidence has been the undoing of more than one of them. They often prefer to begin combat with a Presence Attack, since they enjoy watching their enemies



run in fear. Anyone who resists this, or who seems to be a potential threat, becomes the target for a withering blast of flame.

Appearance: A colossal dragon resembles a traditional dragon for the most part, but is gargantuan compared to them. Its shadow can cover an entire city.

Cyberdragon

CYBERDRAGON

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,200 kg; 6d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
15	PD	9		Total: 15 PD (15 rPD)
15	ED	11		Total: 15 ED (15 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
45	STUN	0		Total Characteristics Cost: 155 (+29 with NCM)

Movement:	Running:	6"/12"
	Leaping:	3"/6"
	Flight:	15"/30"



Cost	Powers	END
90	<i>Cyberdragon Powers:</i> Multipower, 90-point reserve	
6u	1) <i>Broad Fire Breath:</i> RKA 3d6, Area Of Effect (10" Cone; +1); No Range (-½)	9
7u	2) <i>Focused Fire Breath:</i> RKA 3d6, Area Of Effect (One Hex; +½)	7
47	<i>Cyberdragon Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
15	<i>Security Subroutines:</i> Damage Resistance (15 PD/15 ED)	0
30	<i>Security Subroutines:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Security Subroutines:</i> Mental Defense (13 points total)	0
8	<i>Security Subroutines:</i> Power Defense (8 points)	0
45	<i>Security Subroutines:</i> Life Support (Total)	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrainable (-½)	3
1u	2) <i>Wing Buffet:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
5	<i>Cyberdragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Cyberdragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Cyberdragon's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

10	+1 Overall
16	+2 with All Combat
4	+2 OCV with Fire Breath

3 Analyze Hacker 13-

Total Powers & Skills Cost: 357

Total Cost: 512

75+ Disadvantages

15	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
407	Experience Points

Total Disadvantage Points: 512

Ecology: A cyberdragon is the visual and "tactile" manifestation of a computer security program in the virtual world of the Cybernet. Based on traditional tales of what dragons are like, it stands guard over its computer with infinite patience. Hackers trying to get past it with a "brute force" approach often take the form of sword-wielding knights to "fight" it.

Personality/Motivation: Like any other computer program, a cyberdragon doesn't have a personality — it only knows what it's programmed to do, which in this case is protect a specific computer or subroutine.

Powers/Tactics: A cyberdragon exists only in the Cybernet, and its powers only function there. It has the standard fiery breath and claws of a dragon, though these are just Cybernet "embodiments" of its (potentially lethal) security functions. Similarly, its defenses represent how difficult it is for hackers to defeat, destroy, or bypass it.

Compared to a living dragon, a cyberdragon has a relatively limited range of tactical options, since it can only do what it's programmed to do. It uses its *Analyze Hacker* Skill and other abilities to evaluate the relative danger posed by attackers, then goes after the one it deems most dangerous until he's incapacitated or dead. Then it proceeds to the next one. If at any time its analysis of what poses the greatest threat changes, it shifts targets.

Appearance: A cyberdragon dragon resembles a traditional dragon for the most part, but its body looks like it's made out of chrome, circuitry patterns, and neon.

Dragon-Bear

DRAGON-BEAR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,200 kg; 6d6 [6]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
16	PD	10		Total: 16 PD (12 rPD)
16	ED	12		Total: 16 ED (12 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
60	STUN	13		Total Characteristics Cost: 175 (+48 with NCM)

Movement: Running: 6"/12"
Leaping: 4"/8"

Cost	Powers	END
60	<i>Dragon-Bear Powers:</i> Multipower, 60-point reserve	
4u	1) <i>Fire Breath:</i> RKA 2d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
4m	2) <i>Jaws:</i> HKA 1d6+1 (2½d6 with STR)	2
4m	3) <i>Claws:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
1m	4) <i>Tail Bash:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
12	<i>Scaly Skin:</i> Damage Resistance (12 PD/12 ED)	0

30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Heavy:</i> Knockback Resistance -5"	0
6	<i>Strong Mind:</i> Mental Defense (10 points total)	0
5	<i>Magical Beast:</i> Power Defense (5 points)	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5 *Hoard:* Money: Well Off

Talents

3 Lightsleep

Skills

10	+1 Overall
16	+2 with All Combat
4	+2 OCV with Fire Breath
3	Concealment 13-
3	KS: Arcane And Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
3	Persuasion 15-
3	Stealth 13-
2	Survival (choose environment) 13-

Total Powers & Skills Cost: 223

Total Cost: 397

75+ Disadvantages

25	Enraged: Berserk if takes a single wound for 4+ BODY, or when it loses half or more of its BODY (Uncommon), go 11-, recover 11-
15	Physical Limitation: Enormous (up to 8m tall; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
237	Experience Points

Total Disadvantage Points: 397

Ecology: Generally thought to have been the creation of some mad wizard, or perhaps an extra-planar creature of some sort, the dragon-bear has since propagated into the wild in some areas. Despite its ferocity it's more easily "trained" than a true dragon, and thus often used as a guard animal by sorcerers, evil warlords, and the like.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: A dragon-bear has the fiery breath of its dragon half, but it prefers to use its claws and jaws. When combat begins it closes to melee range, possibly emitting a blast of fire to weaken the foe first (especially if it's facing multiple opponents). If it suffers a serious wound, or takes more than half of its BODY in damage, it goes into a frenzy, Pushing its attacks and ignoring its own safety.

Appearance: This monstrosity mingles the features of a traditional dragon and a gigantic bear: the body and legs are more ursine, whereas the tail, neck, and head are more draconic (though the head in particular shows some bear touches). Its skin is shades of black, brown, and grey.



Dragon Golem

DRAGON GOLEM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	14-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	

10	PD	21		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 143

(+34 with NCM)

Movement:	Running:	9"/18"
	Leaping:	4"/8"
	Flight:	20"/40"

Cost	Powers	END
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
20	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
51	<i>Dragon's Fire:</i> RKA 3d6, Area Of Effect (10" Cone; +1); No Range (-½), 12 Charges (-¼)	[12]
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
30	<i>Body Of Metal:</i> Damage Resistance (10 PD/10 ED)	0
90	<i>Body Of Metal:</i> Physical and Energy Damage Reduction, 25%, Resistant	0
50	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0
72	<i>Heavy:</i> Knockback Resistance -12"	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet (Blunt Edge):</i> HA +4d6; Hand-To-Hand Attack (-½)	2
1u	3) <i>Wing Buffet (Sharp Edge):</i> HKA 1d6 (2d6 with STR)	1
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1



- 5 *Dragon's Eyes:* Nightvision
- 6 *Dragon's Senses:* +2 PER with all Sense Groups
- 5 *Tail:* Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

Skills

- 24 +3 with All Combat
- Total Powers & Skills Cost: 588**
- Total Cost: 731**

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Obeys Creator/Master (Very Common, Total)
- 601 Experience Points
- Total Disadvantage Points: 731**

0 **Ecology:** The creation of deepest alchemy, a dragon golem is a metal golem made in the shape of a dragon. It doesn't eat, sleep, or mate.

0 **Personality/Motivation:** A dragon golem has built-in magical compulsions that force it to obey its creator, or whomever its creator designates as its master.

Powers/Tactics: A dragon golem's form and magical powers mimic the abilities of a true dragon. Its fangs and talons are razor-sharp (as are some parts of the edges of its wings), and it can "breathe" a powerful gout of alchemical flame twelve times a day.

Appearance: A dragon golem is an animated construct that basically looks like a dragon-shaped suit of plate armor. Its color depends on the metal(s) used to make it.

Dragon-Turtle

DRAGON-TURTLE					
Val	Char	Cost	Roll	Notes	
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]	
20	DEX	30	13-	OCV: 7/DCV: 7	
25	CON	30	14-		
25	BODY	30	14-		
18	INT	8	13-	PER Roll 13-	
18	EGO	16	13-	ECV: 6	
30	PRE	20	15-	PRE Attack: 6d6	
16	COM	3	12-		
20	PD	12*		Total: 20 PD (14 rPD)	
20	ED	15*		Total: 20 ED (14 rED)	
4	SPD	10		Phases: 3, 6, 9, 12	
15	REC	4			
50	END	0			
60	STUN	2		Total Characteristics Cost: 210	
(+80 with NCM)					

Movement: Running: 6"/12"
Leaping: 4"/8"
Swimming: 15"/30"

Cost	Powers	END
52	<i>Draconic Weapons:</i> Multipower, 52-point reserve	
6m	1) <i>Bite:</i> HKA 2d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
8	<i>Surfacing Attack:</i> HA +4d6; Hand-To-Hand Attack (-½), Only For Move Throughs From Below Against Surface Targets (see text; -1)	2
14	<i>Scaly Skin:</i> Damage Resistance (14 PD/14 ED)	0
4	<i>Turtle Shell:</i> Damage Resistance (+6 PD/+6 ED); Activation Roll 14- (-½)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
20	<i>Turtle Shell:</i> Physical and Energy Damage Reduction, Resistant, +25% (50% total); Activation Roll 14- (-½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
6	<i>Strong Mind:</i> Mental Defense (10 points total)	0
5	<i>Magical Beast:</i> Power Defense (5 points)	0
13	<i>Water Beast:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold)	0
13	<i>Water Beast:</i> Swimming +13" (15" total)	1
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
Perks		
5	<i>Hoard:</i> Money: Well Off	
Talents		
3	Environmental Movement: Aquatic Movement (no penalties in water)	
3	Lightsleep	
Skills		
10	+1 Overall	
16	+2 with All Combat	
3	Concealment 13-	
3	KS: Arcane And Occult Lore 13-	
3	KS: Dragon Lore 13-	
3	KS: History 13-	
3	Stealth 13-	
2	Survival (Marine) 13-	
Total Powers & Skills Cost: 270		
Total Cost: 480		



75+ Disadvantages

- 15 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 305 Experience Points

Total Disadvantage Points: 480**OPTIONS****Cost Power**

- 26 *Dragon Tortoise*: Remove the *Water Beast* powers

Ecology: The dragon-turtle lives in major bodies of water, such as oceans, seas, and large lakes (though freshwater specimens tend to be a little smaller and weaker than their saltwater brethren). It eats fish and other sea life; it particularly enjoys whale meat. Some adventurers have reported encountering land-based dragon-turtles — dragon tortoises — in regions where large mundane tortoises live.

The origins of the dragon-turtle remain obscure. Reliable reports of turtles of monstrous size exist, so perhaps sea dragons mate with them to create dragon-turtles. Other possible explanations are creation by a wizard or that they're the "pets" of sea-gods.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: A dragon-turtle lacks the fiery breath of its draconic cousins, but its claws and fangs are somewhat larger than a dragon of similar size. It prefers to attacks targets on the water, or on structures built over the water (such as piers). It opens combat with a Move Through from below that's intended to capsize a ship or smash a dock, thereby flinging people into the water where they're usually easy pickings. It usually stays in relatively deep waters to avoid getting stuck, but hunger or greed may drive it closer to shore.

Appearance: A dragon-turtle looks like a gigantic turtle with the tail, legs, neck, and head of a dragon. It's large enough to destroy wharves, capsize ships, and dine on whales. In most cases its shell and scales are dull-colored so that it blends in with the water, but in tropical seas some subspecies have brightly-colored shells and scales that are highly valued by jewelers and artists.

Elemental Dragons

Elemental dragons are the draconic creatures native to the Elemental Realms. They fill the same ecological niches there that ordinary dragons do in the campaign world. But on occasion one finds its way through to other realms. Perhaps a wizard summons it for some purpose, or it walks through a "weak spot" between worlds (for example, icy cold regions are "linked" to the Frost Realm, the inside of volcanoes to the Fire and Lava Realms, and certain deep, underground chambers to the Earth Realm). Once in the campaign world they compete with ordinary dragons for food and treasure, though their elemental powers often give them the upper talon.

FLAME DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	21		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+178 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Powers	END
150	<i>Flame Dragon's Fire</i> : Multipower, 150-point reserve	
10u	1) <i>Fire Bolt</i> : RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
10u	2) <i>Fire Cone</i> : RKA 4d6, Area Of Effect (19" Cone; +1), Armor Piercing (+½); No Range (-½)	15
12u	3) <i>Fireball</i> : RKA 4d6, Armor Piercing (+½), Explosion (+½)	12
7u	4) <i>Heat Breath</i> : Energy Blast 7d6, NND (defense is LS [Safe Environment (Intense Heat)]; +1)	7
50	<i>Fiery Body</i> : HKA 1½d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½)	0
47	<i>Draconic Weapons</i> : Multipower, 47-point reserve	
5m	1) <i>Bite</i> : HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons</i> : HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash</i> : HA +3d6; Hand-To-Hand Attack (-½)	1



20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Fiery Body:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
2	<i>Fiery Body:</i> Life Resistance (Safe Environment: Intense Heat)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
10	<i>Strong Mind:</i> Mental Defense (15 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

10 +1 Overall
 16 +2 with All Combat
 9 +3 with *Flame Dragon's Fire* Multipower

3 AK: Fire Realm 14-

Total Powers & Skills Cost: 594

Total Cost: 901

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 10 Susceptibility: if the temperature is below freezing, take 1d6 per Turn (Uncommon)
- 20 Vulnerability: 2 x STUN from Water Attacks (Common)
- 20 Vulnerability: 2 x BODY from Water Attacks (Common)
- 676 Experience Points

Total Disadvantage Points: 901

Ecology: The flame dragon is native to the Fire Realm, a dimension filled with fire, heat, and smoke. It considers most parts of the normal world uncomfortably cold and prefers to reside in extremely warm places: volcanoes; deserts; and the like. It usually must venture into the "cold places" to find food, but if possible it warms things up by setting a city or forest on fire.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: The flame dragon's fiery breath is far more potent than that of an ordinary dragon, and it can shape the flames in various ways. It can also belch forth pure heat to wither and stun a foe. It's particularly vulnerable to attacks involving water, a fact that a clever wizard can exploit to gain the upper hand against it.

Appearance: A flame dragon looks more or less like a traditional dragon, but its body is always sheathed in (and perhaps made of, it's hard to say) fire.

FROST DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
25	PD	15		Total: 25 PD (20 rPD)
25	ED	18		Total: 25 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 301 (+172 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost Powers **END**

150	<i>Frost Dragon Powers:</i> Multipower, 150-point reserve			
6u	1)	<i>Frosty Vapors:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Area Of Effect (13" Cone; +1); No Range (-½)		9
5u	2)	<i>Icy Vapors:</i> RKA 2d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Does BODY (+1), Area Of Effect (19" Cone; +1); Increased Endurance Cost (x3 END; -1), No Range (-½)		36
4u	3)	<i>Icicle Spittle:</i> RKA 2d6, Armor Piercing (+½)		4
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve			
9m	1)	<i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)		4
7m	2)	<i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)		4
4m	3)	<i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)		3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)			
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant			
4	<i>Frost Dragon Body:</i> Life Resistance (Extended Breathing: 1 END per Minute; Safe Environment: Intense Cold)			
24	<i>Heavy:</i> Knockback Resistance -12"			
10	<i>Strong Mind:</i> Mental Defense (15 points total)			
15	<i>Magical Beast:</i> Power Defense (15 points)			
40	<i>Wings:</i> Multipower, 40-point reserve			
3u	1)	<i>Flying:</i> Flight 20"; Restrainable (-½)		4
1u	2)	<i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)		2
6	<i>Dragon's Legs:</i> Running +3" (9" total)			

19	<i>Hoodsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense		0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)		0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)		0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell		0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups		0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)		0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

10 +1 Overall
16 +2 with All Combat
9 +3 with *Frost Dragon Powers* Multipower

3 Concealment 14-
3 AK: Frost Realm 14-
3 Stealth 14-
2 Survival (Arctic) 14-
Total Powers & Skills Cost: 554
Total Cost: 855



75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 10 Susceptibility: if the temperature is above freezing, take 1d6 per Turn (Uncommon)
- 20 Vulnerability: 2 x STUN from Water Attacks (Common)
- 20 Vulnerability: 2 x BODY from Fire Attacks (Common)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 630 Experience Points

Total Disadvantage Points: 855

Ecology: Frost dragons — also known as icewyrms even though that name rightly applies only to the wingless variety — are dragons who come from

the Frost Realm and who live in icy regions in the normal world: arctic areas, mountaintops, and the like. In fact, temperatures above freezing can be deadly to them. They eat other arctic creatures, such as polar bears and seals.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: In place of the ordinary dragon's fiery breath, the frost dragon has several other breath weapons. First, it can puff forth a cloud of icy vapors that chill and stun anyone in front of it. It can even make the vapors so intense that they're deadly, though this tires it out quickly. Second, it can spit an icicle-like shard of ice hard enough to pierce armor.

Frost dragons are clever and prefer to ambush their foes whenever possible. They'll hide in a snowbank or underneath the ice over a lake or river, then spring forth to crush and claw their target at just the right moment. A frost dragon's also adept at Stunning a large group with its Frosty Vapors attack, then picking up one person and flying away with him to eat him at its leisure.

Appearance: A frost dragon looks similar to a traditional dragon but is blue and white in color. Its tail is shorter than average, and icicles and hoarfrost often build up on parts of its body.



LAVA DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	21		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		

Total Characteristics Cost: 307
(+178 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"

Cost Powers **END**

135	<i>Lava Spittle:</i> RKA 3d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), Penetrating (+½), Reduced Endurance (½ END; +¼)	13
50	<i>Lava Body:</i> HKA 1½d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Fiery Body:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
2	<i>Fiery Body:</i> Life Resistance (Safe Environment: Intense Heat)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
10	<i>Strong Mind:</i> Mental Defense (15 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0

5 *Tail:* Extra Limb, Inherent (+¼); Limited Manipulation (-¼) 0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

10 +1 Overall
16 +2 with All Combat
6 +3 OCV with Lava Spittle

3 AK: Lava Realm 14-

Total Powers & Skills Cost: 493

Total Cost: 800

75+ Disadvantages

15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)

10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)

5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)

20 Psychological Limitation: Overconfidence (Very Common, Strong)

15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)

15 Psychological Limitation: Cruel (Common, Strong)

20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)

10 Susceptibility: if the temperature is below freezing, take 1d6 per Turn (Uncommon)

20 Vulnerability: 2 x STUN from Water Attacks (Common)

20 Vulnerability: 2 x BODY from Water Attacks (Common)

575 Experience Points

Total Disadvantage Points: 800

Ecology: Lava dragons come from that strange dimensional borderland where the Fire and Earth Realms join or clash. Much like flame dragons they can't tolerate coldness or the touch of water well; it only ventures into cool or watery lands in search of prey.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Compared to their flame dragon and stone dragon cousins, lava dragons don't have much tactical flexibility. Besides their natural weapons (which do not include wings), their only attack is to spit a large blob of lava at their foes. However, they'll use their immunity to fire damage to best effect, ducking in and out of the lava pools in their volcano homes to hide from foes, or perhaps even try to knock an opponent into the lava.

Appearance: A lava dragon looks like a traditional wyrm (a wingless dragon) with a body made out of pure lava. Its eyes are like charred black coals.



STONE DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18		Total: 28 PD (25 rPD)
28	ED	21		Total: 28 ED (25 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307

(+178 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	10"/20"

Cost	Powers	END
75	<i>Breath Of Shards:</i> RKA 3d6, Area Of Effect (14" Cone; +1), Armor Piercing (+½); No Range (-½)	11
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3

25	<i>Stony Skin:</i> Damage Resistance (25 PD/25 ED)	0
60	<i>Stone Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
10	<i>Strong Mind:</i> Mental Defense (15 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
20	<i>Wings:</i> Multipower, 20-point reserve	
1u	1) <i>Flying:</i> Flight 10"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
60	<i>Earthmelding:</i> Tunneling 6" through 6 DEF material, Fill In, Reduced Endurance (0 END; +½)	0
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups except Sight Group	0
5	<i>Earthsight:</i> N-Ray Perception (Sight Group; cannot perceive through organic matter); Only To See Through Earth And Stone (-1)	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

10 +1 Overall

16 +2 with All Combat

3 Concealment 14-

3 Stealth 14-

4 Survival (Underground, Mountains) 14-

Total Powers & Skills Cost: 498

Total Cost: 805

75+ Disadvantages

15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)

10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)

5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)

20 Psychological Limitation: Overconfidence (Very Common, Strong)

15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)

15 Psychological Limitation: Cruel (Common, Strong)

20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)

630 Experience Points

Total Disadvantage Points: 805

Ecology: Beings from the Earth Realm, stone dragons are sometimes regarded as less dangerous than other types of dragons because they eat stone. They have no particular desire to consume flesh. However, they regard gemstones as delicacies and will attack people carrying them to obtain them.

Stone dragons typically live deep underground. The closer they get to the surface, the less they like it. But a few have slowly worked their way up the insides of mountains and can be found inside large peaks.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Stone dragons have fangs, talons, and wings like those of ordinary dragons, but cannot breathe fire. Instead they spit forth a shower of razor-sharp rock shards that cut and slice everything in front of them. They usually open combat with Breath of Shards, then fall on the foe with tooth and claw. If the battle goes badly, a stone dragon uses Earthmelding to escape... or perhaps trick the enemy into thinking it's fled when it's really circling back for an ambush!

Appearance: A stone dragon looks like a traditional dragon, but its body is made out of stone. Sometimes it's grey granite, sometimes smooth marble, sometimes multiple types of rock.

WAVE DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
27	DEX	51	14-	OCV: 9/DCV: 9
30	CON	40	15-	
25	BODY	30	14-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
24	PD	16		Total: 24 PD (20 rPD)
24	ED	18		Total: 24 ED (20 rED)
5	SPD	13		Phases: 3, 5, 8, 10, 12
15	REC	2		
60	END	0		
60	STUN	0		Total Characteristics Cost: 276

(+148 with NCM)

Movement: Running: 9"/18"
Leaping: 4"/8"
Flight: 10"/20"
Swimming: 20"/160"

Cost	Powers	END
75	<i>Breath Of Waves:</i> Energy Blast 10d6, Area Of Effect (13" Cone; +1), Does Knockback (+¼); No Range (-½)	11
20	<i>Water Powers:</i> Elemental Control, 40-point powers	
13	1) <i>Body Of Water:</i> Desolidification (affected by magic); Cannot Pass Through Solid Objects (-½)	4
36	2) <i>Aquatic Movement:</i> Swimming +18" (20" total), x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
10	3) <i>Unseen Water:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Only When Not Attacking (-½), Only In The Water (-1)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
20	<i>Body Of Water:</i> Damage Resistance (20 PD/20 ED)	0
90	<i>Body Of Water:</i> Physical Damage Reduction, 75%, Resistant	0
30	<i>Body Of Water:</i> Energy Damage Reduction, Resistant, 50%	0
13	<i>Body Of Water:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
10	<i>Strong Mind:</i> Mental Defense (15 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0

20	<i>Wings</i> : Multipower, 20-point reserve	
1u	1) <i>Flying</i> : Flight 10"; Restrainable (-½)	4
1u	2) <i>Wing Buffet</i> : HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Environmental Movement: Aquatic Movement (no penalties in water)
3	Lightsleep

Skills

10	+1 Overall
16	+2 with All Combat
6	+3 OCV with Breath Of Waves
3	Concealment 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (Marine) 14-

Total Powers & Skills Cost: 516**Total Cost: 792****75+ Disadvantages**

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
20	Vulnerability: 2 x STUN from Fire Attacks (Common)
20	Vulnerability: 2 x BODY from Fire Attacks (Common)
577	Experience Points

Total Disadvantage Points: 792

Ecology: Denizens of the Water Realm, wave dragons often find their ways into the seas and deep lakes of the normal world through weaknesses in the fabric between dimensions. They enjoy the taste of fleshy creatures (as opposed to that of Water-beasts) and prefer to stay in the normal world rather than return home.

Wave dragons typically lair in caves on the ocean floor or the sides of underwater mountains. When away from home they roll a large boulder across the entrance to keep anyone else out.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Wave dragons almost never leave the water, where their speed, maneuverability, and powers to become invisible and intangible give them a significant advantage over their foes. They fight in a hit-and-run fashion: they open with a blast of Breath of Waves, then turn invisible and position themselves for a fang-and-talon attack or another use of the Breath. If they suffer serious injury (*i.e.*, the loss of 5 or more BODY), they're likely to flee.

Appearance: A wave dragon looks like a traditional dragon, but its body is made out of water.



WIND DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
27	DEX	51	14-	OCV: 9/DCV: 9
30	CON	40	15-	
25	BODY	30	14-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
24	PD	16		Total: 24 PD (20 rPD)
24	ED	18		Total: 24 ED (20 rED)
5	SPD	13		Phases: 3, 5, 8, 10, 12
15	REC	2		
60	END	0		
60	STUN	0		Total Characteristics Cost: 276 (+148 with NCM)

Movement: Running: 9"/18"
 Leaping: 4"/8"
 Flight: 25"/200"

Cost Powers **END**

150	<i>Breath Of The Four Winds:</i> Multipower, 150-point reserve	
12u	1) <i>Focused Wind:</i> Energy Blast 12d6, Area Of Effect (One Hex; +½), Does Knockback (+¼), Double Knockback (+¾); Limited Range (20"; -¼)	15
10u	2) <i>Tornado Wind:</i> Energy Blast 10d6, Area Of Effect (21" Cone; +1), Does Knockback (+¼), Double Knockback (+¾); No Range (-½)	15
20	<i>Air Powers:</i> Elemental Control, 40-point powers	
13	1) <i>Body Of Air:</i> Desolidification (affected by magic); Cannot Pass Through Solid Objects (-½)	4
100	2) <i>Wings Of Air:</i> Flight 25", x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
17	3) <i>Unseen Air:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Only When Not Attacking (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
20	<i>Body Of Air:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Body Of Air:</i> Physical and Energy Damage Reduction, 50%, Resistant	0



14	<i>Body Of Air:</i> Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Low Pressure/Vacuum)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
10	<i>Strong Mind:</i> Mental Defense (15 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 *Hoard:* Money: Wealthy

Talents

3 Lightsleep

Skills

10	+1 Overall
16	+2 with All Combat
6	+3 OCV with Breath Of Waves
3	Concealment 14-
3	Persuasion 17-
3	Stealth 14-

Total Powers & Skills Cost: 628

Total Cost: 904

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 729 Experience Points

Total Disadvantage Points: 904

Ecology: Wind dragons are native to the Air Realm, but high in the atmosphere the barriers between worlds weaken and they sometimes slip through to cavort in the strange new airs. They often compete with cloud dragons and storm dragons for lair-space among the clouds.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Wind dragons are stealthy fighters. Using their Invisibility and swift Flight they sneak up on a target, then suddenly appear and blast him with the Breath of the Four Winds or bite and claw him to death. Before an opponent can effectively counterattack they slip away using Desolidification and Invisibility, then return for another attack if necessary.

Appearance: A wind dragon looks like a traditional dragon, but with a body made out of cloud, mist, and air. Its eyes are like tiny sparks of lightning.

Fell Dragon**FELL DRAGON**

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (20 rPD)
28	ED	21*		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+178 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Powers	END
75	<i>Fellbreath:</i> RKA 1½d6, AVLD (defense is Power Defense; +1½), Does BODY (+1), Area Of Effect (12" Line; +1); No Range (-½)	11
40	<i>Baleful Gaze:</i> Ego Attack 6d6; Limited Normal Range (20"; -½)	6
42	<i>Fell-Imbued Body:</i> Drain BODY 2d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Only Affects Living Beings (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
16	<i>Fell-Imbued Body:</i> Life Support (Self-Contained Breathing; Diminished Eating: no need to eat; Diminished Sleeping: no need to sleep)	0

40	<i>Wings</i> : Multipower, 40-point reserve	
3u	1) <i>Flying</i> : Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet</i> : HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
24	+3 with All Combat
3	Concealment 14-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 566**Total Cost: 873****75+ Disadvantages**

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
698	Experience Points

Total Disadvantage Points: 873

Ecology: Fell dragons are the creations of certain evil gods, who capture an ordinary dragon and imbue its body with fell energy (negative, anti-life force). Sometimes they're left to their own devices, in which case they usually lair underground or in deep, dark forests, periodically venturing out to wreak havoc. On other occasions a god creates one specifically to serve as the guardian of some treasure or location.

Personality/Motivation: Normal draconic motivations, though fell dragons are particularly cruel and malicious, even for dragons. They enjoy toying with their prey, inflicting death and destruction for their own sake, and causing misery and despair.

Powers/Tactics: The fell energy that infuses a fell dragon's body makes him particularly dangerous. Just getting close to or touching him can cause deadly harm to a living being. Instead of fire it "breathes" a bolt of pure fell energy at its foes, causing painful, withering wounds. If it wants to capture someone or defeat him without harm, its gaze can inflict great agony.

While not stupid, fell dragons are highly overconfident and prone to charging right into the thick of battle to destroy their foes. They prefer to rely on their natural weapons (and Damage Shield) at first, switching to Fellbreath only if necessary.

Appearance: A fell dragon resembles a traditional dragon for the most part, but with a body that's been infused with fell energy. Its flesh is a sickly greenish-yellow that pulses and coruscates with malice, and its eyes are pools of deeper, evil green.



Gem Dragons

GEM DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
26	DEX	48	14-	OCV: 9/DCV: 9
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
30	PD	20		Total: 30 PD (24 rPD)
30	ED	23		Total: 30 ED (24 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 313 (+185 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	15"/30"

Cost	Powers	END
150	<i>Gem Dragon Powers</i> : Multipower, 150-point reserve	
10u	1) <i>Gemgleam Breath</i> : Energy Blast 12d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
15u	2) <i>Gemglitter Field</i> : Sight Group Flash 12d6, Area Of Effect (24" Radius; +1½)	15
82	<i>Draconic Weapons</i> : Multipower, 82-point reserve	
9m	1) <i>Gem-Fangs</i> : HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Gem-Talons</i> : HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash</i> : HA +6d6; Hand-To-Hand Attack (-½)	3
24	<i>Gemstone Body</i> : Damage Resistance (24 PD/24 ED)	0
60	<i>Gemstone Body</i> : Physical and Energy Damage Reduction, 50%, Resistant	0
24	<i>Heavy</i> : Knockback Resistance -12"	0
12	<i>Gemstone Mind</i> : Mental Defense (17 points total)	0
15	<i>Magical Beast</i> : Power Defense (15 points)	0
10	<i>Gem Dragon Eyes</i> : Sight Group Flash Defense (10 points)	0
30	<i>Wings</i> : Multipower, 30-point reserve	
2u	1) <i>Flying</i> : Flight 15"; Restrainable (-½)	3
1u	2) <i>Wing Buffet</i> : HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0

5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
24	+3 with All Combat
6	+2 with <i>Gem Dragon Powers</i> Multipower
3	AK: The Earth Realm 14-
2	Survival (Underground) 14-
Total Powers & Skills Cost: 574	
Total Cost: 887	

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
712	Experience Points
Total Disadvantage Points: 887	

Ecology: Inhabitants of the Earth Realm, gem dragons are cousins to stone dragons (with whom they often compete fiercely, especially since stone dragons consider their flesh a succulent delicacy). They sometimes find their way into the normal world via weaknesses in the dimensional barrier. At times greedy conjurers summon them, only to discover that when a gem dragon dies, its body rapidly decays into a valueless grey powder.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Gem dragons have claws, fangs, tails, and wings similar to those of ordinary dragons, but they cannot breathe fire. Instead they breath *gemgleam*, a sort of beam of focused light/arcane energy the same color as the dragon (but a few shades lighter). They can also generate a *gemglitter field* that blinds their foes (if a gem dragon plans to use this power near itself, it shuts its eyes so it's not affected). Each type of gem dragon has its own special powers as well (see below).

Appearance: A gem dragon has a body similar to that of a traditional dragon, but made of pure living gemstone, such as amethyst, ruby, sapphire, or emerald.

GEM DRAGON SUBTYPES

Here are some of the more common gem dragons with their special powers:

AMETHYST DRAGON

The tail of the amethyst dragon is spiked, similar to that of a stegosaurus. Remove the Tail Bash from its *Draconic Weapons* Multipower, and give it this new Multipower:

Cost Power

- 30 *Tail Attacks:* Multipower, 30-point reserve
 4m 1) *Tail Bash:* HA +6d6; Hand-To-Hand Attack (-½)
 5m 2) *Tail Spike:* HKA 1½d6 (3d6+1 with STR)

Total cost: +35 points.

DIAMOND DRAGON

Diamond dragons, often regarded as the most beautiful and majestic of the gem dragons, have the ability to make their forms so transparent that they're effectively invisible. Only someone standing very close to one has a chance to spot it.

Cost Power

- 20 *Diamond Transparency:* Invisibility to Sight Group

Total cost: +20 points.

EMERALD DRAGON

Emerald dragons possess strong magic. The spells each one learns vary from individual to individual, though they seem to prefer Druidry, Elemental Magic, Thaumaturgy, and Wizardry (see *The Fantasy Hero Grimoire*) most of all. Many of them know some Dragon Magic spells (see *The Fantasy Hero Grimoire II*) as well. In game terms, give them a *Power: Magic* 24- Skill for casting their spells, and 100 Character Points' worth of magical spells and powers (total: +123 Character Points).

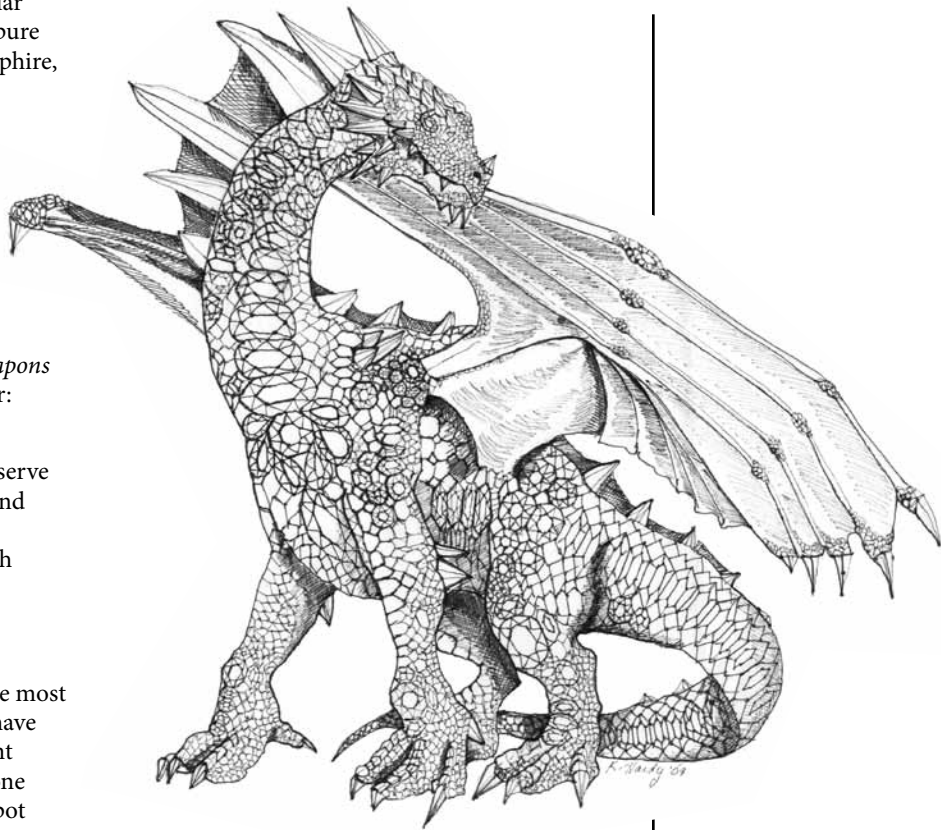
RUBY DRAGON

Ruby dragons possess more powerful and varied "breath weapons" than other gem dragons. They can project a more potent form of gemgleam, the *Gemgleam Fire*, and can also alter their regular Gemgleam Breath into a conic shape.

Cost Power

- 10u 4) *Gemgleam Cone:* Energy Blast 12d6, Area Of Effect (19" Cone; +1), Armor Piercing (+½); No Range (-½)
 8u 5) *Gemgleam Fire:* RKA 3d6, Area Of Effect (36" Line; +1¼), Armor Piercing (+½); No Range (-½)

Total cost: +18 points.



SAPPHIRE DRAGON

Sapphire dragons possess a suite of psionic abilities. Remove the *Hypnotic Gaze* slot from their *Gem Dragon Powers* Multipower, and give them the following additional Multipower:

Cost Power

- 90 *Mind Of The Sapphire Dragon:* Multipower, 90-point powers
 9u 1) *Mental Control:* Mind Control 12d6, Telepathic (+¼), Reduced Endurance (½ END; +¼)
 9u 2) *Mental Speech:* Telepathy 14d6, Reduced Endurance (½ END; +¼)
 9u 3) *Mental Assault:* Ego Attack 6d6, Reduced Endurance (0 END; +½)

Total cost: +108 points.

Infernal Dragons

Infernal dragons are dragons who have some connection with the Netherworld and other “lower realms.” Evil and malicious even compared to other dragons, they’re deadly foes for any adventurer.



DEMODRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
35	CON	50	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (20 rPD)
28	ED	21*		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
70	END	0		
73	STUN	0		Total Characteristics Cost: 311

(+182 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost	Powers	END
150	<i>Demodragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Demonfire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
10u	2) <i>Demonfire Cone:</i> RKA 4d6, Area Of Effect (19" Cone; +1), Armor Piercing (+½); No Range (-½)	15
9u	3) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
54	<i>Demonfire Aura:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)	3
82	<i>Demodraconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
3u	4) <i>Footstomp:</i> Explosion (+½) for up to 50 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼), Does Knockdown (+¼); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Side Effect (may cause considerable damage to the environment; -0)	6
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Inferno-Draconic Mind:</i> Mental Defense (17 points total)	0
15	<i>Inferno-Magical Beast:</i> Power Defense (15 points)	0
2	<i>Fiery Body:</i> Life Support (Safe Environment: Intense Heat)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 *Hoard*: Money: Wealthy

Talents

3 Lightsleep

Skills

20 +2 Overall

32 +4 with All Combat

3 Concealment 14-

3 KS: Arcane And Occult Lore 14-

5 KS: Dragon Lore 16-

3 KS: History 14-

3 Persuasion 17-

3 Stealth 14-

2 Survival (choose environment) 14-

Total Powers & Skills Cost: 673

Total Cost: 984

75+ Disadvantages

15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)

10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)

5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)

20 Psychological Limitation: Overconfidence (Very Common, Strong)

15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)

15 Psychological Limitation: Cruel (Common, Strong)

20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)

809 Experience Points

Total Disadvantage Points: 984

Ecology: A demodragon is the child of a demon and a dragon. Thankfully for the world, such matings are rare, for demodragons are evil, greedy, and destructive in the extreme. Though like many dragons they're prone to sleeping for long periods between the times when they're active, when awake they have enormous appetites and tend to go on rampages to satisfy them. Fortunately for the world demodragons are neuter, unable to breed with others of their kind.

Personality/Motivation: Normal draconic motivations, tinged with demonic evil. Demodragons are crafty and cruel, and enjoy inflicting pain and misery.

Powers/Tactics: Demodragons fight in much the same way as other dragons, but have several abilities ordinary dragons do not. First, they can breathe their potent "demonfire" either as a line or a cone. Second, they can surround themselves with an aura of demonfire to damage anyone who touches them. Third, they can stomp their back feet, creating a tremor powerful enough to knock everyone around them off his feet.

Appearance: The bastard child of a true dragon and a demon in draconic form, a demodragon mixes the features of both parents. Its body is generally draconic with black or dark blue skin, but its rear legs have demonic cloven hoofs instead of talons. Its head has a mix of demonic and draconic features, including short horns more like those of many devils. Its eyes resemble orbs of flame, and its fangs are black.

HELLDRAGON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [12]
26	DEX	48	14-	OCV: 9/DCV: 9
35	CON	50	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
50	PRE	40	19-	PRE Attack: 10d6
8	COM	-1	11-	
32	PD	20		Total: 32 PD (24 rPD)
32	ED	25		Total: 32 ED (24 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
22	REC	6		
70	END	0		
80	STUN	2		Total Characteristics Cost: 337 (+213 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Powers	END
75	<i>Hellfire Breath</i> : RKA 3d6, Area Of Effect (26" Line; +1), Penetrating (+½); No Range (-½)	15
55	<i>Hellsparks</i> : Multipower, 55-point reserve	
5u	1) <i>Widespread Hellsparks</i> : RKA ½d6, NND (defense is Power Defense; +1), Does BODY (+1), Area Of Effect (One Hex Doubled; +¾), Continuous (+1), Personal Immunity (+¼), Uncontrolled (+½)	4
5u	2) <i>Focused Hellsparks</i> : RKA ½d6, NND (defense is Power Defense; +1), Does BODY (+1), Area Of Effect (One Hex Accurate; +½), Autofire (5 shots; +1½)	5
3u	3) <i>Fanned Hellsparks</i> : RKA ½d6, NND (defense is Power Defense; +1), Does BODY (+1), Area Of Effect (14" Cone; +1¼); No Range (-½)	4
53	<i>Hellfire Aura</i> : HKA 1½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0
82	<i>Helldraconic Weapons</i> : Multipower, 82-point reserve	
9m	1) <i>Bite</i> : HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons</i> : HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash</i> : HA +6d6; Hand-To-Hand Attack (-½)	3

54	<i>Bleeding Wounds:</i> HKA 1d6, NND (defense is Power Defense or Regeneration; +1), Does BODY (+1), Trigger (whenever Bite or Talons does BODY damage, activating Trigger requires no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½); Gradual Effect (victim loses 1 BODY per Segment, beginning in the Segment after taking Bite/Talons BODY; -¼)	0
24	<i>Scaly Skin:</i> Damage Resistance (24 PD/24 ED)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Inferno-Draconic Mind:</i> Mental Defense (17 points total)	0
15	<i>Inferno-Magical Beast:</i> Power Defense (15 points)	0
50	<i>Inferno-Draconic Form:</i> Life Support: Total (including Longevity: Immortality)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
	6 <i>Dragon's Legs:</i> Running +3" (9" total)	1
	19 <i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
	5 <i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
	5 <i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
	5 <i>Dragon's Nose:</i> Tracking for Normal Smell	0
	6 <i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
	5 <i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
	Perks	
	10 <i>Hoard:</i> Money: Wealthy	
	Talents	
	3 Lightsleep	
	Skills	
	20 +2 Overall	
	32 +4 with All Combat	
	3 Concealment 14-	
	3 KS: Arcane And Occult Lore 14-	
	3 Stealth 14-	
	2 Survival (choose environment) 14-	
	Total Powers & Skills Cost: 732	
	Total Cost: 1,069	
	75+ Disadvantages	
	15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)	
	10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)	
	5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)	
	20 Psychological Limitation: Overconfidence (Very Common, Strong)	
	15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)	
	15 Psychological Limitation: Cruel (Common, Strong)	
	20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)	
	894 Experience Points	
	Total Disadvantage Points: 1,069	



Ecology: The helldragon is a draconic native of the Netherworld (or other underworld of your choice). Unlike a demodragon, which has some “mundane” flesh and blood, a helldragon is wholly an infernal thing — basically a demon in dragon form, though it doesn’t necessarily have the same abilities as a humanoid demon. When it enters the ordinary world it’s usually on some mission of death and destruction, or it simply wants to create as much havoc as it can.

Personality/Motivation: Helldragons are pure, infernal evil in draconic form. Like any other demon they commit Evil for Evil’s sake at every opportunity.

Powers/Tactics: Helldrags have many of the same powers as mundane dragons, though they breath hellfire instead of ordinary dragon's-fire. But their demonic nature gives them several special powers. First, instead of breathing a stream of flame they can breathe clouds of *hellsparks*, tiny, seemingly alive motes of hellfire that swarm around targets, stinging and burning them. Second, their fangs and talons are cursed and cause wounds that bleed excessively. Even if a victim survives his mauling, the blood leaking from even the smallest of his wounds may finish him off.

Appearance: A helldrags has char-black skin with a "crackled" pattern, and the cracks glow with a lava-colored fire. Its eyes are that same lava color.

Lightning Dragon

LIGHTNING DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
20	PD	12*		Total: 20 PD (14 rPD)
20	ED	15*		Total: 20 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 210

(+80 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:

Running:	6"/12"
Leaping:	4"/8"
Flight:	15"/30"

Cost	Powers	END
90	<i>Lightning Breath:</i> Multipower, 90-point reserve	
4u	1) <i>Lightning Breath I:</i> RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
4u	2) <i>Lightning Breath II:</i> RKA 3d6, Area Of Effect (10" Cone; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
4u	3) <i>Lightning Breath III:</i> RKA 4d6, Area Of Effect (One Hex; +½); Increased Endurance Cost (x2 END; -½), No Range (-½)	18

28	<i>Electrified Spines:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
14	<i>Scaly Skin:</i> Damage Resistance (14 PD/14 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Lightning:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Limited Type Of Attack (electricity; -½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
10	<i>Strong Mind:</i> Mental Defense (14 points total)	0
8	<i>Magical Beast:</i> Power Defense (8 points)	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrained (-½)	3
1u	2) <i>Wing Buffet:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
19	<i>Hoardsense:</i> Detect Hoard 15-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5	<i>Hoard:</i> Money: Well Off
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Talents

3	Lightsleep
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Skills

10	+1 Overall
16	+2 with All Combat
6	+2 with <i>Lightning Breath</i> Multipower
3	Concealment 13-
3	KS: Arcane And Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
3	Persuasion 15-
3	Stealth 13-
2	Survival (choose environment) 13-

Total Powers & Skills Cost: 418

Total Cost: 628

75+ Disadvantages

- 15 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 473 Experience Points

Total Disadvantage Points: 628

Ecology: Lightning dragons are creatures of high places: mountaintops, plateaus, mesas, and even Cloudland, where they compete with cloud dragons and storm dragons (they're distantly related to the latter). Since they're smaller and less powerful than either of those types, they usually have to find ecological niches they've overlooked, or team up with others of their kind to fight them off. Compared to other dragons, lightning dragons tend to enjoy their own company and often lair and work together.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Instead of breathing fire, lightning dragons project bolts of electricity from their eyes. They can easily vary the spread and intensity of their lightning bolts for maximum tactical impact. Unlike most dragons they tend to be cautious, even cowardly at times, and are quick to run away if a fight turns against them or they believe they're out-powered.

Appearance: A lightning dragon resembles a traditional dragon for the most part, but its scaly skin has the actinic blue-white color of a lightning bolt, and tiny arcs of electricity crackle between the spines running along its back and the horns on its head. Its eyes look like miniature ball lightning.

Lunar Dragon**LUNAR DRAGON****Val Char Cost Roll Notes**

40	STR	30	17-	Lift 6,400 kgj; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	

20	PD	12	Total: 20 PD (20 rPD)
20	ED	14	Total: 20 ED (20 rED)
5	SPD	20	Phases: 3, 5, 8, 10, 12

20	REC	12	
60	END	0	

65 STUN 0 **Total Characteristics Cost: 264**
(+129 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost Powers

		END
5	<i>Power Of The Moon:</i> +10 STR; Only During A Half, Gibbous, Or Full Moon (-1)	0
3	<i>Power Of The Moon:</i> +10 STR; Only During A Full Moon (-2)	0
6	<i>Power Of The Moon:</i> +4 DEX; Only During A Half, Gibbous, Or Full Moon (-1)	0
4	<i>Power Of The Moon:</i> +4 DEX; Only During A Full Moon (-2)	0
5	<i>Power Of The Moon:</i> +10 PRE; Only During A Half, Gibbous, Or Full Moon (-1)	0
3	<i>Power Of The Moon:</i> +10 PRE; Only During A Full Moon (-2)	0
2	<i>Power Of The Moon:</i> +5 PD; Only During A Half, Gibbous, Or Full Moon (-1)	0
2	<i>Power Of The Moon:</i> +5 PD; Only During A Full Moon (-2)	0
2	<i>Power Of The Moon:</i> +5 ED; Only During A Half, Gibbous, Or Full Moon (-1)	0

2	<i>Power Of The Moon:</i> +5 ED; Only During A Full Moon (-2)	0
3	<i>Power Of The Moon:</i> +1 SPD; Only During A Full Moon (-2)	0
90	<i>Dragon Powers:</i> Multipower, 90-point reserve	
4u	1) <i>Fire Breath:</i> RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
6u	2) <i>Hypnotic Gaze:</i> Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups except Sight Group	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard:</i> Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
24	+3 with All Combat
5	<i>Power Of The Moon:</i> +2 with <i>Dragon Powers</i> Multipower; Only During A Half, Gibbous, Or Full Moon (-1)
3	<i>Power Of The Moon:</i> +2 with <i>Dragon Powers</i> Multipower; Only During A Full Moon (-2)

3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 572

Total Cost: 836

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
10	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Psychological Limitation: Aversion To Sunlight (Common, Total)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
646	Experience Points

Total Disadvantage Points: 836



Ecology: Lunar dragons are mystic creatures whose powers wax and wane as the moon does. Often regarded as special guardians of women and servants of the gods of the night, they favor a nocturnal lifestyle and become more and more active as the moon approaches full each month. They usually prefer to live in mountainous regions or large forests, though the gods sometimes press them into service as guardians of temples and sacred sites.

Personality/Motivation: Normal draconic motivations. Lunar dragons particularly dislike sunlight and avoid going out in it whenever possible. That predilection aside, they're often far kinder and more helpful than most dragons, though they expect to be rewarded well for any assistance rendered.

Powers/Tactics: Lunar dragons become stronger, faster, more agile, and more impressive as the moon grows in the night sky. During the new, crescent, and quarter moon they're weak compared to most other greater dragons... but from half to full moon they become much more powerful, often eclipsing their kindred.

Appearance: A lunar dragon resembles a traditional dragon for the most part, though its skin is smoother and has the silvery-yellow color of moonlight. The horns on its head are shaped so that together they resemble a crescent moon, points upright, worn on its forehead. Motes of moonlight fall from its wings as it flies, and its fiery breath is a silvery color rather than orange-red.



Miniature Dragon

MINIATURE DRAGON

Val	Char	Cost	Roll	Notes	
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]	
20	DEX	30	13-	OCV: 7/DCV: 7	
15	CON	10	12-		
10	BODY	0	11-		
15	INT	5	12-	PER Roll 12-	
14	EGO	8	12-	ECV: 5	
15	PRE	5	12-	PRE Attack: 3d6	
16	COM	3	12-		
8	PD	6		Total: 8 PD (2 rPD)	
8	ED	5		Total: 8 ED (2 rED)	
4	SPD	10		Phases: 3, 6, 9, 12	
5	REC	0			
30	END	0			
25	STUN	3		Total Characteristics Cost: 83	
Movement:					
	Running:		3"/6"		
	Flight:		12"/24"		
	Cost		Powers		END
4	<i>Fiery Breath:</i>	RKA 1 point; Limited Range (6"; -¼)			1
12	<i>Draconic Weapons:</i>	Multipower, 12-point reserve			
1m	1) <i>Bite:</i>	HKA 1 point (½d6 with STR)			1
1m	2) <i>Claws:</i>	HKA 1 point (½d6 with STR), Armor Piercing (+½)			1
1m	3) <i>Tail Slap:</i>	HA +1d6; Hand-To-Hand Attack (-½)			1
2	<i>Scaly Skin:</i>	Damage Resistance (2 PD/2 ED)			0
10	<i>Protection From Fire:</i>	Energy Damage Reduction, Resistant, 25%; Only Works Against Limited Type Of Damage (Fire; -½)			0
2	<i>Strong Mind:</i>	Mental Defense (5 points total)			0
3	<i>Magical Beast:</i>	Power Defense (3 points)			0
16	<i>Dragon's Wings:</i>	Flight 12"; Restrainable (-½)			0
-6	<i>Short Legs:</i>	Running -3" (3" total)			0
17	<i>Hoardsense:</i>	Detect Hoard 12-, Discriminatory, Analyze, Sense			0
5	<i>Dragon's Eyes:</i>	Infrared Perception (Sight Group)			0
5	<i>Dragon's Eyes:</i>	Ultraviolet Perception (Sight Group)			0
5	<i>Dragon's Nose:</i>	Tracking for Normal Smell			0
6	<i>Dragon's Senses:</i>	+2 PER with all Sense Groups			0
6	<i>Tail:</i>	Extra Limb, Inherent (+¼)			0

Skills

- 4 +2 OCV with Fiery Breath
- 20 *Hard To Hit*: +4 DCV
- 13 Concealment 17-
- 3 KS: Arcane And Occult Lore 12-
- 5 KS: Dragon Lore 14-
- 3 KS: History 12-
- 3 Persuasion 12-
- 13 Stealth 18-
- 2 Survival (choose environment) 12-

Total Powers & Skills Cost: 156

Total Cost: 239

75+ Disadvantages

- 10 Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Curiosity (Common, Strong)
- 10 Psychological Limitation: Greedy; Loves Gold, Treasure, And Shiny Things (Common, Moderate)
- 119 Experience Points

Total Disadvantage Points: 239

OPTIONS

Cost Power

- +4 Increase Fiery Breath to RKA ½d6

Description: The miniature dragon resembles a typical greater dragon, but is about the size of a housecat. Sharing their larger brethren's love of "gold" (which they define as just about anything shiny or pretty), and felines' curiosity and love of warmth and comfort, they make ideal pets and familiars for wizards. Capturing them is difficult, and training them harder still, but once trained they become fiercely loyal and loving companions. Most miniature dragons look like standard dragons, but "subspecies" resembling many of the other types of dragons described in this chapter also exist.

Psi-Dragon

PSI-DRAGON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [5]
17	DEX	21	12-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
16	PD	11		Total: 16 PD (10 rPD)
16	ED	12		Total: 16 ED (10 rED)
4	SPD	13		Phases: 3, 6, 9, 12
12	REC	6		
60	END	10		
45	STUN	4		Total Characteristics Cost: 191 (+45 with NCM)

Movement: Running: 6"/12"
Leaping: 2"/4"
Flight: 12"/24"

Cost Powers END

30	<i>Powers Of The Mind:</i> Elemental Control, 60-point powers	
30	1) <i>Mind-Attack:</i> Ego Attack 6d6	6
30	2) <i>Mind-Power:</i> Mind Control 12d6	6
30	3) <i>Mind-Images:</i> Mental Illusions 12d6	6
30	4) <i>Mind-Speech:</i> Telepathy 12d6	6
30	5) <i>Psychokinesis:</i> Telekinesis (40 STR)	6
30	6) <i>Mind-Sight:</i> Mind Scan 12d6	6
22	<i>Draconic Weapons:</i> Multipower, 22-point reserve	
4m	1) <i>Bite:</i> HKA 1d6+1 (2½d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
1m	3) <i>Tail Bash:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
10	<i>Scaly Skin:</i> Damage Resistance (10 PD/10 ED)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
12	<i>Strong Mind:</i> Mental Defense (15 points total)	0
24	<i>Wings:</i> Multipower, 24-point reserve	
2u	1) <i>Flying:</i> Flight 12"; Restrained (-½)	2
1u	2) <i>Wing Buffet:</i> HA +1d6; Hand-To-Hand Attack (-½)	1
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

- 10 +1 Overall
- 12 +4 with *Powers Of The Mind* EC
- 3 Concealment 13-
- 3 Stealth 13-
- 2 Survival (choose environment) 13-

Total Powers & Skills Cost: 388**Total Cost: 579****75+ Disadvantages**

- 15 Physical Limitation: Enormous (up to 8m tall; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 419 Experience Points

Total Disadvantage Points: 579**OPTIONS****Cost Power**

- 30 *Fiery Breath*: RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)

Ecology: Smaller and weaker, on average, than their fire-breathing cousins, psi-dragons are carnivores who prefer fresh flesh; they won't eat carrion or vegetation. They use their powers, particularly Mind Control and Mental Illusions, to lure large animals and monsters (including other dragons) to them for the slaughter. If possible they find a well-protected lair and just stay there, using Mind Scan to find prey; there are several reports of adventurers encountering psi-dragons so fat they couldn't get outside their own caves anymore!

In a *Star Hero* campaign, a psi-dragon isn't a mystic monster, it's a strange alien creature for your PCs to encounter while exploring a new planet. Its powers and habits are more or less the same, though instead of being greedy for treasure it's probably just hungry. It may also lack wings.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Psi-dragons don't usually have fiery breath like most dragons, but they make up for the lack with a potent suite of mental powers. They prefer deceptive/indirect powers like Mental Illusions and Mind Control, but have no qualms about more direct assaults like Ego Attack if necessary. They often Mind Scan around their lairs, so they're likely to have forewarning of any approaching adventurers. It's not uncommon for them to pretend to be friendly and helpful to put intelligent adversaries at ease and set them up for an ambush later, though to be fair many psi-dragons aren't particularly cruel, much less evil — they're just intelligent predators.

Appearance: A psi-dragon looks like a traditional dragon, but with a few important differences. Its head is larger than average, with a noticeable (though not enormous) bulge at the "forehead" (above the eyes) and few (if any) spikes or horns (and if it has any, they're usually small). Its skin is smooth rather than scaly and usually has a reddish-pinkish appearance that disturbingly suggests raw flesh to human eyes.



Radiation Dragon

RADIATION DRAGON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
12	PD	8		Total: 12 PD (8 rPD)
12	ED	8		Total: 12 ED (8 rED)
4	SPD	15		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
50	STUN	10		Total Characteristics Cost: 124 (+13 with NCM)

Movement: Running: 6"/12"
Leaping: 2"/4"

Cost Powers

37	<i>Radioactive Body:</i> RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½); Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)	0
22	<i>Draconic Weapons:</i> Multipower, 22-point reserve	0
4m	1) <i>Bite:</i> HKA 1d6+1 (2½d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
1m	3) <i>Tail Bash:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
8	<i>Scaly Skin:</i> Damage Resistance (8 PD/8 ED)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
2	<i>Safe In Rad Zones:</i> Life Support (Safe Environment: High Radiation)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
9	<i>Dragon's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
1	<i>Efficient Metabolism:</i> Life Support (Diminished Eating: only has to eat once per week)	0



END

Skills

10	+2 HTH
3	Concealment 11-
3	Stealth 12-
2	Survival (Post-Apocalyptic Wastelands) 11-
Total Powers & Skills Cost: 168	
Total Cost: 292	
75+ Disadvantages	
15	Physical Limitation: Enormous (up to 8m tall; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
107	Experience Points
Total Disadvantage Points: 292	

OPTIONS

Cost Power

50 *Radiation Breath*: RKA 1½d6, Area Of Effect (10" Line; +1), NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1); Increased Endurance Cost (x2 END; -½), No Range (-½)

Ecology: Technology-spawned terrors of the post-apocalyptic wastelands, radiation dragons are "descended" from some sort of pre-apocalypse lizard stock — probably a komodo dragon, gila monster, iguana, or other large lizard species, but possibly some far smaller and more common type. It primarily eats flesh, including carrion and small animals; thanks to its efficient metabolism it only needs a full meal once per week.

Personality/Motivation: Normal animal motivations. While it's highly cunning and intelligent compared to most creatures, a radiation dragon isn't sentient the way most "true" dragons are.

Powers/Tactics: A radiation dragon fights with its fearsome claws and fangs, but that's not the biggest danger it poses. It's highly radioactive, so just being near it can be fatal to humans (or perhaps cause weird mutations). (If you prefer, you can convert its Damage Shield to a more "realistic" Change Environment power that uses rads of radiation to determine the effects it has; see *Post-Apocalyptic Hero*.)

Typically a radiation dragon hunts by lying in wait near game trails or watering holes, and then "pouncing" on its prey. But it's got a well-developed sense of smell and can easily track an animal — or adventurer, since it enjoys the taste of human flesh — for miles through the wastelands.

Appearance: A radiation dragon looks something like a thirty-foot (4.5") komodo dragon whose scaly form is covered with strange pustules and wart-like objects. Its body glows with a sickly radiation green, with its eyes glowing even brighter.

Scarab Dragon

SCARAB DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
20	PD	12		Total: 20 PD (14 rPD)
20	ED	15		Total: 20 ED (14 rED)
4	SPD	9		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 203 (+83 with NCM)

Movement: Running: 6"/12"
Leaping: 4"/8"
Flight: 15"/30"

Cost	Powers	END
45	<i>Dragon's Breath</i> : RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
13	<i>Calling The Lesser Brethren</i> : Summon Stinging Insect Swarm, Slavishly Loyal (+1); Arrives Under Own Power (-½), Summoned Creature Must Inhabit Locale (-½)	3
47	<i>Scarab Dragon Weapons</i> : Multipower, 47-point reserve	
5m	1) <i>Mandibles</i> : HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons</i> : HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
1m	3) <i>Tail Bash</i> : HA +2d6; Hand-To-Hand Attack (-½)	1
16	<i>Scarab Shell And Scaly Skin</i> : Damage Resistance (16 PD/16 ED)	0
30	<i>Tough Body</i> : Physical and Energy Damage Reduction, Resistant, 25%	0
18	<i>Heavy</i> : Knockback Resistance -9"	0
6	<i>Strong Mind</i> : Mental Defense (9 points total)	0
8	<i>Magical Beast</i> : Power Defense (8 points)	0
20	<i>Wings</i> : Flight 15"; Restrained (-½)	3
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail And Six Legs</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks5 *Hoard:* Money: Well Off**Talents**

3 Lightsleep

Skills

10 +1 Overall

16 +2 with All Combat

4 +2 OCV with Dragon's Breath

3 Concealment 12-

2 KS: Arcane And Occult Lore 11-

2 KS: Dragon Lore 11-

2 KS: History 11-

3 Stealth 13-

2 Survival (choose environment) 11-

Total Powers & Skills Cost: 291**Total Cost: 494****75+ Disadvantages**

15 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)

10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)

5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)

20 Psychological Limitation: Overconfidence (Very Common, Strong)

15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)

15 Psychological Limitation: Cruel (Common, Strong)

20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)

319 Experience Points

Total Disadvantage Points: 494**OPTIONS****Cost Power**10 *Sting:* HKA ½d6 (1d6+1 with STR) 133 *Venom:* Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½), 4 Charges (-1) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (2 Minutes; 1d6/1 Minute; -½), 4 Charges (-1)

Ecology: Rarely has a wizard ever conducted an experiment so mad, and so fraught with potential peril, as when an unnamed mage decided to try to crossbreed a dragon with a giant beetle. Unfortunately for the world, he succeeded, and the result was the scarab dragon. Although not as smart or powerful as an ordinary dragon, it's more adaptable in terms of where it's willing to live and what it's willing to eat.

Scarab dragons are neuter, but whoever created the first one seems to have created enough for them to still plague the world. Or perhaps other mages, eager to violate the laws of the gods and man on their own, have continued his work....

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Scarab dragons possess several powers as a result of their entomo-draconic heritage. First, they can breathe fire, though it's usually got a greenish tinge to it rather than the standard orange-red of the typical dragon. Second, if there are insects in the vicinity it can summon them to form a stinging swarm to attack its foes (see *The HERO System Bestiary*, page 183, for a character sheet for the Swarm.) Beyond that, they may have other insect-based powers depending on the species of giant beetle used to create them; see *The HERO System Bestiary*, pages 89-92, for ideas.

Appearance: A scarab dragon is a hideous crossbreed between a dragon and a gigantic insect. The body is draconic, but covered with a shell like a beetle's that opens to reveal its wings when it wants to fly. The legs are also draconic, but more slender than normal, and there are six of them. It has a much shorter neck and tail than a regular dragon. The head is as much insect as dragon, with two large beetle-like mandibles for killing prey.



Scorpion Dragon

SCORPION DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
20	PD	12		Total: 20 PD (14 rPD)
20	ED	15		Total: 20 ED (14 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 213 (+93 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
30	<i>Dragon's Breath:</i> RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
10	<i>Sting:</i> HKA ½d6 (1d6+1 with STR)	1
65	<i>Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½)	[4]
47	<i>Scorpion Dragon Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
16	<i>Exoskeleton/Scaly Skin:</i> Damage Resistance (16 PD/16 ED)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
6	<i>Strong Mind:</i> Mental Defense (10 points total)	0
8	<i>Magical Beast:</i> Power Defense (8 points)	0

14	<i>Rapid Healing:</i> Healing 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
12	<i>Scorpion Dragon's Legs:</i> Running +6" (12" total)	1
5	<i>Scorpion Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Scorpion Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Scorpion Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Scorpion Dragon's Senses:</i> +2 PER with all Sense Groups	0
4	<i>Scorpion Dragon's Senses:</i> +2 PER with Touch Group	0
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
5	<i>Eight Legs And A Stinger:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5 *Hoard:* Money: Well Off

Talents

3 Lightsleep

Skills

10 +1 Overall

16 +2 with All Combat

3 Concealment 12-

2 KS: Arcane And Occult Lore 11-

2 KS: Dragon Lore 11-

2 KS: History 11-

3 Stealth 13-

2 Survival (choose environment) 11-

Total Powers & Skills Cost: 381

Total Cost: 594

75+ Disadvantages

15	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)	
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)	
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)	
20	Psychological Limitation: Overconfidence (Very Common, Strong)	
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)	
15	Psychological Limitation: Cruel (Common, Strong)	
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)	
419	Experience Points	

Total Disadvantage Points: 594

Ecology: Apparently the mage who created the scarab dragon (see above) didn't know when to stop. After those experiments succeeded, he

decided to try other crossbreeds. His only true success was with another insect-like creature, the scorpion. But according to the tales, this was his last triumph of monster creation, for his first scorpion dragon escaped from its cage and killed him. If that's true, then either the scorpion dragon can breed with other monsters to create more of its kind, or other wizards have picked up the work of creating them where the original mage left off.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: The scorpion dragon mixes the fire-breath of a dragon with the deadly poisonous stinger and running speed of a giant scorpion, creating a combination that most adventurers hate. Since it doesn't have wings it can't take to the air, but it moves around on the battlefield constantly, dashing to and fro to sting its enemies. It's totally fearless (partly because of its regenerative healing powers) and will take on multiple opponents at once, fleeing only if reduced to 2 BODY or less (or if it loses three or more limbs, or its tail).

Appearance: The scorpion dragon mixes the features of those two monsters. The body, head, and neck are mostly dragon-like. The legs are more scorpion-like, but terminate in draconic talons. The tail, like that of a scorpion, arches over the back and is tipped with a lethal stinger. It has no wings.



Shadow Dragon

SHADOW DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	21		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		
Total Characteristics Cost: 307				
(+178 with NCM)				

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost Powers **END**
30 *Shadow Powers:* Elemental Control, 60-point powers

55	1) <i>Shadowfire Breath:</i> RKA 3d6, Area Of Effect (26" Line; +1), Penetrating (+½); No Range (-½)	10
45	2) <i>Shadow Creation:</i> Darkness to Sight Group 5" radius, Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
24	3) <i>Shadow Leeching:</i> Drain BODY 3d6, Ranged (+½), Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
24	4) <i>Shadow Terror:</i> Drain PRE 3d6, Ranged (+½), Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
16	<i>Shadow-Mantle:</i> Invisibility to Sight Group; Only In Darkness/Shadow (-¼)	2
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED)	0

60	<i>Tough Body</i> : Physical and Energy Damage Reduction, 50%, Resistant	0
24	<i>Heavy</i> : Knockback Resistance -12"	0
12	<i>Strong Mind</i> : Mental Defense (17 points total)	0
15	<i>Magical Beast</i> : Power Defense (15 points)	0
40	<i>Wings</i> : Multipower, 40-point reserve	
3u	1) <i>Flying</i> : Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet</i> : HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
16	+2 with All Combat
6	+3 OCV with Shadowfire Breath
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 599**Total Cost: 906****75+ Disadvantages**

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
731	Experience Points

Total Disadvantage Points: 906

Ecology: A creature from the Shadow Realm, or perhaps the Netherworld, a shadow dragon doesn't eat and drink the way ordinary dragons do. Instead it consumes the life-force of its victims using its Shadow Leeching power. The more unusual or powerful the victim, the more "delicious" it tastes, so shadow dragons are constantly seeking out new and interesting prey... such as adventurers.

Personality/Motivation: Normal draconic motivations, though it tends to be even more malicious and vindictive than the average dragon.

Powers/Tactics: Shadow dragons supplement their natural weapons (dark claws and fangs) with powers of darkness and gloom. In the place of ordinary dragon's-fire they breathe shadowfire, a tenebrous flame that burns cold instead of hot. They can generate fields of shadow, and can drain the life-force of anyone within that field, or inflict him with terror. Since a shadow dragon can see through its own shadow-field without difficulty, it usually generates one or two around itself to hamper foes trying to fight it.

Appearance: A shadow dragon resembles a traditional dragon, except that it seems to be made out of shadow rather than flesh and bone.



Solar Dragon

SOLAR DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
27	DEX	51	14-	OCV: 9/DCV: 9
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (20 rPD)
28	ED	21*		Total: 28 ED (20 rED)
5	SPD	13		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 311 (+184 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	25"/50"

Cost	Powers	END
57	<i>Shining Body</i> : Sight Group Flash 4d6, Continuous (+1), Damage Shield (+½), Area Of Effect (One Hex Doubled; +¾), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
11	<i>Solar-Hot Skin</i> : RKA 1 point, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0
100	<i>Solar Fire Breath</i> : RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
82	<i>Draconic Weapons</i> : Multipower, 82-point reserve	
9m	1) <i>Bite</i> : HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons</i> : HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash</i> : HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin</i> : Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body</i> : Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire</i> : Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy</i> : Knockback Resistance -12"	0
12	<i>Strong Mind</i> : Mental Defense (17 points total)	0
15	<i>Magical Beast</i> : Power Defense (15 points)	0

50	<i>Wings</i> : Multipower, 50-point reserve	
3u	1) <i>Flying</i> : Flight 25"; Restrained (-½)	5
1u	2) <i>Wing Buffet</i> : HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs</i> : Running +3" (9" total)	1
19	<i>Hoardsense</i> : Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard</i> : Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Solar Fire Breath
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 619

Total Cost: 930

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
10	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Moderate)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
10	Vulnerable: 2 x STUN from Shadow attacks (Uncommon)
10	Vulnerable: 2 x BODY from Shadow attacks (Uncommon)
755	Experience Points

Total Disadvantage Points: 930



Ecology: According to legend, solar dragons were created by the gods as special servants, the guardians of the palaces of heaven, and messengers to their human worshippers. If so at least some of them escaped from their duties, for solar dragons have been seen wandering the world, seemingly without any purpose except satisfying their own desires.

Because their skin is hot enough to ignite flammable objects and sear flesh, solar dragons can only live in areas where they can't burn things. This includes caves (though they dislike darkness and won't live too far underground if they can avoid it), deserts, and wastelands. Some live among men, usually in temples or domiciles specially constructed for them, and act as advisors and protectors of the community in exchange for food, treasure, and entertainment.

Personality/Motivation: Normal draconic motivations to a large extent, though solar dragons tend to be more noble and kind than many of their kin. Also they're not as greedy or covetous; perhaps the natural gold of their skin and the light that surrounds them makes any other gold less valuable to them.

Powers/Tactics: Solar dragons fight much like other dragons do, but they have two advantages. First, they glow so brightly that foes standing near them are usually blinded, and thus easy pickings for a bit, claw-swipe, or blast of solar

fire breath. Second, their skins are so hot that anyone touching them (even just hitting them with a melee weapon) can get burned (though armor usually protects against this). If confronted with foes who've devised ways to overcome these hindrances (such as helmets enchanted to provide Sight Group Flash Defense), a solar dragon responds either with overwhelming force, or by retreating until it can attack from advantage once more.

Appearance: Awesome and magnificent in its beauty, a solar dragon resembles a traditional dragon for the most part, but glows with a fiery solar energy that makes it almost impossible to look at directly.

Song Dragon

SONG DRAGON

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
8	PD	6		Total: 8 PD (2 rPD)
8	ED	5		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	3		Total Characteristics Cost: 83

Movement: Running: 3"/6"
Flight: 12"/24"

Cost	Powers	END
8	<i>Fiery Breath:</i> RKA ½d6; Limited Range (10"; -¼)	1
11	<i>Piercing Shriek:</i> Energy Blast 1d6, NND (defense is Hearing Group Flash Defense; +1), Area Of Effect (4" Radius; +1¼), Personal Immunity (+¼); Incantations (-¼), No Range (-½)	2
12	<i>Draconic Weapons:</i> Multipower, 12-point reserve	
1m	1) <i>Bite:</i> HKA 1 point (½d6 with STR)	1
1m	2) <i>Claws:</i> HKA 1 point (½d6 with STR), Armor Piercing (+½)	1
1m	3) <i>Tail Slap:</i> HA +1d6; Hand-To-Hand Attack (-½)	1
2	<i>Scaly Skin:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, 25%; Only Works Against Limited Type Of Damage (Fire; -½)	0
2	<i>Strong Mind:</i> Mental Defense (5 points total)	0
3	<i>Magical Beast:</i> Power Defense (3 points)	0

- 16 *Dragon's Wings*: Flight 12"; Restrained (-½)
 -6 *Short Legs*: Running -3" (3" total)
 17 *Hoardsense*: Detect Hoard 12-, Discriminatory, Analyze, Sense
 5 *Dragon's Eyes*: Infrared Perception (Sight Group)
 5 *Dragon's Eyes*: Ultraviolet Perception (Sight Group)
 5 *Dragon's Nose*: Tracking for Normal Smell
 6 *Dragon's Senses*: +2 PER with all Sense Groups
 6 *Tail*: Extra Limb, Inherent (+¼)

Skills

- 4 +2 OCV with Fiery Breath
 20 *Hard To Hit*: +4 DCV
 13 Concealment 17-
 11 Conversation 16-
 3 KS: Arcane And Occult Lore 12-
 5 KS: Dragon Lore 15-
 3 KS: History 12-
 11 Mimicry 16-
 6 PS: Singing 16-
 3 Persuasion 12-
 13 Stealth 18-
 2 Survival (choose environment) 12-
 11 Ventriloquism 16-

Total Powers & Skills Cost: 209**Total Cost: 292****75+ Disadvantages**

- 10 Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
 15 Psychological Limitation: Curiosity (Common, Strong)
 10 Psychological Limitation: Greedy; Loves Gold, Treasure, And Shiny Things (Common, Moderate)
 172 Experience Points

Total Disadvantage Points: 292**OPTIONS****Cost Power**

- var *Larger Song Dragon*: This character sheet assumes a song dragon that's the same size as a miniature dragon. For larger versions, reduce the DCV Levels, increase the Running, and change the Size Physical Limitation as appropriate. You may also want to improve its Fiery Breath and Draconic Weapons slightly.

Ecology: Residents of elven forests and similar idyllic woodland environments, song dragons eat small animals such as squirrels, birds, and mice. They often use their powers of mimicry and ventriloquism to trick and confuse their prey, making the catch easier. They mate for life, producing a clutch of 1-3 eggs every year. Friendly and smart, they're highly valued as pets, familiars, and companions because of their ability to sing beautifully and mimic sounds and voices. But as sentient beings *they* choose whether to ally themselves with a humanoid; they're not truly "pets" in the ordinary sense of the word.

Personality/Motivation: Song dragons aren't cruel like large dragons, but they do possess an intense curiosity, a love of things valuable and shiny, and an impish mischievousness.

Powers/Tactics: Song dragons rarely fight; they flee when confronted with force. But if necessary they can breathe a puff of fire, or bite and slash with their tiny fangs and talons. They have the ability to flawlessly mimic all sorts of sounds and voices, and even to throw their voices, and can use these powers to sow confusion among the enemy.

Appearance: A song dragon looks more or less like a traditional dragon, but ranges in size from roughly the same as a miniature dragon to a large dog. Their skins are usually light colors — white, light blue, dove grey, even a sort of pink.





Spider Dragon

SPIDER DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
27	DEX	51	14-	OCV: 9/DCV: 9
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
4	COM	-3	10-	
25	PD	15		Total: 25 PD (20 rPD)
25	ED	18		Total: 25 ED (20 rED)
5	SPD	13		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 299 (+178 with NCM)

Movement: Running: 12"/24"
Leaping: 10"/20"

Cost	Powers	END
75	<i>Dragon's Breath:</i> RKA 3d6, Area Of Effect (26" Line; +1), Armor Piercing (+½); No Range (-½)	11
37	<i>Spider Dragon Weapons:</i> Multipower, 37-point reserve	
4m	1) <i>Bite:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	4
3m	2) <i>Claws:</i> HKA 1d6 (2d6 with STR)	1

- 65 *Venom:* Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Bite HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½), 4 Charges (-1) **plus** RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), 4 Charges (-1) [4]
 - 48 *Webs:* Multipower, 97-point reserve; 4 Charges for entire Multipower (-1) [4]
 - 2u 1) *Standard Web:* Entangle 3d6, 3 DEF, Area Of Effect (7" Radius; +1), Continuous (+1), Personal Immunity (+¼); Extra Time (takes about one Hour per hex to weave web; -1½), Only To Form Barriers (-½), No Range (-½)
 - 2u 2) *Wrapping Up Prey:* Entangle 6d6, 6 DEF; Extra Time (1 Turn; -1¼), No Range (-½)
 - 20 *Exoskeleton/Scaly Skin:* Damage Resistance (20 PD/20 ED) 0
 - 60 *Tough Body:* Physical and Energy Damage Reduction, 50%, Resistant 0
 - 24 *Heavy:* Knockback Resistance -12" 0
 - 12 *Strong Mind:* Mental Defense (17 points total) 0
 - 15 *Magical Beast:* Power Defense (15 points) 0
 - 12 *Spider Dragon's Legs:* Running +6" (12" total) 1
 - 5 *Spider Dragon's Eyes:* Infrared Perception (Sight Group) 0
 - 5 *Spider Dragon's Eyes:* Ultraviolet Perception (Sight Group) 0
 - 5 *Spider Dragon's Nose:* Tracking for Normal Smell 0
 - 38 *Sense Vibrations:* Detect Physical Vibrations 17- (Touch Group), Discriminatory, Analyze, Range, Targeting 0
 - 6 *Spider Dragon's Senses:* +2 PER with all Sense Groups 0
 - 4 *Eight Eyes:* +2 PER with Sight Group 0
 - 5 *Eight Legs:* Extra Limb, Inherent (+¼); Limited Manipulation (-¼) 0
 - 8 *Spider Dragon's Legs:* Clinging (normal STR); Cannot Resist Knockback (-¼) 0
- Perks**
- 10 *Hoard:* Money: Wealthy
- Talents**
- 3 Lightsleep

Skills

- 16 +2 with All Combat
- 3 Concealment 14-
- 3 Stealth 14-
- 2 Survival (Underground) 14-

Total Powers & Skills Cost: 492

Total Cost: 791

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)

6218 Experience Points

Total Disadvantage Points: 791

Ecology: Some people believe that the mysterious mage who created the scarab dragon and scorpion dragon also bred this monstrosity, though most legends say he was killed by the first scorpion dragon so he couldn't have indulged in further mad magery. Whatever their source, spider dragons exist to plague the world, and what's worse they seem able to breed more of their kind by mating with giant spiders or dragons. They live in caves and underground, having been found as deep in the Sunless Realms as human explorers have gone. The bard Teramon Fallyn, widely discredited as a liar and swindler, claims to have encountered a truly gargantuan spider dragon ruling a whole kingdom of spider-people in the Lands Below, but no one believes him.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: A spider dragon has the breath weapon of its draconic parent, but its abilities go beyond that. Its bite is poisonous, and it can weave webs to snare its foes with. (See page 91 of *The HERO System Bestiary* for rules about giant spider webs.) It usually festoons its lair with webs, making it difficult for anyone but it to move around safely. (At the GM's option, any Phase a character makes a Half or Full Move, or uses an Attack Action, he has to make a DEX Roll to avoid contacting webbing; failure means he's caught in a ½d6 BODY, ½d6 DEF Entangle, and failure by 4 or more means a 4d6, 4 DEF Entangle.)

Appearance: A spider dragon is one of the most terrifying-looking monsters most adventurers ever encounter. With eight spindly limbs, no tail, a short neck, and eight eyes in its head, it takes more from its arachnid heritage than its draconic, though the shape of the skull and mouth and the scaly skin indicate its draconic origins. It usually lurks at the center of an enormous web with strands as thick as a man's arm.

Spiked Dragon

SPIKED DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
15	PD	7*		Total: 15 PD (15 rPD)
15	ED	10*		Total: 15 ED (15 rED)
4	SPD	12		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
55	STUN	2		Total Characteristics Cost: 173

(+55 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
32	<i>Spiked Body:</i> HKA 1d6+1, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
60	<i>Dragon Powers:</i> Multipower, 60-point reserve	
3u	1) <i>Fire Breath:</i> RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
4u	2) <i>Hypnotic Gaze:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
75	<i>Draconic Weapons:</i> Multipower, 75-point reserve	
6m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR)	3
6m	2) <i>Talons:</i> HKA 1d6+1 (2½d6 with STR), Armor Piercing (+½)	3
9m	3) <i>Spiked Tail Bash:</i> HKA 2d6 (3½d6 with STR), Penetrating (+½)	4
12	<i>Quick Spiked Wing Buffet:</i> HKA ½d6 (1d6+1 with STR), Trigger (at dragon's desire in Segment after uses Spiked Wing Buffet; +¼)	1
15	<i>Scaly Skin:</i> Damage Resistance (15 PD/15 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Fire (-½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
10	<i>Strong Mind:</i> Mental Defense (13 points total)	0
8	<i>Magical Beast:</i> Power Defense (8 points)	0

30	<i>Wings</i> : Multipower, 30-point reserve	
2u	1) <i>Flying Eyes</i> : Flight 15"; Restrainable (-½)	3
1u	2) <i>Spiked Wing Buffet</i> : HKA 1d6 (2d6 with STR)	1
17	<i>Hoardsense</i> : Detect Hoard 13-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Spiked Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5	<i>Hoard</i> : Money: Well Off
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Talents

3	Lightsleep
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Skills

24	+3 with All Combat
3	Concealment 13-
3	KS: Arcane And Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
3	Stealth 13-
2	Survival (choose environment) 13-

Total Powers & Skills Cost: 425**Total Cost: 598****75+ Disadvantages**

15	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
438	Experience Points

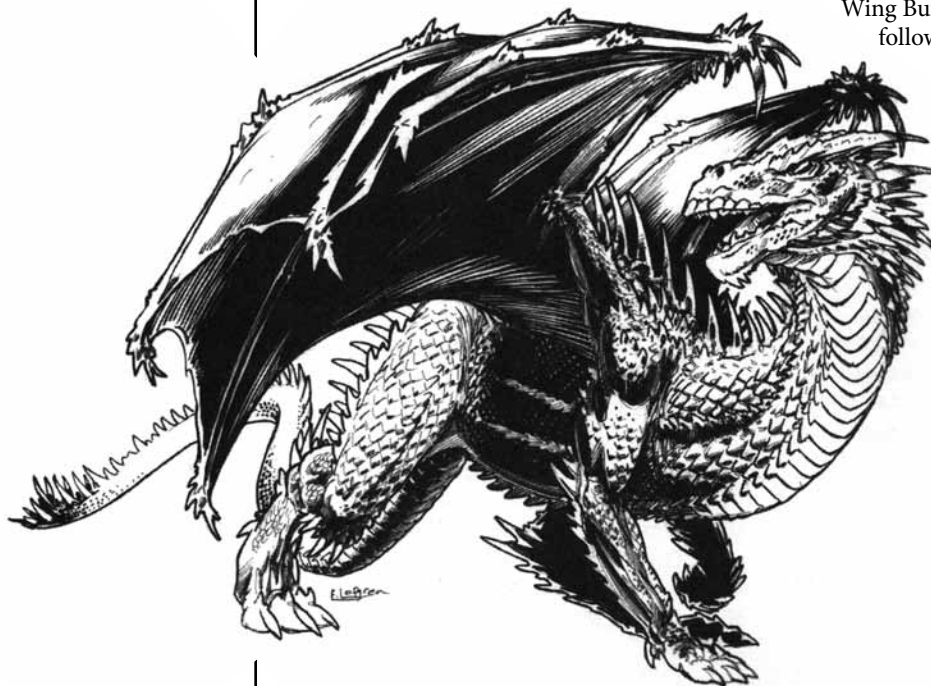
Total Disadvantage Points: 598

Ecology: Spiked dragons are a common "subspecies" of the standard dragon. Legends claim they received their spikes as a gift from an evil god for whom their first ancestor performed some great service.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Thanks to its plethora of natural weaponry, the spiked dragon is more accustomed to, and more adept at, HTH Combat than most other dragons, and can even leap better than they (so as to make pouncing attacks or Leaping-based Move Throughs). In addition to its jaws and talons, it can smash targets with its spiked tail or bash them with the spiked bony leading edges of its wings. It's so good at performing wing-buffets that it can usually follow a major bash (its Spiked Wing Buffet) with a quick, but less powerful, follow-up bash (its Quick Spiked Wing Buffet).

Appearance: The spiked dragon looks like a typical lesser or greater dragon, but has large, sharp spikes and horns covering its head, tail, and body (except for the stomach). The spikes at its knee-joints and on its head are particularly large and sharp, and its talons and fangs are likewise often larger and sharper than those of other dragons.



Spitting Dragon

SPITTING DRAGON

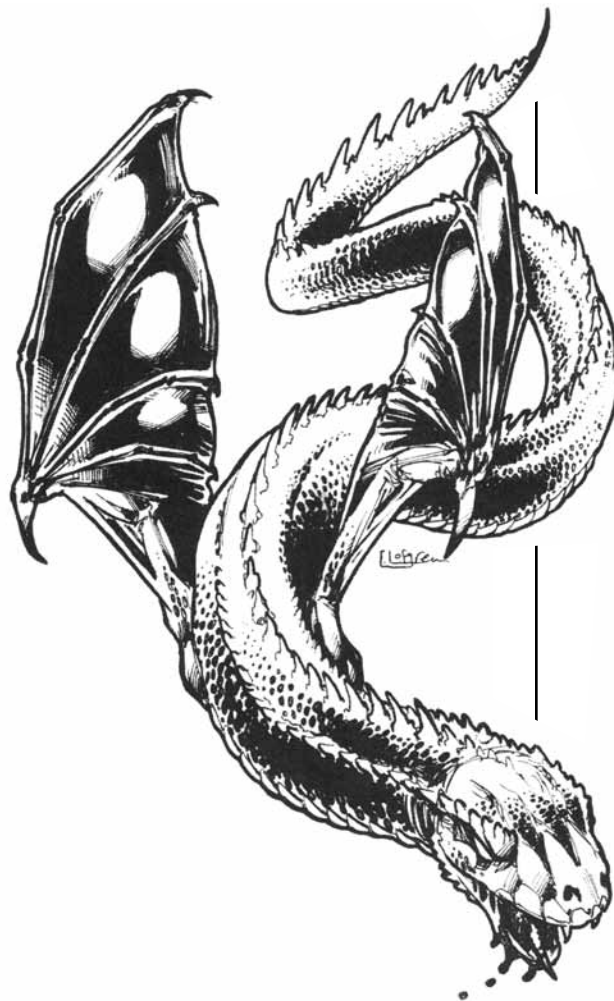
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
21	DEX	33	13-	OCV: 7/DCV: 7
23	CON	26	14-	
22	BODY	24	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
16	PD	9*		Total: 16 PD (12 rPD)
16	ED	11*		Total: 16 ED (12 rED)
4	SPD	9		Phases: 3, 6, 9, 12
12	REC	0		
46	END	0		
52	STUN	0		Total Characteristics Cost: 165 (+51 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	12"/24"
	Leaping:	4"/8"
	Flight:	10"/20"
	Swimming:	5"/10"

Cost Powers END

67	<i>Acidic Spittle:</i> RKA 2d6, Area Of Effect (36" Line; +1), Continuous (+1), Penetrating (+½), Sticky (see text; +½), Uncontrolled (lasts for 1d6+1 Segments; +½); No Range (-½), 8 Charges (-½) [8]	
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
12	<i>Scaly Skin:</i> Damage Resistance (12 PD/12 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
14	<i>Heavy:</i> Knockback Resistance -7"	0
2	<i>At Home In The Water:</i> Life Support (Extended Breathing: 1 END per 1 Minute)	0
5	<i>Strong Mind:</i> Mental Defense (8 points total)	0
5	<i>Magical Beast:</i> Power Defense (5 points)	0
12	<i>Dragon's Legs:</i> Running +6" (12" total)	1
13	<i>Dragon's Wings:</i> Flight 10"; Restrained (-½)	2
3	<i>At Home In The Water:</i> Swimming +3" (5" total)	1



17	<i>Hoardsense:</i> Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Perks

5	<i>Hoard:</i> Money: Well Off	
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Talents

3	Lightsleep	
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Skills

10	+1 Overall	
16	+2 with All Combat	
4	+2 OCV with Acidic Spittle	
3	Concealment 12-	
3	KS: Arcane And Occult Lore 12-	
5	KS: Dragon Lore 14-	
3	KS: History 12-	
3	Stealth 13-	
2	Survival (choose environment) 13-	

Total Powers & Skills Cost: 322

Total Cost: 487

75+ Disadvantages

- 15 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: powerful evil creature, 14- (Extreme)
- 312 Experience Points

Total Disadvantage Points: 487**OPTIONS****Cost Power**

- +23 Increase to 16 Charges (-0) on Acidic Spit
- 12 *No Legs*: Remove Running +6"
- 13 *Spitting Wyrms*: Remove Flight

Ecology: The spitting dragon typically lives in swamps or dark woods, but occasionally has an underground lair. The area around its den usually shows signs of acid scorching on trees, rocks, and the ground, alerting adventurers and animals alike that something deadly lurks nearby.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Unlike most dragons, which breathe fire, the spitting dragon belches forth a gout of concentrated acid capable of burning through nearly anything. The *Continuous* and *Uncontrolled* Advantages reflect how the acid continues to burn those it hits for several seconds after initial contact. People who enter the area in the Segments after the dragon spits acid are not affected, except to the extent that they touch the ground or other objects that acid continues to burn (for example, they might ruin their boots and then take damage to their feet). However, anyone who was affected by the attack when the dragon spit acid continues to take the damage for 1d6+1 Segments (assuming the dragon has another Phase during that time) even if he moves out of the affected area (the *Sticky* Advantage allows for this; other people touching the victim do not take damage, however).

Appearance: Somewhat smaller and weaker than the average dragon, a spitting dragon is a serpentine, small-winged dragon, usually with dark green or green-black skin, a long tail, and a wedge-shaped head. Tiny flecks of acid often drip from its jaws to burn the ground beneath it. Sometimes it doesn't even have legs, making it as much a giant flying serpent as a dragon

Storm Dragon**STORM DRAGON**

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (20 rPD)
28	ED	21*		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+178 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost	Powers	END
78	<i>Control The Weather</i> : Change Environment (alter the weather) 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Delayed Endurance Cost (once per Hour; +½); Extra Time (5 Minutes for change to take place; -1)	16
37	<i>Eyes Of Lightning</i> : RKA 2d6, Area Of Effect (18" Line; +1), +2 Increased STUN Multiplier (+½); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
84	<i>Lightning Control</i> : RKA 4d6, Armor Piercing (+½), Indirect (always comes from above; +¼); Only During Storms (-¼)	10
60	<i>Thunderclap Roar</i> : Hearing Group Flash 12d6, Area Of Effect (5" Radius; +1), Does Knockdown (+¼), Personal Immunity (+¼); No Range (-½)	9
82	<i>Draconic Weapons</i> : Multipower, 82-point reserve	
9m	1) <i>Bite</i> : HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons</i> : HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash</i> : HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin</i> : Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body</i> : Physical and Energy Damage Reduction, 50%, Resistant	0

20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard:</i> Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Eyes Of Lightning
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 700**Total Cost: 1,007****75+ Disadvantages**

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
832	Experience Points

Total Disadvantage Points: 1,007

Ecology: Storm dragons, like their rivals cloud dragons and their distant cousins lightning dragons, live in the high airs of Cloudland. They make their lairs in cloud-caves and feast on other creatures of the aerial realm. When they're awake the local weather often mirrors their mood: dark and stormy when they're angry or hunting; bright and sunny when they're happy or in a playful mood.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Besides their fangs and claws, storm dragons possess several powers that make them dangerous. First and foremost, they can control the weather. This often makes them objects of reverence, even worship, by humans who want to ensure a steady supply of rain for their crops. They can affect the weather over a four kilometer radius area, but the effects disperse fairly quickly once they stop paying END for the power. Second, during storms (whether ones they create, or natural ones), they can control the lightning, calling down powerful bolts to blast their foes. Third, even when it's not storming they can project thunderbolts from their eyes. Fourth, their roar is so loud it can deafen and knock down everyone around them.

Appearance: A storm dragon's scaly skin is the dark grey of a thundercloud, with yellowish highlights along his wings, head, talons, and tail vaguely suggesting lightning.



Sword Dragon

SWORD DRAGON

Val Char Cost Roll Notes

50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18*		Total: 28 PD (24 rPD)
28	ED	21*		Total: 28 ED (24 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+178 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost Powers END

27	<i>Sword-Spiked Body:</i>	HKA 1d6, Armor Piercing (+½), Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
150	<i>Dragon Powers:</i>	Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i>	RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i>	Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i>	Multipower, 82-point reserve	
9m	1) <i>Bite:</i>	HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i>	HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
9m	3) <i>Sword-Tail Bash:</i>	HKA 2d6 (3½d6 with STR), Armor Piercing (+½)	4
24	<i>Scaly Skin:</i>	Damage Resistance (24 PD/24 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i>	Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i>	Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i>	Knockback Resistance -12"	0

12	<i>Strong Mind:</i>	Mental Defense (17 points total)	0
15	<i>Magical Beast:</i>	Power Defense (15 points)	0
40	<i>Wings:</i>	Multipower, 40-point reserve	
3u	1) <i>Flying:</i>	Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i>	HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i>	Running +3" (9" total)	1
19	<i>Hoardsense:</i>	Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i>	Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i>	Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i>	Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i>	+2 PER with all Sense Groups	0
5	<i>Tail:</i>	Extra Limb, Inherent (+¼); Limited Manipulation (-½)	0

Perks

10	<i>Hoard:</i>	Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
16	+2 with All Combat
15	+3 HTH
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
3	Stealth 14-
2	Survival (choose environment) 14-

Total Powers & Skills Cost: 639

Total Cost: 946

75+ Disadvantages

15	Physical Limitation:	Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation:	Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation:	Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation:	Overconfidence (Very Common, Strong)
15	Psychological Limitation:	Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation:	Cruel (Common, Strong)
20	Reputation:	terrifyingly powerful evil creature, 14- (Extreme)
771	Experience Points	

Total Disadvantage Points: 946

Ecology: No one's sure exactly where sword dragons come from. They're clearly not natural, but neither are they constructs — they're living beings. Breeding a dragon with tough, metal-like skin and sword-blades projecting from its body seems beyond the power of even the mightiest wizards. Perhaps some war-god or evil deity created sword dragons to fight at his side or guard his treasure, and eventually released them into the world (or they escaped). Whatever their origin, they eat and mate like ordinary dragons, though mated couples tend to remain together (or live close to one another) for long periods of time.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: The sword-blades projecting from a sword dragon's body (and which serve it as fangs, talons, and a tail-tip) make it particularly dangerous to engage in melee combat. Just brushing up against it can result in deadly wounds. Sword dragons prefer to fight with claw and fang for this reason, but won't hesitate to use their fiery breath (which is a silvery-colored fire, not red-orange) if necessary.

Appearance: A sword dragon resembles a traditional dragon for the most part, though its skin is the same color as a polished steel blade. The "spikes" running along its spine (and on its knees), its fangs, and its talons all resemble sword-blades, and its tail terminates in a sword-blade as well.



Undead Dragons

Though they're rightly considered some of the mightiest creatures in the world, dragons aren't immortal. It may take centuries or millennia, or the righteously-wielded sword of some noble warrior, but eventually they die. But they don't always remain dead. Like humans, dragons can return to "life" as undead creatures to wreak evil and terror upon the living.

MUMMY DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
0	EGO	0	—	ECV: N/A
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
10	PD	21		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	15		Phases: 3, 6, 9, 12
12	REC	0		
20	END	0		
—	STUN	—		Total Characteristics Cost: 201 (+83 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Powers	END
25	<i>Undead Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Mummified Body:</i> Does Not Bleed	0
10	<i>Mummified Body:</i> No Hit Locations	0
45	<i>Mummified Body:</i> Takes No STUN	0
50	<i>Tombdust Breath:</i> RKA 1½d6, Area Of Effect (16" Cone; +1), NND (defense is Life Support [Longevity]; +1), Does BODY (+1); No Range (-½), Only Affects Living Beings (-½)	10
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
30	<i>Undead Body:</i> Damage Resistance (10 PD/10 ED)	0
180	<i>Undead Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
72	<i>Heavy:</i> Knockback Resistance -12"	0
42	<i>Strong Mind:</i> Mental Defense (14 points total)	0
60	<i>Magical Beast:</i> Power Defense (20 points)	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrainable (-½)	3
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2

6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard:</i> Money: Wealthy
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Skills

20	+2 Overall
24	+3 with All Combat
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Stealth 14-

Total Powers & Skills Cost: 848**Total Cost: 1,049****75+ Disadvantages**

10	Physical Limitation: Affected By Necromancy (has EGO 25 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
20	Vulnerability: 2 x BODY from Fire (Common)

844 Experience Points

Total Disadvantage Points: 1,049

Description: A mummy dragon is a traditional dragon that's been slain and then embalmed by being wrapped in strips of treated cloth. In life it was, for whatever reason, worshipped by a community of humans as a god. After death, they prepared its body for eternal slumber, so that it might continue to watch over them. Its inner organs were removed and carefully stored in sacred jars, and an enchanted gemstone put in place of its heart. The flesh was wrapped in specially-prepared cloth strips to preserve it, and necromantic spells laid upon it. In time, whether through design or chance, the dragon came back to "life" as a mummy dragon.

Instead of breathing fire, mummy dragons breathe a cloud of necromantic "tombdust" that sucks the life-force out of all living beings it touches. In fact, like a human mummy, a mummy dragon burns easily, so it avoids fire as much as possible. If it can cast spells, it will often illuminate its lair with a light-spell rather than use torches.



PHANTOM DRAGON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
10	PD	8		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
40	END	0		
35	STUN	0		Total Characteristics Cost: 163 (+37 with NCM)

Movement:

Running:	9"/18"
Leaping:	5"/10"
Flight:	20"/40"

Cost Powers **END**

195	<i>Phantom Dragon Powers:</i> Multipower, 195-point reserve	
19u	1) <i>Breath Of Undeath:</i> RKA 2d6, NND (defense is Power Defense; +1), Does BODY (+1), Area Of Effect (19" Cone; +1), Affects Physical World (+2), Reduced Endurance (0 END; +½)	12
17u	2) <i>Chilling Touch:</i> Drain STUN 5d6, Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
105	<i>Psychokinesis:</i> Telekinesis (20 STR), Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
60	<i>Fade From Perception:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
10	<i>Touch Of Fear:</i> +20 PRE; Only For Fear-Based Presence Attacks (-1)	0
60	<i>Phantom Form:</i> Desolidification (affected by many types of magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
10	<i>Undead Form:</i> Damage Resistance (10 PD/10 ED)	0
12	<i>Undead Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
47	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating)	0
10	<i>Undead Form:</i> No Hit Locations	0
27	<i>Phantom Wings:</i> Flight 20"; Restrainable (-½)	4
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (Sight Group)	0
22	<i>Ghost Senses:</i> Spatial Awareness	0
17	<i>Hunger For Life:</i> Detect Life 14- (no Sense Group), Range, Sense	0



19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Undead Senses:</i> +4 PER with all Sense Groups; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

10	+1 Overall
16	+2 with All Combat
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Stealth 14-

Total Powers & Skills Cost: 715

Total Cost: 878

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
703	Experience Points

Total Disadvantage Points: 878

Description: Also known as a “ghost dragon,” a phantom dragon is the spirit or soul of a dead dragon, returned to the world through necromancy or strong desire to haunt the living. It’s a translucent, misty dragon-shape whose once-great physical powers have been replaced by the stranger abilities of the undead. Though it has fearsome-looking fangs and talons, they cannot affect the world directly; its “bite” and “claw” attacks are just ways it uses its Chilling Touch power. Similarly, in place of fire it has the Breath of Undeath, a force of unlife that can easily kill an unprotected person.

A phantom dragon may or may not have a hoard. In fact, trying to recover a hoard stolen from it by adventurers who slew it is one of the main motivations for dragons returning to “life” as phantom dragons.

WRAITH DRAGON

Similar to a phantom dragon, a wraith dragon is the ghostly shade of a formerly living dragon. But instead of being a sort of translucent, misty white, it’s form is an inky blue-black, and its eyes pinpoint of malevolent starlight. It has the following additional powers:

Cost Power

- 60 *Wraithclaws:* HKA 2d6, Affects Physical World (+2); No STR Bonus (-½)
- 105 *Wraithshadows:* Darkness to Sight Group 3” radius, Affects Physical World (+2), Personal Immunity (+¼), Reduced Endurance (0 END; +½)

Total cost: +165 points.



SKELETON DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
0	EGO	0	—	ECV: N/A
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	

10	PD	21	Total: 10 PD (10 rPD)	
10	ED	27	Total: 10 ED (10 rED)	
5	SPD	20	Phases: 3, 5, 8, 10, 12	

12 REC 0
20 END 0
— STUN — **Total Characteristics Cost: 221**
(+93 with NCM)

Movement:

Running:	9”/18”
Leaping:	5”/10”
Flight:	20”/40”

Cost Powers END

25	<i>Undead Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Skeleton Body:</i> Does Not Bleed	0
10	<i>Skeleton Body:</i> No Hit Locations	0
45	<i>Skeleton Body:</i> Takes No STUN	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
30	<i>Skeleton Body:</i> Damage Resistance (10 PD/10 ED)	0
180	<i>Skeleton Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
72	<i>Heavy:</i> Knockback Resistance -12”	0
42	<i>Undead Mind:</i> Mental Defense (14 points total)	0
60	<i>Magical Beast:</i> Power Defense (20 points)	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
30	<i>Skeletal Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15”; Restrainable (-½)	3
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon’s Legs:</i> Running +3” (9” total)	1
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
19	<i>Hoodsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon’s Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon’s Eyes:</i> Ultraviolet Perception (Sight Group)	0

- 5 *Dragon's Nose*: Tracking for Normal Smell 0
 6 *Dragon's Senses*: +2 PER with all Sense Groups 0
 5 *Tail*: Extra Limb, Inherent (+¼); Limited Manipulation (-¼) 0

Perks

- 10 *Hoard*: Money: Wealthy

Skills

- 20 +2 Overall
 24 +3 with All Combat
 3 Concealment 14-
 3 KS: Arcane And Occult Lore 14-
 5 KS: Dragon Lore 16-
 3 KS: History 14-
 3 Stealth 14-

Total Powers & Skills Cost: 704

Total Cost: 925

75+ Disadvantages

- 10 Physical Limitation: Affected By Necromancy (has EGO 25 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
 15 Psychological Limitation: Cruel (Common, Strong)
 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
 740 Experience Points

Total Disadvantage Points: 925

Description: This undead dragon has no flesh on its bones — it's just the skeleton of a dragon, animated by necromancy. Though it lacks any sort of breath weapon, its fangs and talons combined with its unnatural vitality make it a deadly foe. (Some adventurers claim to have encountered skeleton dragons that *did* have breath weapons; if you want that to be true, just borrow the breath weapon from the Greater Dragon character sheet.)

You can also use this character sheet for the *zombie dragon*, which is animated as an undead corpse rather than an undead skeleton. The two are effectively the same, but reduce the zombie dragon's SPD to 3.

**LICH DRAGON**

The most fearsome undead dragon of all is the *lich dragon* — a dragon that brings itself back to life using special necromantic spells! To create one, add the following powers to the Skeleton Dragon character sheet:

Cost Power

- 250 Spells, *Magic Skill*, and other Skills pertaining to its sorcerous powers
 60 *Chilling Touch*: Drain STUN 6d6
 67 *Chillbreath*: RKA 1½d6, Area Of Effect (16" Cone; +1), NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Does BODY (+1); No Range (-½)

Total cost: +377 points.

War Dragon

WAR DRAGON

Val Char Cost Roll Notes

50	STR	40	19-	Lift 25 tons; 10d6 [10]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	21		Total: 28 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
20	REC	6		
66	END	0		
72	STUN	0		Total Characteristics Cost: 307 (+178 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost Powers END

150	<i>Dragon Powers:</i>	Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i>	RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i>	Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i>	Multipower, 82-point reserve	
9m	1) <i>Bite:</i>	HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i>	HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i>	HA +6d6; Hand-To-Hand Attack (-½)	3
4m	4) <i>Helmet Spike:</i>	HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
20	<i>Scaly Skin:</i>	Damage Resistance (20 PD/20 ED)	0
12	<i>Armor Plating:</i>	Armor (8 PD/8 ED); Activation Roll 11- (-1)	0
60	<i>Tough Body:</i>	Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i>	Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Attack (fire; -½)	0
24	<i>Heavy:</i>	Knockback Resistance -12"	0
12	<i>Strong Mind:</i>	Mental Defense (17 points total)	0
15	<i>Magical Beast:</i>	Power Defense (15 points)	0
40	<i>Wings:</i>	Multipower, 40-point reserve	
3u	1) <i>Flying:</i>	Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i>	HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i>	Running +3" (9" total)	1

19	<i>Hoardsense:</i>	Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i>	Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i>	Ultraviolet Perception (Sight Group)	0
5	<i>Dragon's Nose:</i>	Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i>	+2 PER with all Sense Groups	0
5	<i>Tail:</i>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10	<i>Hoard:</i>	Money: Wealthy
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Talents

3	Lightsleep
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Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Fire Breath
3	Concealment 14-
3	KS: Arcane And Occult Lore 14-
5	KS: Dragon Lore 16-
3	KS: History 14-
3	Persuasion 17-
1	Riding 14-; Complementary To Rider's Skill Only (-1)
3	Stealth 14-
2	Survival (choose environment) 14-
3	Tactics 14-
3	Teamwork 14-

Total Powers & Skills Cost: 633
Total Cost: 940
75+ Disadvantages

15	Physical Limitation:	Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation:	Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation:	Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation:	Overconfidence (Very Common, Strong)
15	Psychological Limitation:	Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation:	Cruel (Common, Strong)
20	Reputation:	terrifyingly powerful evil creature, 14- (Extreme)
765	Experience Points	

Total Disadvantage Points: 940

Description: Also known as a battledrake, a war dragon is a traditional dragon (usually a greater dragon) who's been altered to make it an even deadlier foe. Plates of armor have been attached to its body in various places like barding on a horse, and the "helmet" attached to its head has a prominent spike. It's been specially trained to understand the vagaries of battle, and to fight well with a companion or a rider.

DRAGONS OF OTHER CULTURES



While the stereotypical Fantasy dragon is strongly based on medieval European legends and artwork, that's not the only option. Many cultures throughout history have told stories about gigantic reptilian monsters of some sort, monsters that can easily be considered "dragons" of some stripe for *Fantasy Hero* purposes. Here are a few examples.

Aztec: Cipactli

CIPACTLI					
Val	Char	Cost	Roll	Notes	
60	STR	50	21-	Lift 100 tons; 12d6 [12]	
18	DEX	24	13-	OCV: 6/DCV: 6	
35	CON	50	16-		
50	BODY	80	19-		
10	INT	0	11-	PER Roll 11-	
12	EGO	4	11-	ECV: 4	
35	PRE	25	16-	PRE Attack: 7d6	
6	COM	-2	10-		
30	PD	18		Total: 30 PD (30 rPD)	
25	ED	18		Total: 25 ED (25 rED)	
3	SPD	2		Phases: 4, 8, 12	
19	REC	0			
70	END	0			
98	STUN	0		Total Characteristics Cost: 269	
				(+180 with NCM)	

Movement: Running: 18"/36"
 Leaping: 20"/40"
 Swimming: 20"/40"

Cost	Powers	END
45	<i>Jaw-Bash:</i> HKA 3d6 (6d6 with STR)	4
38	<i>Mouths And Spines:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
90	<i>Gigantic Tail:</i> Area Of Effect (6" Cone; +1) for up to 60 STR, Reduced Endurance (0 END; +½)	0
28	<i>Armored Skin:</i> Damage Resistance (30 PD/25 ED)	0
120	<i>Too Big To Hurt:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
28	<i>Single-Minded:</i> Mental Defense (30 points total)	0
20	<i>Mystic Nature:</i> Power Defense (20 points)	0

50	<i>Mystic Nature:</i> Life Support: Total (includes Longevity: Immortality)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
24	<i>Monstrous Running:</i> Running +12" (18" total)	1
8	<i>Monstrous Hopping:</i> Leaping +8" (20" forward, 10" upward)	1
18	<i>At Home In The Water:</i> Swimming +18" (20" total)	21
5	<i>Cipactli's Eyes:</i> Nightvision	0
5	<i>Cipactli's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Talents

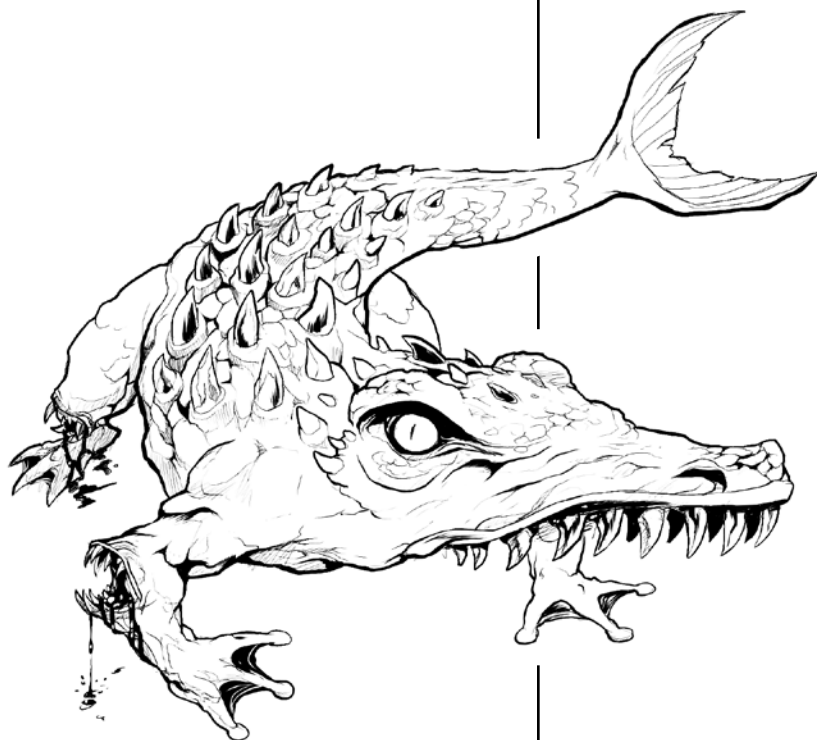
3 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

20 +4 HTH

Total Powers & Skills Cost: 531

Total Cost: 800



75+ Disadvantages

- 15 Physical Limitation: Gargantuan (64m; -10 DCV, +10 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 431 Experience Points

Total Disadvantage Points: 800

Description: In Aztec mythology, Cipactli was an enormous monster that looked like a cross between a crocodile, a toad, and a fish, though it favors the croc slightly. It has no lower jaw. Additionally, at the knee-joints in its legs, and sometimes elsewhere on its body, it has sharp-fanged mouths that constantly drip blood. It has small, sharp spines all over its body.

According to the Aztecs, Cipactli dwelt in the primordial ocean, before the world was formed. The god Tezcatlipoca sacrificed his foot to lure her close, then grappled with her, tore off her jaw, and slew her. He used her body to form the earth. But of course monsters like Cipactli are mystically powerful and can come back to life to attack your heroes even if their bodies were used to create the world....

China: Kioh-Lung**KIOH-LUNG****Val Char Cost Roll Notes**

50	STR	40	19-	Lift 25 tons; 10d6 [3]
26	DEX	48	13-	OCV: 9/DCV: 9
30	CON	40	15-	
25	BODY	30	13-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	13-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	22		Total: 28 ED (20 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
16	REC	0		
60	END	0		
65	STUN	0		Total Characteristics Cost: 286 (+174 with NCM)

Movement:	Running:	10"/20"
	Flight:	24"/96"
	Leaping:	5"/10"
	Swimming:	24"/48"

Cost Powers END

- 127 *Water Fire:* Energy Blast 12d6, Area Of Effect (30" Cone; +1), Continuous (+1), Reduced Endurance (0 END; +½), Personal Immunity (+¼), Uncontrolled (area affected keeps burning until counteracted with ordinary fire, see text; +½); No Range (-½), Only Works If Liquid Water Is Present (-½) 0

- 83 *Create Storms And Control Rain:* Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (create or cancel any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾) 0
- 140 *Breathe Forth Fog:* Darkness to Sight Group 12" radius, Reduced Endurance (0 END; +½), Personal Immunity (+¼); No Range (-½) 0
- 45 *Weapons Of The Lung:* Multipower, 45-point reserve
- 3u 1) *Bite:* HKA 2d6+1 (4½d6 with STR) 3
- 2u 2) *Claws:* HKA 1d6+1 (3½d6 with STR) 2
- 3u 3) *Tail Lash:* HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½) 0
- 12 *Tireless:* Reduced Endurance (½ END; +¼) on 50 STR 3
- 60 *Kioh-Lung Toughness:* Physical and Energy Damage Reduction, Resistant, 50% 0
- 20 *Thick Scales:* Damage Resistance (20 PD/20 ED) 0
- 16 *Great Mass:* Knockback Resistance -8" 0
- 5 *Breathes Air And Water:* Life Support (Expanded Breathing: Breathe Underwater) 0
- 3 *Aquatic Body:* Life Support (Safe Environments: High Pressure, Intense Cold) 0
- 15 *Virtually Immortal:* Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality) 0
- 79 *Chi'ih Muh:* Flight 24", x4 Noncombat, Reduced Endurance (0 END; +½) 0
- 8 *Moves Like The Wind:* Running +4" (10" total) 2
- 34 *Lord Of The Water:* Swimming +22" (24" total), Reduced Endurance (0 END; +½) 0
- 6 *Sharp Senses:* +2 PER with all Sense Groups 0
- 5 *Eyes Of The Dragon:* Ultraviolet Perception (Sight Group) 0
- 6 *Tail:* Extra Limb, Inherent (+¼) 0
- 40 *Assume Human Form:* Multiform (assume 300-point human form); Costs Endurance (to change forms only; -½) 6
- 9 *Reach:* Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Perks

- 2 *Fringe Benefit:* Member of the Celestial Bureaucracy
- 9 *Reputation:* bringer of rain, master of the waters (in China and Japan), 14- +3/+3d6

Talents

- 9 Ambidexterity (no Off Hand penalty)
- 5 Eidetic Memory
- 3 Environmental Movement: Aquatic Movement (no penalties in water)
- 3 Lightsleep

Skills

- 16 +2 with All Combat
- 3 Bureaucratics 17-
- 3 Conversation 17-
- 3 High Society 17-
- 3 KS: Celestial Bureaucracy 14-
- 3 KS: Dragon Lore 14-
- 2 Survival (Marine) 14-

Total Powers & Skills Cost: 785**Total Cost: 1,071****75+ Disadvantages**

- 10 Enraged: if disturbed in its pool (Uncommon), go 8-, recover 11-
- 15 Hunted: Tigers 14- (Less Pow)
- 15 Physical Limitation: Huge (16m long, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Dislikes, Despises, And Hates Centipedes, Five-Colored Silk Thread, Iron, And The Leaves Of The *Lien* Tree And *Wang* Plant (Common, Strong)
- 15 Psychological Limitation: Fondness For Human Women (Common, Strong)
- 10 Psychological Limitation: Fond Of Copper, Gems, And Roasted Swallows (Common, Moderate)
- 911 Experience Points

Total Disadvantage Points: 1,071**OPTIONS****Cost Power**

- 52 *Assume Any Form*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups; any human or animal form), Reduced Endurance (0 END; +½), Persistent (+½); Must Have The Right Emotional State (see text; -½)
- 45 *Incredible Eyesight*: +30 versus the Range Modifier for the Sight Group
- 48 *Poh Shan*: Flight 24", Reduced Endurance (0 END; +½); IAF (short staff; -½)
- 48 *Ying Lung*: Flight 24", Reduced Endurance (0 END; +½); Restrainable (-½)

Description: In Europe, dragons are huge, scaly beasts with fiery, noxious breath, bat-like wings, and an appetite for cows, elephants, and young maidens. The Catholic Church quickly adopted the dragon as a symbol of evil and made it a stand-in for Satan in sermons, stories, and religious art. It was reviled, feared, and never, ever, worshipped.

In China, the dragon's status was almost the complete opposite. Legend has it Emperor Yao, one of the nine mythical emperors of China, was



descended from a dragon, while in 3000 BC a dragon presented Emperor Pa Kwa with the eight celestial trigrams of the I-Ching. Benevolent beings, dragons are responsible for the weather and as lords of water are revered as bringers of rain. The Emperor sat on the Dragon Throne while dressed in the Dragon Robes, and upon death might become a dragon himself to better watch over his people.

The dragon was one of the four Celestial Beings, a group that includes the Ch'i-Lin, the Feng Hwang, and the tortoise. In addition, it's one of the four animals linked to the five directions, each animal having a color, season, and specific element associated with it. The Green Dragon represents the east, springtime, and wood; the White Tiger represents the west, autumn, and metal; the Red Phoenix represents the south, summer, and fire; while a tortoise-like creature named Dark Warrior represents the north, winter, and water. The fifth direction is the center, which is China itself. It's associated with the color yellow and the element of earth.

Ecology: For all their power and prestige, Chinese dragons have very mundane origins — they hatch from eggs that resemble precious stones. The eggs are normally laid in water, where they may remain for as much as a thousand years. Water seeping from a dragon's egg indicates it's ready to

hatch, and the arrival of a newborn dragon is often heralded by darkness, thunder, lightning, and rain.

A newly-hatched dragon looks much like a small water snake. After five hundred years, it grows the head of a carp, and is known as a *kiao*. Over the next thousand years, it grows scales, a long tail, four legs ending in four-clawed feet, and a bearded face. It's now known as a *kiao-lung* or simply *lung* (literally meaning “deaf,” since the dragon has ears but cannot hear). Over the next five hundred years, the lung grows horns (apparently allowing it to hear), becoming a *kioh-lung* or “horned dragon.” After another thousand years the *kioh-lung* grows wings, becoming a *ying-lung* (“winged dragon”)

Dragons are creatures of the water. They live among the clouds, in the sea, or in deep lakes, pools, and rivers. Sea dragons are thought to dwell in magnificent palaces under the water. Dragons love precious stones and gladly eat copper, jade, and pearls. In addition, dragons absolutely adore the flesh of the swallow, so people are advised not to travel across water soon after consuming such fare.

In Korea the *kioh-lung* is known as the *riong*, while in Japan it's the *ryu*, and in Vietnam the *rông*. See the *Asian Bestiaries* for more information about Oriental monsters in general.

Personality/Motivation: In general, dragons are benevolent beings... but they're also quite fierce and not to be trifled with. Those who allow their yin nature to take control are positively malignant and bring storms and floods wherever they go.

Normally, dragons provide rain according to the instruction of the Jade Emperor, the head of the Celestial Bureaucracy. However, a person can request rain when none is forthcoming by performing the proper rituals. Prayers are one way, an offering of swallows another; a third is to remove images of dragons from the local temples and place them outside so they may see how dry it is. More extreme measures call for placing an attractive nude woman alone on an exposed hilltop. Dragons are known for their lust and fondness for women, and if they're prevented from approaching the woman their anger might create a much-needed rainstorm. Similar methods involving throwing ashes, toxic plants, stones, tiger bones, or pieces of wood into the dragon's pool, in hopes of angering him into creating a thunderstorm in response.

Dragons have a number of noted dislikes, some of which can be used to drive one away if necessary (if the dragon is causing too much rain, for example). They despise things made from iron, so throwing iron in a dragon's pool is a sure-fire way to enrage him. They also hate centipedes, five-colored silk thread, and the leaves of the lien tree (*melia azederach*, also known as the “Pride of India”) and wang plant. Finally, it's said tigers and dragons are mortal enemies and will fight each other if the occasion permits.

Powers/Tactics: As masters of rain and water, dragons tend to appear surrounded by rain, and can cause a gentle rainfall to turn into a raging storm at will — one whose high winds and driving rain can

devastate the countryside and cause terrible floods. Dragons can also breathe forth thick fogs, which they use to blind their foes. The dragon's most potent weapon, however, is its power of “watery fire.” This is created when the dragon breathes onto an area of dampness and wet. Dampness results in just a bright glow, but open water causes the dragon's breath to actually burst into flame; the flames keep burning until put out with the application of more normal fire. Finally, dragons may also attack in more mundane ways — biting with their teeth or tearing with their sharp claws.

Some dragons can transform themselves into other shapes, provided they're sufficiently calm (*i.e.*, not angered, Enraged, or filled with lust or

ADDITIONAL CHINESE DRAGON LORE

Considering the size and age of China as a whole, it's not surprising that there's a wealth of information about dragons, some of it contradictory. For example, not every report claims dragons are born from eggs. Some scholars believe dragons are born to normal animals before assuming their true form. Flying dragons are said to be the offspring of birds, while the winged *ying-lung* comes from a four-footed beast called the *mao-tuh*, and the *k'üh-lung* from seaweed. Fish and snakes were supposed to be able to spontaneously transform into dragons since they're so closely related.

According to other scholars, some dragons come from gold. Blue dragons come from 800 year-old blue gold. Black, red, and white, and yellow dragons come from 1000 year-old gold of the matching color.

Despite being virtual deities in their own right, dragons occasionally fall prey to man's desires. History records several accounts of dragons being eaten by the reigning Emperor, and as can be expected from such a magnificent creature, the taste was quite enjoyable.

The bones and teeth of dragons are highly valued for their medicinal properties. Although they're immortal, it's thought dragons either die from time to time (probably due to two dragons

fighting), or shed their skin and bones much like a snake. (Historically, the “dragon bones” sold in historical Chinese marketplaces are almost certainly the fossil bones of various animals.)

Dragon bones come in five colors (black, blue, red, white, and yellow). Each color corresponds to a part of the body (black: bladder and kidneys; blue: gall bladder and liver; red: heart and large intestine; white: lungs and small intestine; yellow: stomach and spleen). Doctors can use bones of that color dragon to heal ailments occurring in the corresponding part of the body. Bones to be used in medicine must be heated over a fire until hot, then powdered. Care must be taken to not allow anything made of iron to contact the bone. Powdered dragon bone cures convulsions, dysentery, fevers, gallstones, and a whole host of other maladies. This healing power comes from the strong yang element present in the dragon, which counteracts the yin elements of sickness. Dragon's teeth (and horns) cure convulsions, epileptic fits, madness, spasms, and many other illnesses. The brain or live of a dragon can cure dysentery.

Dragon's blood turns into amber upon striking the ground. Dragon fat can be used to make brilliant lamps or waterproof clothing.

desire). They favor the forms of aged men or beautiful young women, but can also assume the shape of cows, dogs, fish, rats, and snakes. Fishermen should especially be aware of encountering transformed dragons; a fish giving off light or speaking in a human's voice is almost certainly a dragon that has changed its shape.

Campaign Use: Deity, protector, servant of the gods, or even menace — Chinese dragons can play just about any role you like in your Fantasy campaign. However, there are few accounts of dragons fighting either the heroes or the gods of Chinese myth, and fewer still of dragons being slain by men; they're forces of nature more than monsters to be slain. There's a tale of a man who spent three years and a thousand ounces of gold learning how to kill a dragon... but for the rest of his life never had the chance to try out his skills.

Depending on the nature of your Fantasy setting, a Chinese dragon might be simply local color, with legends stating that a (rarely seen) dragon lives in a specific river or deep lake, or a dragon might have a much more prominent role and actively interact with people in the area. Some dragons were said to serve as guardians for local castles, shrines, and temples, while Chinese folklore records several instances of the Emperor commanding dragons to do his bidding (usually assisting in a great battle or the like). Chinese dragons are also powerful enough to show up in many *Champions* campaigns.

If the PCs in your campaign are sufficiently powerful, you might allow a PC to be the child of a dragon. Dragon-children look like perfectly formed humans with brilliant green eyes and are near the peak of human development. They also have many magical powers inherited from their draconic parent.

Appearance: Physically, the Chinese dragon is the largest of all scaled creatures, a group that includes

ADDITIONAL CHINESE DRAGON NAMES AND FORMS

The dragons of China are known by a number of names, with each name describing the dragon's form and function. A short list follows:

Ao Chin, Ao Jun, Ao Kuang, Ao Shun: The four great Dragon Kings. Together they control the fall of rain and the movement of the oceans. Each dwells in a magnificent crystal and pearl palace at the bottom of the sea.

Ao Ping: The son of Ao Kuang, Ao Ping fought for the Shang emperor Chou Wang at the Battle of Ten Thousand Spirits.

Ch'i-Lung: A "hornless" dragon.

Chi Lung Wang: The "fire engine dragon king," provider of water for domestic uses.

Dragon Horse: A sea-dwelling creature, the dragon horse has a horse's body and a dragon's head (or, the front half of a horse and the hind-quarters of a dragon).

Fu-Hsi: One of the first emperors of China, both Fu-Hsi and his empress, Nu-Kwa, had the head and torso of a human with the lower body of a great snake.

Fu-Tsiang Lung: This dragon is the guardian of hidden treasures and deposits of precious metals.

Gong Gong: A gigantic black dragon with a horned head, Gong Gong wanders China bring disease, floods, and destruction wherever he goes. Gong Gong's companion is Xiang Yao, an immense serpent with nine human heads. Xiang Yao is such a foul creature his excrement turns clean lakes and rivers into foul-smelling swamps.

Gou Mang: This messenger of the god of the skies is associated with the east, longevity, and the return of spring.

Kih Tau: A sea-dwelling dragon, the Kih Tau's spittle is used to make perfumes. It's collected either floating on the surface of the water, or in lumps on the shore.

Lung Wang: The Dragon King, a human with a dragon's head. He lives under the sea in an imposing palace.

P'an Lung: An earth-bound dragon unable to fly.

Shien-Lung: The Imperial or spirit dragon, the Shien-Lung is the keeper of rain and the wind. It's a beautiful dragon, with multiple colors on its body and five clawed toes on each foot. Because of this, only the Emperor can only use the Shien-Lung's image.

T'ao T'ieh: An enormous dragon living in the depths of outer space, T'ao T'ieh is a symbol of gluttony, as it has two bodies, but only one head. Its shape makes it a popular image on bowls, plates, and other objects.

T'ien Lung: A celestial sky dragon, the T'ien Lung supports the houses and temples of the gods.

Ti-Lung: This celestial water dragon guards the water in streams and rivers. It spends springtime in the heavens and autumn in the depths of the sea.

Ying Lung: The only dragon with wings, a Ying Lung is at least 3,000 years old, and guards the water of the earth and clouds.

Yu Lung: This dragon has the head and fins of a gigantic fish. Formerly a Celestial Carp, the Yu Lung successfully leaped Lung Men, the Dragon's Gate waterfall, allowing it to transform into its present shape. It's considered an emblem of success in Civil Service examinations or literary endeavors.

snakes and fish. It's best described through the "nine resemblances": "its horns resemble a stag's, its head resembles a camel's, its eyes resemble a demon's (or a rabbit's), its neck resembles a snake's, its belly resembles a clam's, its scales resemble a carp's, its claws resemble an eagle's, its soles resemble a tiger's, its ears resemble a cow's." The end result is a long, thin, four-legged lizard-like creature with a narrow head and a bearded face.

On top of the head is an organ known as the *chi'ih muh*, which allows flight. In addition, male dragons have a large pearl under the chin or in the throat. When they speak, dragons are said to have voices like a great gongs (or "jangling copper pans"). They may be black, blue, green, red, or yellow. Yellow dragons are held in high esteem and considered superior to all other forms of dragon-kind.

A dragon's scales number either 81 or 117, with different reports offering different values.

The confusion is due to attempts to balance the dragon's yin and yang. Yin is female, associated with the moon, darkness, wetness, cold, negative energy, and the number six. Yang is male, associated with the sun, light, dryness, heat, positive energy, and the number nine. A tiger is yin; a dragon is yang. Nine times nine equal 81 scales, while six times six equals 36 scales, leading to the idea that the dragon has 81 yang scales and 36 yin scales (for a total of 117).

Numbers govern more than just a dragon's scales. They may have from three to five claws on their feet. Five-clawed dragons are the province of the Emperor, and only he, or those of his court, may bear the image of a five-clawed dragon on their clothing.

Greece

Greek mythology describes several dragons or dragon-like creatures. One, the Lernean Hydra, is the inspiration for the Hydra character sheet on page 16 (though in most depictions the Lernean Hydra was more serpentine and less draconic than the typical Fantasy hydra). To create it, just take the Immortal Head option, since the tales say that

one of the Lernean Hydra's heads could not die. Heracles had to kill the Hydra as his second Labor, and did so by having his charioteer Iolaus sear the stumps of the heads with a torch so they couldn't grow new ones; the immortal head he cut off and buried beneath a rock.

Heracles encountered another dragon, Ladon, during his Eleventh Labor to obtain the golden Apples of the Hesperides. Ladon is typically described as a gigantic, hundred-headed serpent. (In *HERO System* terms, use the Hydra character sheet for him, but increase the number of heads to 100 and remove the monster's ability to regenerate or grow new heads.) Depending on which version of the story you prefer, either Heracles slew Ladon to get at the Apples, or he tricked Atlas, father of the Hesperides, into getting them for him. In the latter case, Ladon is still alive for bold heroes to battle...

According to some mythologists, Ladon was one of the many monsters whelped by Typhon, the monstrous wind-god, and the equally monstrous female creature Echidna. Hesiod describes Typhon as being larger than a mountain, with a hundred dark-tongued serpentine heads that flashed fire from their eyes and mouths, a hundred serpent legs, and a voice so loud and harsh that it terrified even the gods. He made war on Olympus, and so frightened the gods that they changed shape and fled from him. Eventually Zeus regained his courage, blasted Typhon with thunderbolts, and then crushed him under Mount Aetna. He remained there forever after, his struggles causing earthquakes and volcanic eruptions. Here's what Typhon might look like in *HERO System* terms:

TYPHON

Val	Char	Cost	Roll	Notes
500	STR	490	109-	Lift 25 x 1027 tons; 100d6 [100]
20	DEX	30	13-	OCV: 7/DCV: 7
250	CON	480	59-	
200	BODY	380	49-	
20	INT	10	13-	PER Roll 13-
40	EGO	60	17-	ECV: 13
200	PRE	190	49-	PRE Attack: 40d6
0	COM	-5	9-	
100	PD	0		Total: 100 PD (60 rPD)
80	ED	30		Total: 80 ED (60 rED)
8	SPD	50		Phases: 2, 3, 5, 6, 8, 9, 11, 12
150	REC	0		
500	END	0		
575	STUN	0		Total Characteristics Cost: 1,715 (+1,580 with NCM)
Movement:				
	Running:			80"/160"
	Leaping:			50"/100"
	Swimming:			50"/100"



Cost Powers **END**

125	<i>Strength Of A Titan:</i> Reduced Endurance (½ END; +¼) on 500 STR	0
750	<i>Gargantuan Hands And Feet:</i> Area Of Effect (20" Radius; +1) for 500 STR, Reduced Endurance (0 END; +½)	0
191	<i>Heads That Flash Flame:</i> RKA 3d6, Area Of Effect (One Hex Doubled; +¾), Autofire (10 shots; +2) , Reduced Endurance (½ END; +½)	8
22	<i>Terrifying Voice:</i> +50 PRE; Incantations (-¼), Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
45	<i>Divine Form:</i> Hardened (+¼) for 100 PD/80 ED	0
75	<i>Divine Form:</i> Damage Resistance (60 PD/60 ED), Hardened (+¼)	0
80	<i>Divine Form:</i> Physical and Energy Damage Reduction, 75%, Resistant; Only Versus The Attacks Of Mortal Beings (-½)	0
100	<i>Heavy:</i> Knockback Resistance -50"	0
222	<i>Long Legs:</i> Running +74" (80" total), Reduced Endurance (0 END; +½)	0
48	<i>Long Legs:</i> Swimming +48" (50" total)	4
9	<i>More Heads Better:</i> +3 PER with all Sense Groups	0
10	<i>More Eyes Better:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>A Hundred Serpent Heads, A Hundred Serpent Legs:</i> Extra Limbs, Inherent (+¼); Limited Manipulation (-¼)	0
86	<i>Reach:</i> Stretching 20", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

40 +5 with All Combat

Total Powers & Skills Cost: 1,808

Total Cost: 3,523

75+ Disadvantages

20	Physical Limitation: Beyond Colossal (tall as a mountain; -24 DCV, +24 to PER Rolls to perceive) (All The Time, Greatly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
25	Psychological Limitation: Hates The Gods And Wants To Destroy Them (Very Common, Total)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)

3,378 Experience Points

Total Disadvantage Points: 3,523

India: Vritra

VRITRA

Val	Char	Cost	Roll	Notes
85	STR	75	26-	Lift 3.2 ktons; 17d6 [8]
24	DEX	42	14-	OCV: 8/DCV: 8
35	CON	50	16-	
35	BODY	50	16-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	13		Total: 30 PD (20 rPD)
30	ED	23		Total: 30 ED (20 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
24	REC	0		
70	END	0		
96	STUN	0		Total Characteristics Cost: 342 (+215 with NCM)

Movement:

Running:	21"/42"
Leaping:	0"/0"
Swimming:	14"/28"

Cost Powers **END**

52	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR), Armor Piercing (+½)	5
75	<i>Commands Weather:</i> Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (any weather effect; +1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½)	0
63	<i>Commands The Mist:</i> Change Environment 32" radius, -3 to Sight Group PER Rolls, Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0
120	<i>Commands Lightning:</i> RKA 4d6, Indirect (any angle from above; +½), Reduced Endurance (0 END; +½)	0
48	<i>Commands Thunder:</i> Hearing Group Flash 8d6, Explosion (+½), Reduced Endurance (0 END; +½)	0
20	<i>Scaled Hide:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Great Size:</i> Physical and Energy Damage Reduction, Resistant: 50%	0
30	<i>Great Size:</i> Knockback Resistance -15"	0
30	<i>Slithering:</i> Running +15" (21" total)	4
12	<i>Controls The Waters:</i> Swimming +12" (14" total)	2
50	<i>Asura Nature:</i> Life Support (Total, including Longevity: Immortality)	0
5	<i>Eyes Of The Serpent Dragon:</i> Infrared Perception (Sight Group)	0
5	<i>Eyes Of The Serpent Dragon:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Senses Of The Serpent Dragon:</i> +2 PER with all Sense Groups	0

Skills

- 32 +4 with All Combat
- 8 +4 OCV with Commands Lightning
- 3 Concealment 14-
- 3 KS: Vedic Gods And Heroes 14-
- 3 KS: Vedic History And Mythology 14-
- 3 Stealth 14-

Total Powers & Skills Cost: 628**Total Cost: 970****75+ Disadvantages**

- 15 Physical Limitation: Gargantuan (32" long, -10 DCV, +10 to PER Rolls to perceive Vritra) (Frequently, Greatly Impairing)
- 17 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Cruel And Greedy (Common, Strong)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 20 Reputation: cruel guardian of all the water, 14- (extreme)
- 793 Experience Points

Total Disadvantage Points: 970

Ecology: Vritra (or Ahi) is an immense serpentine dragon. True to his name, which translates to "one who restrains," he dwells at the top of a celestial mountain encircling all the world's water within his mighty coils. Legend has it he was once a man named Citraketu who happened to see the goddess Parvati and the god Shiva lying together

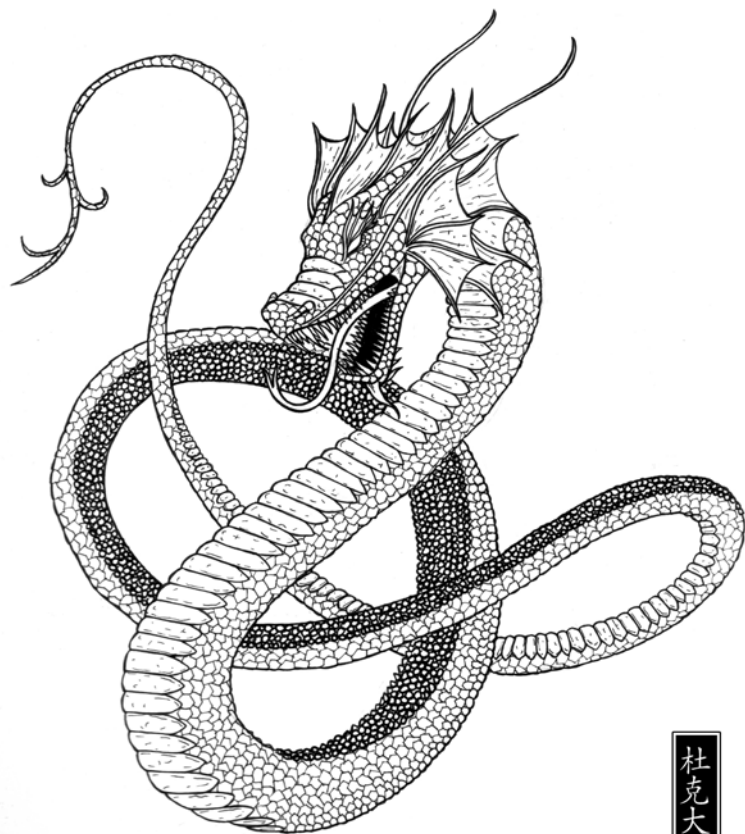
in a garden. Angered by his spying, Parvati cursed him, causing him to be reborn as Vritra, an *asura* (demon). In return, Vritra enclosed all the world's water by coiling his body around it and kept it from the world. Eventually, the god Indra killed him with a thunderbolt, releasing the waters and bringing new life to the world.

Personality/Motivation: As an *asura*, Vritra personifies cruelty and greed. Having been punished for spying Parvati and Shiva, he seeks his revenge by keeping all the world's water in his possession. He cares nothing for the needs and wants of others and is known as a demon of negativity and darkness.

Powers/Tactics: Since he holds all the world's water, Vritra can use it when ever he needs. He will often start a battle by calling up a mist to blind his enemies, or a great storm to simply sweep them away. He also can call lightning out of the sky and summon deafening claps of thunder. In battle he uses these powers to delay, disable, and outright destroy any enemy who dares approach. Anyone who can survive this initial assault must face Vritra's great jaws and thickly-scaled hide. Because of his sheer size and strength, Vritra is utterly fearless; he attacks relentlessly and without hesitation.

Campaign Use: As with any of the other unique creatures in this book, you can use Vritra either as a singular entity or make him the template for a species. As a singular creature, Vritra could be made the basis for an entire campaign in which the heroes must save their village (or country) from drought by finding and defeating him. If used as a species, Vritra could be a form of "storm dragon," akin to the storm giants found in *Monsters, Minions, And Marauders*.

Appearance: Vritra is a huge snakelike dragon, limbless, with a large head and jaws. In keeping with his aspect as a demon of negativity and darkness, Vritra is dark in color.



Japan: Tatsu

TATSU				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
26	DEX	48	13-	OCV: 9/DCV: 9
30	CON	40	15-	
25	BODY	30	13-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	13-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	22		Total: 28 ED (20 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
16	REC	0		
60	END	0		
80	STUN	15		Total Characteristics Cost: 301 (+170 with NCM)
Movement:				
	Running:			10"/20"
	Flight:			24"/48"
	Leaping:			5"/10"
	Swimming:			24"/48"
Cost Powers				
140	<i>Breathe Forth Fog:</i> Darkness to Sight Group 12" radius, Reduced Endurance (0 END; +½), Personal Immunity (+¼); No Range (-½)			0
69	<i>Breath Forth Fire:</i> RKA 4d6, Area Of Effect (24" Line; +1); Extra Time (Delayed Phase; -¼), No Range (-½)			12
83	<i>Create Storms And Control Rain:</i> Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (create or cancel any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)			0
45	<i>Weapons Of The Tatsu:</i> Multipower, 45-point reserve			
3u	1) <i>Bite:</i> HKA 2d6+1 (4½d6 with STR)			3
2u	2) <i>Claws:</i> HKA 1d6+1 (3½d6 with STR)			2
3u	3) <i>Tail Lash:</i> HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)			0
12	<i>Tireless:</i> Reduced Endurance (½ END; +¼) on 50 STR			3
60	<i>Tatsu Toughness:</i> Physical and Energy Damage Reduction, Resistant, 50%			0
20	<i>Thick Scales:</i> Damage Resistance (20 PD/20 ED)			0
16	<i>Great Mass:</i> Knockback Resistance -8"			0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)			0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)			0

15	<i>Virtually Immortal:</i> Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
53	<i>Running On the Clouds:</i> Flight 24", x4 Noncombat	4
8	<i>Moves Like The Wind:</i> Running +4" (10" total)	2
34	<i>Lord Of The Water:</i> Swimming +22" (24" total), Reduced Endurance (0 END; +½)	0
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Eyes Of The Dragon:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0
30	<i>Turn Invisible:</i> Invisibility to Sight Group, No Fringe	3
40	<i>Transformation:</i> Multiform (assume 300-point human form); Costs Endurance (to change form; -½)	6
43	<i>Become Tiny At Will:</i> Shrinking (.032 m long, .0004 kg mass, -12 to PER Rolls to perceive the character, +12 DCV, takes +18" KB), Costs Endurance Only To Activate (+¼); Extra Time (Full Phase; -½), No Growth Momentum (-¼)	9
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Perks

9	Reputation: bringer of rain, master of the waters (in China and Japan) 14-, +3/+3d6
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Talents

9	Ambidexterity (no Off Hand penalty)
5	Eidetic Memory
3	Environmental Movement: Aquatic Movement (no penalties in water)
3	Lightsleep

Skills

16	+2 with All Combat
3	Bureaucratics 17-
3	Conversation 17-
3	High Society 17-
2	KS: Court Of The Dragon Kings 11-
3	KS: Dragon Lore 14-
2	Survival (Marine) 14-

Total Powers & Skills Cost: 771

Total Cost: 1,072

75+ Disadvantages

15	Hunted: Mukade 11- (As Pow, Kill)
15	Physical Limitation: Huge (16m long, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
10	Reputation: bringers of rain and masters of the weather, 11-
952	Experience Points

Total Disadvantage Points: 1,072

Ecology: The tatsu is a close relative of the kioh-lung, and in many ways the two are virtually identical. Like the kioh-lung, tatsu live in the sea, rivers, or in deep lakes; they control the weather, summoning or dismissing clouds and rain at will. Under the surface of the ocean *Ryujin*, the dragon king of the sea, lives in a vast and beautiful palace. There are five other dragon kings as well, each associated with a specific color and cardinal direction: the Yellow Dragon of the Middle (*i.e.*, China), who introduced writing to the world; the Black Dragon of the north, who represents courage and honor; the Red Dragon of the south, who represents summer, life, love, and peach blossoms; the Blue Dragon of the east, who represents marriage and scholarship; and the White Dragon of the west, represents virtue, but might bring famine.

Personality/Motivation: Tatsu tend to keep to themselves for the most part, although there are exceptions. For example, every 50 years the white dragon of Ukisima pond transforms itself into a great white bird named O-Goncho and spreads famine and disease. On the other hand, some men have married female dragons, such as Hoori, who married the beautiful daughter of Ryujin and is the legendary ancestor of the emperors of Japan.

Powers/Tactics: Aside from their great size, numerous teeth, and sharp claws, tatsu have numerous powers relating to their command of wind and water. They can summon (or dismiss) rain at will, and can produce a raging tempest out of a clear sky. If they wish, they can breathe out clouds of mist, rain, or fire, vanish from sight, or shrink down so small as to be virtually undetectable. Tatsu can also assume human form, and often do so to speak with men without arousing suspicion or raising a fuss.

Campaign Use: You can use a tatsu the same way as the kioh-lung — as a local deity, a messenger of the gods, or the like. A tatsu can even be the catalyst for an adventure — such as in the case of the Dragon King of Lake Biwa who asked the samurai Hidesato to slay the gigantic mukade (gargantuan centipede) threatening him and his family. Hidesato did so and was rewarded with an ever-full bag of rice. Another example is the story of the Dragon Carp (see next page) who was caught by a Korean fisherman. The Carp informed the man he was the son of the Dragon King and would reward the fisherman if he released him. The fisherman did so and went home a rich man.

Of course, not all adventures with tatsu work out so well in the end. Several Japanese tales have dragons (in human form) telling their human spouses not to look at them at certain times. Eventually, the human spouse violates this taboo, sees his beloved in the form of a dragon, and the dragon leaves forever.

This character sheet (as well as that of the kioh-lung) can be used to represent the *riong*, or Korean dragon.

Appearance: A tatsu looks virtually identical to the kioh-lung, although it usually has a more serpentine body, a thick beard along the bottom of the lower jaw, and long whiskers. In addition, the tatsu only has three claws as opposed to the kioh-lung's normal compliment of five, while the *riong* has four claws on each foot.



Korea: Dragon Carp

DRAGON CARP

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
20	CON	20	13-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
9	PD	4		Total: 9 PD (6 rPD)
7	ED	3		Total: 7 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
9	REC	0		
40	END	0		
37	STUN	0		Total Characteristics Cost: 93 (+14 with NCM)

Movement: Running: 0"/0"
Swimming: 14"/28"

Cost	Powers	END
20	<i>Head Of A Dragon:</i> HKA 1d6+1 (2½d6 with STR)	2
5	<i>Thick Scales:</i> Damage Resistance (6 PD/4 ED)	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
4	<i>Thousand-Year Lifespan:</i> Life Support (Longevity: 1000-year lifespan)	0
12	<i>Son Of The Dragon King:</i> Swimming +12" (14" total)	1
-12	<i>Only Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Eyes Of The Dragon:</i> Ultraviolet Perception (Sight Group)	0

Perks

10 Fringe Benefit: son of the Dragon King

Skills

- 5 +1 HTH
- 3 Conversation 13-
- 3 High Society 13-
- 2 KS: Court Of The Dragon King 11-
- 2 KS: Dragon Lore 11-
- 1 Language: choice (literacy for native language)

Total Powers & Skills Cost: 74

Total Cost: 167

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 72 Experience Points

Total Disadvantage Points: 167



Ecology: The sons of the Dragon King under the sea, dragon carp are enormous fish. They dwell in the ocean shallows, feeding on fish and carrying out whatever orders their father gives them. Occasionally they're caught in a fisherman's nets and use their father's influence and wealth in an attempt to regain their freedom.

Personality/Motivation: The personality of a dragon carp varies from individual to individual. For the most part, they try to stay away from humanity.

Powers/Tactics: A dragon carp responds to attacks by biting with its powerful jaws. If wounded or outnumbered, it usually flees into the depths of the ocean to recover.

Campaign Use: You can use the dragon carp as a basic template for a wide variety of dragon-headed hybrid animals. Although the dragon carp is found primarily in Korean folklore, both China and Japan have their own dragon-headed beasts, such as the "dragon-horse," a creature with a horse's body and the head of a dragon. Most such creatures should be highly intelligent (use the Smart Template) and have some position within the Celestial Bureaucracy (if Chinese) or some relation to the Dragon Kings (if Japanese).

Appearance: A dragon carp is an immense carp measuring nine to twelve feet long. It has the bearded and whiskered head of a dragon and is capable of human speech.

Norse: Jormungandr

JORMUNGANDR

Val	Char	Cost	Roll	Notes
400	STR	390	89-	Lift 25 zettatons; 80d6 [80]
5	DEX	-15	10-	OCV: 2/DCV: 2
200	CON	380	49-	
300	BODY	580	69-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
100	PRE	90	29-	PRE Attack: 20d6
6	COM	-2	10-	
80	PD	0		Total: 80 PD (50 rPD)
80	ED	40		Total: 60 ED (50 rED)
2	SPD	5		Phases: 6, 12
120	REC	0		
600	END	100		
600	STUN	0		
Total Characteristics Cost:				
1,568 (+1,510 with NCM)				

Movement:	Running:	6"/12"
	Leaping:	0"/0"
	Swimming:	50"/100"

Cost Powers END

443	<i>Poisonous Breath:</i>	RKA 24d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼); No Range (-½), Extra Time (onset time begins 1 Segment after attack; -¼), Gradual Effect (1 Turn, 2d6/Segment; -¼), 3 Charges (-1¼)	[3]
225	<i>Bite And Swallow:</i>	HKA 10d6 (20d6 with STR), Area Of Effect (19" Radius; +1), Megascale (1" = 1 km wide and deep; +¼); Extra Time (Extra Segment; -½)	34
450	<i>Gigantic Tail:</i>	Area Of Effect (One Hex; +½) for up to 400 STR, MegaScale (1" = 100 km; +¾), Reduced Endurance (0 END; +½)	0
43	<i>Thrashing Its Tail:</i>	Stretching 7", MegaScale (1" = 100 miles long; +1), Reduced Endurance (0 END; +½); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tail; -¼), Range Modifier Applies (-¼)	0
100	<i>Mighty:</i>	Reduced Endurance (½ END; +¼) for 400 STR	0
50	<i>Incredibly Tough Skin:</i>	Damage Resistance (50 PD/50 ED)	0
120	<i>Too Big To Hurt:</i>	Physical and Energy Damage Reduction, Resistant, 75%	0
80	<i>Too Big To Move:</i>	Knockback Resistance -40"	0
28	<i>Single-Minded:</i>	Mental Defense (30 points total)	0
50	<i>Mystic Nature:</i>	Life Support: Total (includes Longevity: Immortality)	0

48	<i>Water-Dweller:</i>	Swimming +48" (50" total)	5
5	<i>Tail:</i>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 1,642

Total Cost: 3,210

75+ Disadvantages

20	Physical Limitation:	Bigger Than You Can Possibly Imagine (large enough to encircle the world, -50 DCV, +50 to PER Rolls to see) (All The Time, Greatly Impairing)
80	Physical Limitation:	Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation:	Very Limited Manipulation (Frequently, Greatly Impairing)

3,020 Experience Points

Total Disadvantage Points: 3,210

Description: Jormungandr the great serpent is the second child of the god Loki by the giantess Angrboda (his older brother being *Fenrisulfr*, the Fenris Wolf; his younger sister *Hel*, ruler of the gloomy afterlife). His existence so offended and angered the ruler of the gods, Odin, that he laid hands upon the serpent and flung him into the ocean. There Jormungandr grew and grew until he was so large he encircled the world and could bite his own tail; from this comes his other name, *Midgardsormr* (the Midgard Serpent).

Jormungandr's special adversary was the thunder-god Thor. Two times Thor bested him. The first was in the deceptive contests put to Thor by the giant Utgardsloki. One of the challenges was for Thor to lift the giant's cat. Thor barely got one of the cat's paws off the ground... but when it was later revealed that the cat was actually Jormungandr, this was accounted a great feat. The second time was when Thor went fishing with the giant Hymir and fished up the Midgard Serpent! Thor took up his hammer Mjolnir to slay Jormungandr, but the terrified Hymir cut the line and the serpent sank back beneath the waves.

The final encounter between the two took place at Ragnarok, the Twilight of the Gods. The forces of evil and destruction, led by Loki, met the gods on the Plain of Vigrid to do battle. Jormungandr came forth to poison the world with his breath and was met by Thor. The thunder-god dealt him a death-blow with Mjolnir, but so potent was the Midgard Serpent's venom that Thor lived only long enough to stagger back nine steps and collapse.

In a *Fantasy Hero* campaign, Jormungandr is likely to be one of the most powerful and terrifying opponents a group of mighty heroes could face. Even if his 400 STR and 80 PD/ED weren't enough to deal with, his poisonous breath is certain doom... unless perhaps the PCs can devise a way to obtain Immunity to it. Defeating the Midgard Serpent will require strength, bravery, mystic power, and luck!

The Philippines: Baconaua

BACONAU

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
38	CON	56	16-	
33	BODY	46	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	14		Total: 30 PD (20 rPD)
30	ED	22		Total: 30 ED (20 rED)
4	SPD	10		Phases: 3, 6, 9, 12
24	REC	0		
76	END	0		
92	STUN	0		
Total Characteristics Cost: 264				
(+178 with NCM)				

Movement: Flight: 20"/40"
 Leaping: 16"/32"
 Swimming: 22"/44"

Cost Powers **END**

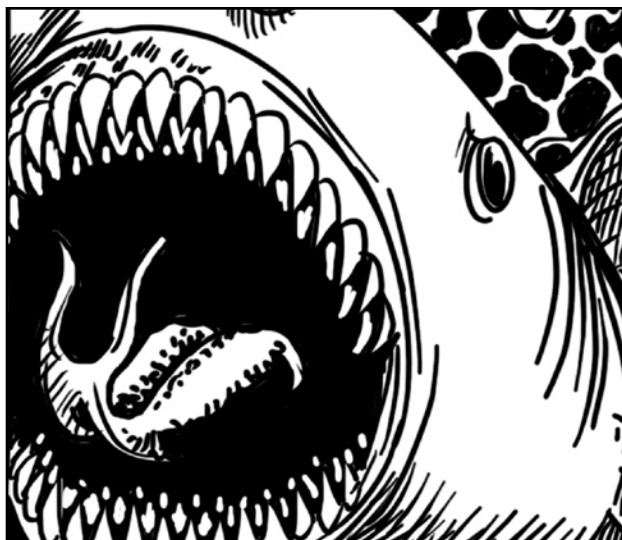
70	<i>Mouth The Size Of A Lake:</i> HKA 2d6+1 (4½d6 with STR); Area Of Effect (3" Radius; +1)	7
18	<i>Shark's Skin:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0
20	<i>Thick Hide:</i> Damage Resistance (20 PD/20 ED)	0
30	<i>Heavy:</i> Knockback Resistance -15"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
20	<i>Dragon-Shark Body:</i> Swimming +20" (22" total)	2
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
-12	<i>Only Flies Or Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Shark's Eyes:</i> Increased Arc Of Perception (240 degrees) for Sight Group	0
5	<i>Shark's Eyes:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Shark's Sense Of Smell:</i> +3 PER with Smell/Taste Group	0
15	<i>Shark's Sense Of Smell:</i> Targeting and Tracking for Normal Smell	0

Skills

15	+3 HTH
3	Stealth 13-

Total Powers & Skills Cost: 253

Total Cost: 517



75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gargantuan (32" long, -10 DCV, +10 to PER Rolls) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Psychological Limitation: Fears Loud, Unexpected Noises (Uncommon, Strong)
- 387 Experience Points

Total Disadvantage Points: 517

Ecology: The baconaua (or *bakunawa*) is an immense shark-dragon. It lives in the depths of the sea, surfacing only to find food. If there's none to be found at the water's surface, the baconaua spreads its wings and take to the air, looking for something to satisfy its ravenous hunger. Popular legend claims the baconaua can swallow the sun and the moon whole.

Personality/Motivation: Normal animal motivations. Loud, unexpected, or constant noise causes the baconaua to drop its prey and flee, so villagers who see a baconaua often beat drums, gongs, and cymbals in an effort to drive it off.

Powers/Tactics: Due to its immense size, the baconaua simply surfaces under its prey and engulfs it whole (see page 33 of *The HERO System Bestiary*; it does Very Strong swallow damage). Anything too large to be swallowed is be bitten to death, or battered to a pulp with its great wings.

Campaign Use: The baconaua may or may not be a singular creature. You could treat it as such by giving it Life Support (Longevity) and like Mental Defense and Power Defense (to represent its immortal nature). Or you could make the baconaua a very rare form of dragon. In the latter case, use this character sheet only for the largest baconauas, scaling the others down as desired.

Appearance: The baconaua has the body of a great shark. The mouth is enormous — "the size of a lake" — with a red tongue and long whiskers. Its body and wings are ash-grey in color; it has smaller wings and fins along the sides of its body.

Slavic Dragons

The Russian/Slavic dragon, primarily referred to as a *zmey*, is similar to the Western European dragon in most respect, though different in others. According to one description, it's green, has three heads, two back legs that it walks on, two much smaller front legs, and can spit fire. For its two extra heads, use the Hydra Head character sheet, but change the Characteristics to conform to the body's.

ZMEY

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
16	COM	3	12-	
18	PD	12		Total: 18 PD (10 rPD)
18	ED	13		Total: 18 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	2		
46	END	0		
47	STUN	0		
Total Characteristics Cost: 164 (+41 with NCM)				

Movement: Running: 6"/12"
Leaping: 3"/6"
Flight: 15"/30"



Cost	Powers	END
70	<i>Three Heads:</i> +2 Duplicates built on 254 Character Points, Inherent (+¼)	0
45	<i>Dragon's Fire:</i> RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
30	<i>Zmey Weapons:</i> Multipower, 30-point reserve	
3m	1) <i>Bite:</i> HKA 1d6 (2d6 with STR)	1
2m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
1m	3) <i>Tail Bash:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
10	<i>Scaly Skin:</i> Damage Resistance (10 PD/10 ED)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrainable (-½)	3
1u	2) <i>Wing Buffet:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
17	<i>Hoardsense:</i> Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	<i>Zmey's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Zmey's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Zmey's Nose:</i> Tracking for Normal Smell	0
6	<i>Zmey's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

2 *Hoard:* Money: Well Off

Talents

3 Lightsleep

Skills

8 +1 with All Combat
6 +2 with Zmey Weapons and Dragon's Fire
3 Concealment 12-
3 KS: Arcane And Occult Lore 12-
5 KS: Dragon Lore 14-
3 KS: History 12-
3 Stealth 13-
2 Survival (choose environment) 13-

Total Powers & Skills Cost: 323

Total Cost: 487

75+ Disadvantages

- 15 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
 - 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
 - 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
 - 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
 - 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 - 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
 - 15 Psychological Limitation: Cruel (Common, Strong)
 - 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
 - 302 Experience Points
- Total Disadvantage Points: 487**

Vietnam: Thuông-Luông

THUÔNG-LUÔNG

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
33	CON	46	16-	
28	BODY	36	15-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	16		Total: 30 PD (12 rPD)
28	ED	21		Total: 28 ED (12 rED)
4	SPD	12		Phases: 3, 6, 9, 12
21	REC	0		
66	END	0		
80	STUN	0		Total Characteristics Cost: 269 (+169 with NCM)

Movement: Running: 0"
Leaping: 0"
Swimming: 26"/52"

Cost	Powers	END
57	<i>Raises The Waves:</i> Telekinesis (70 STR), Affects Porous; Only Works On Water (-1)	11
35	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR)	3
17	<i>Tireless:</i> Reduced Endurance (½ END; +¼) on 70 STR	3
12	<i>Thick Scales:</i> Damage Resistance (12 PD/12 ED)	0
24	<i>Great Mass:</i> Knockback Resistance -12"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0

- 15 *Virtually Immortal:* Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents) 0
- 12 *Waterbound:* Running -6"
- 24 *Lord Of The Water:* Swimming +24" (26" total) 3
- 6 *Sharp Senses:* +2 PER with all Sense Groups 0
- 40 *Assume Human Form:* Multiform (assume 300-point human form); Costs Endurance (to change form; -½) 6
- 5 *Eyes Of The Thuông-Luông:* Ultraviolet Perception (Sight Group) 0

Skills

- 16 +2 with All Combat
- Total Powers & Skills Cost: 247**
Total Cost: 516

75+ Disadvantages

- 15 Physical Limitation: Gigantic (32m; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 14 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Destructive And Cruel (Common, Strong)
- 15 Psychological Limitation: Lust For Human Women (Common, Strong)
- 367 Experience Points

Total Disadvantage Points: 516

Ecology: A thuông-luông is an immense sea serpent. Descended from a Chinese dragon, they inhabit the coastal waters of Vietnam, demanding tribute from sailors and fishermen. They devour nearly anything and attack ships to eat their crews.

Personality/Motivation: Thuông-luông are aggressive and dangerous creatures. They sink ships that haven't paid a tribute, then devour the crew in the process. They also kidnap women from passing ships, carrying them away to their undersea homes where they're raped and/or forced to marry their captor.

Powers/Tactics: Aside from its great size and gaping maw (the thuông-luông can swallow a man whole), the thuông-luông can "raise the waves" and batter ships with masses of water. It uses this tactic to sink ships and smash coastal villages. The thuông-luông may be venomous as well, and is said to be able to poison an entire river. (Add the *Lethal Venom* template on page 30 of *The HERO System Bestiary* to create this sort of thuông-luông.)

Campaign Use: Many parts of Asia have stories about giant sea serpents and sea dragons (see sidebar). You can adapt the thuông-luông to represent such creatures by removing the *Raises The Waves* and *Assume Human Form* powers and adding Disadvantages like *Animal Intellegence*.

Appearance: A thuông-luông is a sea serpent 100 feet long. It looks much like a limbless kioh-lung, with a red crest running on its head and down its back.

DRAGON PERSONALITIES

Here are a few specific dragon names, personalities, and backgrounds you can attach to any of the dragons described in this chapter. The Fantasy Hero enemies book *Nobles, Knights, And Necromancers* also has several dragons you can use.

ALLARAXONAR

One of the most famous of all dragons, Allaraxonar is a rare example of a dragon who prefers the company of others — and what's even more unusual, humanoids rather than dragons or beasts. He resides in the palace of a great city, where he serves as a councillor to the King and is often known as "Allaraxonar the Advisor." So valuable have the dragon's services been to the King, his forebears, and hopefully his descendants that an entire wing has been added to the palace to accommodate Allaraxonar in his draconic form. If he has to mingle directly with people for long periods of time he usually takes on human form (albeit with some dragon touches, like wings attached to his shoulder blades and draconic eyes).

Allaraxonar limits his service to the King to providing advice and other benign duties. He refuses to fight for the King, directly or indirectly, though he won't tell anyone why. The truth of the matter is that he likes the King and the folk of the city enough to fight for them if he could, but he's bound by magical restrictions laid upon him by the gods. Thousands of years ago, long before anyone now alive remembers, Allaraxonar was wicked and cruel — so evil the gods captured him and forced him to serve the King's family as an advisor. Surprisingly, after a few centuries Allaraxonar had a genuine change of heart and came to enjoy the job and his new friends so much that he'd keep doing it even if he weren't required to.

BLOODFANG THE BOLD

Centuries ago, when he was but weeks out of the shell, the dragon now known to Men as Bloodfang (his true name in the tongue of dragons remains a secret) watched as a group of adventurers "butchered" his mother. He hid in a nook of the lair while the "heroes" cut up his mother's corpse for parts and hauled away her entire hoard, her beautiful wondrous hoard assembled painstakingly over decades. Though but a hatchling, he swore then and there that he would avenge her death — not just on those who killed her, but on all two-legs who would dare to consider themselves the equal of dragons.

The next few decades were difficult ones for Bloodfang. Left on his own, he barely survived the many challenges and obstacles that confronted him as he learned to use his fiery breath, hunt, and fight. But survive he did, and the memory of the faces of the adventurers who murdered his mother never faded from his mind. When he felt he was ready, he began searching for them, using scrying-spells to make his quest easier. All of them were now retired, living a life of luxury thanks to the wealth they'd stolen from his mother and the

other monsters they slaughtered over the years. One by one he descended on them with fire and fang, killing them, their families, their friends, and anyone who lived nearby. He destroyed their homes and all they owned, taking nothing for his hoard save only items he recognized as once belonging to his mother.

When the six "heroes" were all dead, Bloodfang retreated to his secret mountain lair to decide what to do next. He still burned with a hatred for all two-legs... a hatred he could only satisfy with destruction and death....

Thus began a reign of terror that's lasted for the better part of three decades. Most dragons are cruel, predacious, and destructive, but Bloodfang goes beyond that. Other dragons attack humanoids when they're hungry, or want to enlarge their hoards, or think they pose some threat. Bloodfang seeks out humanoids just for the pleasure of killing them. He takes their money and valuables for his hoard, but that's not his real reason for attacking them — he simply wants to kill all two-legs. He strikes with lightning swiftness, swooping down out of the night to set towns and cities on fire and slaughter as many people as he can before the inhabitants can mount a serious resistance. Then he retreats and strikes again later, or moves on to another target; between his intelligence, his experience, and his spells, he's a tactical genius who's able to easily discern what his enemies plan to do. The location of his mountain lair remains a secret, and no band of adventurers that's set out to kill him has come close to succeeding. Even other evil dragons dislike him and want him dead, for he attracts unwanted attention and ill feelings — but that doesn't bother Bloodfang. He cares nothing for other dragons or anyone but himself, and he'll go on killing humanoids until the day one of them gets lucky and kills him instead.

DELAGARON

Long-lived even by draconic standards, the ancient dragon Delgaron is the picture of majesty, power, and terror... and, unknown to anyone but himself, fear. Delgaron is terrified of dying and obsessed with the idea of extending his life in any way possible — or better yet, achieving immortality somehow. Longevity spells and potions created by human wizards don't work on him, forcing him to get by with some crude life-extension spells he's devised himself. In his attempts to improve these spells or find other ways to stave off death, he's become an expert on Necromancy and the undead (though he'd never consider becoming a lich dragon; he finds the thought repugnant). If Delgaron believes the PCs can help him obtain what he wants, he'll deal with them however he has to — be that as a kindly advisor, an equal negotiating a trade, or a deadly opponent taking things by force — to get what he wants.

IGNITHONN

Ignithonn is a relatively young dragon as these things are reckoned — just a couple centuries old. But he's as large and powerful as a dragon

several centuries older, a fact he uses to his advantage in battle. He makes his lair in the ancient dwarven cavern-kingdom of Zendurak, which he invaded and made his own several decades ago by slaughtering all of its inhabitants, including the Dwarvenking. For many years it was just a lair, a place to keep his ever-growing hoard, but one day he realized the quality of the surviving stonework, carvings, and statues. He became fascinated by dwarven art and culture and studied it thoroughly using the books in the dead king's library.

Ignithonn's now something of an expert on the subject (KS: Dwarven History And Culture 14-; KS: Dwarven Art And Literature 14-), but his knowledge has odd gaps in it because the king's library doesn't cover everything (in part because many books were destroyed during his attack). He'd love to visit other dwarven citadels or converse with dwarven scholars. But unfortunately for him the dwarves consider him a blood enemy and would like nothing better than to see him dead. He'd pay a pretty penny for a chance to have a genuine discussion with someone who knows a lot about dwarves (particularly a dwarf), or for quality pieces of dwarven artwork and craftwork for his collection.

KALIZANDRIGATH THE DARK

Far to the north, away from most civilized lands, there stands a range of mountains. Home to orcs, trolls, dwarves, and more than a few monsters, long ago the peaks and valleys were wracked by constant warfare between the different groups. Sometimes the dwarves would be in

ascendance, sometimes the orcs or trolls, and on occasion some monster or outside force.

All that changed when the mighty Kalizandrigath the Dark, a black-scaled dragon of great power and surpassing greed, awoke from one of his long sleeps. Disturbed by the constant clamor of battle, he decided to take matters into his own talons. One by one he made war on the different peoples, slaughtering their best warriors and destroying their citadels. And when he was done, he made a pronouncement: "Kalizandrigath now rules these peaks! My obedient servants you shall be, or you shall be destroyed."

Much grumbling and more than a few rebellions later, Kalizandrigath had brought orcs, trolls, and dwarves to heel. The survivors realized the futility of resisting and became his loyal "subjects." Since that day Kalizandrigath has been the unquestioned king of the mountains. The situation is not without its tensions, especially since dwarves don't always get along well with trolls and orcs, but it's existed without major incident for a long time now. And rumor has it that Kalizandrigath has begun to look beyond the mountains, wondering if perhaps the lands of Men and Elves are ripe for conquest....

KORTHANG THE BLINDWYRM

Korthang once dwelt among the high mountain peaks, and was a terror to all the surrounding lands with his fangs, fire, and fell spells. That part of his life came to an end the day that a group of bold adventurers known as the Brotherhood of the Azure Stone attacked him. The battle was going



in his favor, with two of the heroes already dead, when a reckless dwarven warrior named Jendrak leaped on top of his head and plunged two daggers into his eyes! Korthang's scream of agony split stones in his lair and left the only hero who survived the attack, a half-elven wizardess named Uthara, deafened for life.

Aware of his vulnerability, Korthang took his hoard and retreated, slowly and painfully, into the Sunless Realms, where he felt anyone from the surface world who might attack him would be as blind as he. Then, with the help of one of his mates, he researched a spell that would restore his sight. He was unable to regrow his eyes as he'd hoped, but through special enchantments regained much of what he'd lost, and in some ways improved his sensory abilities. (In *HERO System* terms, Korthang has the Physical Limitation *Blindness* and has bought Spatial Awareness, Increased Arc Of Perception [360 Degrees].)

With his hoard secure and his eyesight "restored," Korthang decided he liked it underground... and that the Sunless Realms had much potential for him. Few dragons were aware of the many peoples who lived far beneath the surface — the dark elves, the orcs, the deep dwarves, the migdalar, the cave trolls, and many more — and the wealth they possessed. Their riches and power would be his, he decided. Since then, Korthang (now known as "the Blindwurm" despite the fact that he has wings) has become the terror of the Sunless Realms and effectively "rules" a small part of it. Ruthless, cunning, and cruel, he's as skilled at manipulating his enemies as he is destroying them in combat. An ever-growing group of renegade humanoids serves him, and he hopes to extend his dominion over more of the Lands Below soon.

LIRATHORIELN

A green-skinned dragoness said to possess great magical powers, Lirathorieln is the self-appointed guardian of a large forest. All creatures who live beneath the forest's boughs are her charges (except for evil or destructive ones, whom she hunts down and kills), as are its trees and plants, and if anyone hunts in the forest or chops wood there without her permission, she will descend upon that person with wrath and fire. A tribe of elves that lives within the forest is her ally, and its hunters and warriors have even adopted the green dragon as their symbol.

In recent years Lirathorieln has encountered difficulties in her "job." A large, ferocious mantichore moved to the forest and began wreaking havoc. Apparently it has magical powers of its own (or a master who does) and is extremely clever, because she's never been able to track it down or bring it to bay. She's devoting more and more of her time to trying to find and destroy the mantichore, and as a result she's become somewhat lax in her other "duties." She's convinced the mantichore is more than it seems — perhaps it's the servant of some old enemy of hers — but has yet to find any proof.

TORAHNDOR THE WISE

In a distant jungle valley, reachable only by narrow, treacherous trails over the surrounding mountains, lives Torahndor the Wise, the dragon-oracle. Possessed of the power to see the future (Clairvoyance, Precognition Only, Vague And Unclear), Torahndor has been the object of journeys and quests for centuries.

According to the wyrm himself, Torahndor lives in such a hard-to-reach location precisely for that reason: it's hard to reach. Thus, only the truly desperate (or truly obsessed) are likely to reach him to ask their questions. Apparently it's all part of the process that prepares a person to ask him questions, though Torahndor won't comment further on what the whole process is or why preparation is required.

Torahndor typically requires a hefty fee (a thousand pieces of gold, or more) per question asked, with no guarantees, though he sometimes reduces or waives the fee if a person is truly needy or he perceives some other reason to. The answers he provides are usually vague and subject to multiple interpretations, though their meaning is always crystal-clear after the prophesied events come to pass. The more precise and specific the question put to him, the more obvious and accurate his foresight tends to be, though few people trek all the way to his jungle home to ask things like, "Will my sister marry Duke Robard?"

When he's not answering questions, Torahndor tends to be a pleasant, albeit somewhat curmudgeonly, conversationalist who enjoys the company of visitors (at least for a few days). He has a tendency to ramble on about distant historical events he was once a part of (or claims to have been) and to comment unfavorably on current leaders and heroes compared to those of his youth. But for the most part he's a good-natured wyrm who means no one any harm.

VORYTHUS

Vorythus is a little smaller and weaker than most dragons (-5 STR, -5 CON), but he's also smarter (+3 INT, +3 EGO)... and he knows it. Convinced he's the smartest dragon who ever lived, he's devised an unusual way of acquiring meals and treasure.

Vorythus's lair overlooks a caravan route. When he sees a caravan approaching, he moves to a wide rock ledge overlooking the road and spreads out several choice items from his hoard. He then challenges the caravan to a riddle-contest: he will ask one member of the caravan (chosen however the caravan likes) a riddle. If the contestant doesn't answer correctly, his life and one wagon's or beast's worth of goods are Vorythus's, and the rest of the caravan may go its way in peace. (Naturally, Vorythus will choose what appears to be the most valuable load of goods.) If the contestant answers correctly, he may choose one of the items Vorythus has placed on the ledge, and the caravan may proceed unmolested.

If Vorythus feels generous, he'll offer an additional proviso: before he can take a contestant's life and some goods, the contestant gets to ask a riddle in return. If Vorythus fails to answer correctly, both sides walk away with nothing. If he answers correctly, he gets *two* wagons' or beasts' worth of goods for his hoard.

Vorythus is a mostly honorable dragon and will live up to his side of the bargain (and the items he offers are, in fact, real and valuable). However, he asks *extremely* hard riddles, many from civilizations long dead whose names are barely known even to scholars. If frustrated by a particularly clever counter-riddle, he may fly into a rage and destroy the contestant and the caravan regardless of his promises. On the other hand, if a failed contestant seems especially intelligent, knowledgeable, and clever, Vorythus may keep him alive for a long time as a companion and conversationalist... but in the end, he'll eat the poor man.

ZARAVAXIOS

Far to the west and north is a large range of mountains. Deep within those mountains is a valley wide and long filled with cold streams, thick forests, and fertile soil. A tribe of Men known as the Turangi live there... under the tyranny of the dragon Zaravaxios.

An old and cunning worm, Zaravaxios possesses several magical powers, one of which is the ability to control the weather. While the soil of Turangi Vale is fertile, the growing season is short due to the high elevation, and if the weather turns against the Turangi it makes for a winter of bitter privation. Zaravaxios ensures that the growing season is as long and fruitful as it can be, but at a price. He demands that the Turangi serve him as slaves, and even worship him as a god. They toil in mountain mines for precious ore, then make coins and objects out of it for Zaravaxios's hoard. They hunt the large, ruddy-furred deer of the forest to capture and bring live to Zaravaxios to feed on. And if one of them disobeys or fails in a task Zaravaxios has set forth, it is he himself who becomes the dragon's meal.

The Turangi bargained with Zaravaxios to serve him in exchange for control of the weather decades ago, but it's long since become clear that it was a devil's bargain and that Zaravaxios is simply using them for his own amusement. Desperate to be free from his oppression, they have tried everything they can to get word to the outside world seeking help, but so far Zaravaxios has thwarted their every attempt to be rescued, and punished them harshly for it to boot. For now they seem destined to live under his iron-taloned rule.

DRAGONIC ENCHANTED ITEMS

As magical creatures, dragons are often involved in the creation of magical items. The body parts of slain dragons are a crucial component of many enchanted weapons, armor, and other items, and sometimes wizards create enchanted items specifically for use with or against dragons. Here are a few examples.

ARMOR OF DRAGONIC COMMUNICATION

Effect: Armor (7 PD/7 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 7 DEF

Description: This exquisitely crafted brigandine gives the wearer the ability to speak with dragons. Not only can he communicate with them through his mind alone, but also they regard him with much greater respect than they normally would.

Game Information:

Cost Power

- 5 *Armor Of Draconic Communication:* Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Independent (-2), Mass (Half Mass; -½)
- 9 *Speaking With Dragons:* Mind Link (any four draconic minds) (20 Active Points); OIF (-½), Independent (-2) (total cost: 6 points) **plus** +20 PRE (20 Active Points); OIF (-½), Independent (-2), Linked (Mind Link; -½), Only Works With/Against Dragons (-2) (total cost: 3 points)

Total cost: 14 points.

Options:

- 1) **Strong Armor:** Increase to Armor (9 PD/9 ED). $27 + 20 + 20 = 67$ Active Points; total cost $7 + 6 + 3 = 16$ points.
- 2) **Weak Armor:** Decrease to Armor (5 PD/5 ED). $15 + 20 + 20 = 55$ Active Points; total cost $4 + 6 + 3 = 13$ points.
- 3) **Hardened Armor:** Add Hardened (+¼) to the Armor power. $26 + 20 + 20 = 66$ Active Points; total cost $6 + 6 + 3 = 15$ points.
- 4) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). $21 + 20 + 20 = 61$ Active Points; total cost $6 + 6 + 3 = 15$ points.
- 5) **Heavy/Real Armor:** Change to Mass (Normal Mass; -1) and add Real Armor (-¼). $21 + 20 + 20 = 61$ Active Points; total cost $4 + 6 + 3 = 13$ points.

DRAGONBONE HARP

Effect: Perfect Pitch; +4 to PS: Singing rolls; Images to Hearing Group, +6 to PER Rolls, Set Effect (only amplifies user's voice); Mind Control 20d6, Only Versus Dragons
Target: Self/Self/32" Radius/One dragon
Duration: Constant/Instant
Range: Self/Self/No Range/No Range
END Cost: 0
Breakability: 13 DEF

Description: With a frame made from a dragon's bones and strings made from his sinews, these enchanted harps are eagerly desired by bards all over the world. Not only do they improve the player's musical abilities generally, they give him the power to take control of a dragon's mind with his songs — though unfortunately he has to get very close to the dragon to do this, and if he fails the dragon's likely to be rather upset....

Game Information:**Cost Power**

- 1 *Vocal Quality:* Perfect Pitch (3 Active Points); OAF (-1), Independent (-2)
- 1 *Vocal Quality:* +4 to PS: Singing rolls (4 Active Points); OAF (-1), Independent (-2)
- 13 *Amplified Voice:* Images to Hearing Group, +6 to PER Rolls, Increased Size (32" radius; +1¼), Reduced Endurance (0 END; +½) (63 Active Points); OIF (-½), Independent (-2), Set Effect (only amplifies user's voice; -1), No Range (-½)
- 23 *Draconic Control:* Mind Control 20d6, Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Eye Contact Required (-½), Independent (-2), Only Versus Dragons (-2)

Total cost: 38 points.

DRAGONAUGHT

Effect: HKA 2d6; HKA +3d6 versus Dragons; +2 OCV
Target: One character
Duration: Instant
Range: Touch (+2" reach)
END Cost: 0
Breakability: 18 DEF
STR Minimum: 16

Description: Heavy, ornate, and difficult to wield, this long spear is nevertheless extremely effective against dragons and their kin. The Dragonaught seem to know instinctively where to strike against a dragon to do the most damage.

Game Information: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (16; -¾), Two-Handed (-½) (total cost: 9 points) **plus** HKA +3d6, Reduced Endurance (0 END; +½) (67 Active Points); OAF (-1), Independent (-2), Only Versus Dragons And Their Kin (-1), STR Minimum (16; -¾), Two-Handed (-½) (total cost: 11 points) **plus** Shaft (15 Active

Points; total cost 5 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 27 points.

DRAGONBONE STAFF

Effect: HA +6d6; Sight Group Images to create light; Absorption 6d6, Magic Only; various attack spells
Target: Varies
Duration: Varies
Range: Varies
END Cost: 0
Breakability: 9 DEF

Description: This powerful enchanted staff acts as a battery for mystical energy, absorbs mystical energies directed at the wielder, and has several other powers. These include an Icebolt, Mystic Bonds, Lightning Bolt, and a Weakness Spell. (In game terms, the owner can freely choose whether to use the Endurance Reserve's END or his own personal END for a spell, at no penalty.)

Dragonbone Staffs are carved from the forearms of Greater Dragons and inscribed with various mystic runes that help focus and contain the arcane powers within. The creation process is long, difficult, and expensive, so Dragonbone Staffs are quite rare, and a mark of power and skill within the mystic community.

Game Information:**Cost Power**

- 12 *Staff Strike:* HA +6d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), Hand-To-Hand Attack (-½) (total cost: 10 points) **plus** +2 OCV with HA (10 Active Points); OAF (-1), Independent (-2), Linked (-½) (total cost: 2 points)
- 3 *Illumination:* Sight Group Images 1" radius, Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), Independent (-2), Only To Create Light (-1)
- 7 *Spell Absorption:* Absorption 6d6 (energy, goes to STUN) (30 Active Points); OAF (-1), Independent (-2), Magic Only (-¼)
- 9 *Mystic Power:* Endurance Reserve (160 END, 20 REC) (36 Active Points); OAF (-1), Independent (-2)
- 15 *Attack Spells:* Multipower, 60-point reserve; all slots OAF (-1), Independent (-2)
- 1u 1) *Icebolt:* Energy Blast 8d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 2) *Mystic Bonds:* Entangle 4d6, 4 DEF, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 3) *Lightning Bolt:* RKA 2½d6, Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)
- 1u 4) *Weakness Spell:* Drain CON 3d6, Ranged (+½), Reduced Endurance (0 END; +½); OAF (-1), Independent (-2)

Total cost: 70 points.

DRAGONCLAW BOOTS

Effect: HKA 1d6; +2 to Climbing rolls
Target: One character/Self
Duration: Instant/Persistent
Range: Touch/Self
END Cost: 1/0
Breakability: 3 DEF

Description: These boots, made from leather taken from a dragon's talons, can on command project sharp draconic claws from the toes and sides. With the claws out, the wielder can either deliver vicious kicks or climb more easily.

Game Information:**Cost Power**

- 4 *Dragonclaw Kick:* HKA 1d6 (plus STR); OIF (-½), Extra Time (Full Phase; -½), Independent (-2)
 1 *Dragonclaw Climbing:* +2 to Climbing rolls (4 Active Points); OIF (-½), Independent (-2)

Total cost: 5 points.

DRAGONFANG SWORD

Effect: HKA 2½d6, +1 Increased Stun Multiplier; +2 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Breakability: 14 DEF
STR Minimum: 12

Description: This enchanted longsword draws on the magic inherent in a dragon's fangs for its power. Ground-up dragon's teeth are mixed into the metal as it's forged, and two large fangs form the guard (a smaller one's often attached to the pommel as well). Swordsmiths often give Dragonfang Swords a jagged edge as part of the "fang" motif.

Game Information: HKA 2½d6, +1 Increased STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (70 Active Points); OAF (-1), Independent (-2), STR Minimum (12; -½) (total cost: 15 points) **plus** +2 OCV (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). **Total cost: 17 points.**

Options:

- 1) **Jagged-Edged Dragonfang Sword:** Add Armor Piercing (+½). 90 + 10 = 100 Active Points; total cost 20 + 2 = 22 points.

THE DRAGON'S BLOOD

Effect: Armor (8 PD)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: N/A

Description: According to legend, after a hero slays a dragon, if he bathes in the dragon's blood it makes his skin as hard as armor. (On the other hand, some legends claim that dragons' blood burns human flesh — so bold is the hero who decides to bathe in it in the hopes the first legend is the correct one!) In *HERO System* terms this is Armor (8 PD) (total cost: 12 points). However, in the tales it often happens that a leaf or feather gets stuck to the hero's skin as he bathes, leaving one tiny part of his body vulnerable to attacks. If you want to simulate that, this counts as a -0 Limitation unless it's visible and obvious, in which case the value increases based on how easy it is to hit that spot with an attack.

DRAGON'S EYE

Effect: Multiform (600-point Lesser Dragon form); Mind Control 20d6 (Draconic class of minds)
Target: Self/One dragon
Duration: Persistent/Instant
Range: Self/LOS
END Cost: 1 Charge/0
Breakability: 24 DEF

Description: This extraordinarily rare and powerful magical bloodstone, created with the eye of a dragon and several other exotic items, grants the possessor the power to transform himself into a Lesser Dragon. He can only do this once per day (including transforming back, should he wish). Additionally, the Dragon's Eye gives its wearer the powerful ability to dominate the will of dragons and their kin, such as wyrms and wyverns. Any dragon or dragon-kin that gazes upon the wielder of a Dragon's Eye feels an overwhelming compulsion to obey him. This compulsion can and has been successfully resisted, but it's extraordinarily difficult for a dragon to do so.

Game Information:**Cost Power**

- 20 *Dracoform:* Multiform (600-point Lesser Dragon form; see page 13) (120 Active Points); OAF (-1), Independent (-2), 1 Charge (-2)
 37 *Control The Dragon's Mind:* Mind Control 20d6 (Draconic class of minds), Reduced Endurance (0 END; +½) (150 Active Points); OAF (-1), Independent (-2)

Total cost: 57 points.

Options:

- 1) **Greater Dragon's Eye:** Increase to Multiform (920-point Greater Dragon form). 184 Active Points; total cost 31 points; total cost of Eye 68 points.
 2) **Wurm's Eye:** Decrease to Multiform (520-point Wurm form). 104 Active Points; total cost 17 points; total cost of Eye 54 points.

THE DRAGON'S HEART

Effect: Universal Translator; Animal Languages Only
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: N/A

Description: According to legend, after a hero slays a dragon, if he cuts out the dragon's heart and eats it, he can understand the speech of birds and beasts. (Some legends say the hero cooks the heart, while others say it must be eaten raw.) In *HERO System* terms this is Universal Translator (INT Roll), Animal Languages Only (-1) (total cost: 20 points).

DRAGONSHEART POMMELSTONE

Effect: Armor Piercing for any sword built on up to 200 Active Points
Target: One character
Duration: Constant
Range: Touch
END Cost: 4 Continuing Charges lasting 1 Turn each
Breakability: 55 DEF

Description: When affixed to any sword, a Dragonheart Pommelstone allows the wielder to cause the blade to become enveloped in dragon's-fire for a period of twelve seconds. During that time the sword cuts through armor more easily, and thus inflicts deeper wounds.



Game Information: *Armor Piercing for any sword built on up to 200 Active Points, Continuous (+1), Trigger (thought command from wielder; +¼), Reduced Endurance (0 END; +½) (275 Active Points); OAF (-1), Independent (-2), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 61 points.*

DRAGONSKIN ARMOR

Effect: Armor (6 PD/6 ED); Armor (+12 ED), Only Versus Fire
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 6 DEF (18 DEF Versus Fire)

Description: As is well known, the skins of dragons are wondrously tough, yet also soft enough to work if the skin is removed after the dragon is slain. Enchanters long ago discovered a process whereby they could make from dragonskin a suit of leather armor as tough as chainmail, and which had the additional benefit of offering special protection against fire.

Most suits of Dragonskin Armor are cut, shaped, or molded to have a draconic motif, or to have scenes of dragons worked into the leather. Regardless of the armor's form or appearance, any dragon can instantly sense when a suit of armor is Dragonskin Armor... and even the kindest dragons rarely react well to it. Many attack a person wearing Dragonskin Armor on sight.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2), Side Effects (attracts the ire of dragons; -¼) (total cost: 4 points) plus Armor (+12 ED) (18 Active Points); OIF (-½), Independent (-2), Only Versus Limited Type Of Attack (fire; -½), Side Effects (attracts the ire of dragons; -¼) (total cost: 4 points). Total cost: 8 points.*

Options:

1) **Strong Armor:** Increase to Armor (8 PD/8 ED), Armor (+14 ED). 24 + 21 = 45 Active Points; total cost 6 + 5 = 11 points.

2) **Hardened Armor:** Add Hardened (+¼) to both Armor powers. 22 + 22 = 44 Active Points; total cost 5 + 5 = 10 points.

3) **Light/Unreal Armor:** Remove Mass (Half Mass; -½). 18 + 18 = 36 Active Points; total cost 5 + 4 = 9 points.

DRAGONSKIN SHIELD

Effect: Force Field (24 ED), Only Works Against Dragon Breath
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 9 DEF

Description: This enormous tower shield is constructed by stretching the skin of a dragon over a frame of sturdy ironwood. While not precisely an enchanted item (there's at best minimal magic involved in its construction), it does require an enormous amount of skill to manufacture a Dragonskin Shield... not to mention an extraordinarily rare piece of dragon's hide! If the user can keep the Shield between himself and the dragon, it protects him from dragons' terrible fiery breath.

Game Information:

Cost Power

- 8 *Dragonskin Shield:* Multipower, 42-point reserve; all OAF (-1), Independent (-2), STR Minimum (20; -1)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2), STR Minimum (20; -1)
- 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (20; -1), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 1u 3) *Breath Weapon Protection:* Force Field (24 ED), Hardened (+¼), Reduced Endurance (0 END; +½); OAF (-1), Activation Roll 14- (-½), Independent (-2), Only Works Against Dragon Breath (-1), STR Minimum (20; -1)

Total cost: 11 points

DRAGONSKULL SHIELD

Effect: +4 DCV; HA +4d6
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: Unbreakable

Description: Magically constructed from the skull of a Lesser Dragon, this large shield gives its wielder all of the protection of a tower shield, while at the same time gifting him with the ability to perform powerful shield bashes. Additionally, the Dragonskull Shield is indestructible and nearly weightless. On the downside, few dragons take kindly to seeing one of their kin's skulls used as a shield...

Game Information:

Cost Power

- 5 *Dragonskull Shield:* Multipower, 20-point reserve; all OAF (-1), Independent (-2)
- 1u 1) *Defense:* +4 DCV (20 Active Points); OAF (-1), Independent (-2)
- 1u 2) *Shield Bash:* HA +4d6 (20 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)

Total cost: 7 points.

FILLET OF BREATH WEAPON

Effect: Armor (24 ED), Only Versus Breath Weapon Attacks
Target: One character
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 7 DEF versus Physical attacks; 24 DEF versus Energy attacks

Description: This magical red fillet (headband) protects its wearer from the deadly effects of nearly any breath weapon, including that of a Greater Dragon!

Game Information: *Armor (24 ED) (36 Active Points); OAF (-1), Independent (-2), Only Versus Breath Weapon Attacks (-2). Total cost: 6 points.*

HORN OF DRAGON SUMMONING

Effect: Summon one dragon
Target: One dragon
Duration: Instant
Range: No Range
Charges: 1 Charge
Breakability: Varies

Description: Once per day a character can blow this ensorcelled dragon horn to summon a dragon who will fight one battle for (or with) him. The dragon disappears when the battle is won or lost, or after being killed.

Game Information: *Summon one 596-point Lesser Dragon, Slavishly Devoted (+1) (238 Active Points); OAF (-1), Incantations (must blow horn; -¼), Independent (-2), Single Task (-½), 1 Charge (-2). Total cost: 35 points.*

SCALEBANE ARROW

Effect: RKA 8d6, Only Works Against Dragons
Target: One target of defined type
Duration: Instant
Range: Varies depending on bow
Charges: 1 Charge which Never Recovers
Breakability: Unbreakable
STR Minimum: N/A

Description: These magical arrows are created for a single purpose: to kill dragons. Making one requires a great deal of time, rare materials, and the enchanter's personal energy, so usually only a single arrow is made at a time. Typically a Scalebane Arrow is black with red fletching and has magical writing engraved onto its shaft, but the appearance depends on the creator. Some are even given individual names, like powerful enchanted swords. Some possible types include:

Game Information: *RKA 8d6 (120 Active Points); OAF (-1), Independent (-2), Beam (-¼), Only Works Against Dragons (-2), 1 Charge which Never Recovers (-4). Total cost: 12 points.*

**Options:**

1) **True Scalebane Arrow:** Add NND (defense is Hargenzarian's Spell Of Life-Shielding; +1), Does BODY (+1). 360 Active Points; total cost 35 points.

DRAGON-BASED CHARACTERS

In some Fantasy settings, characters frequently interact with dragons in special ways. Here are two Package Deals for such characters, and GMs can easily create others if desired.

DRAGONRIDER PACKAGE DEAL

In some Fantasy realms, men have tamed dragons (at least as much as such creatures can ever truly be called “tame”) and ride them into battle or on other important missions. Only the bravest, boldest, most determined warriors are trained as Dragonriders, for it takes a strong hand and a strong mind to keep a dragon under control.

DRAGONRIDER PACKAGE DEAL

Abilities

Cost	Ability
6	Animal Handler (Dragons) (PRE Roll +2)
3	Combat Piloting
2	KS: Dragons 11-
3	Riding
1	TF: Dragons

Total Cost Of Package Abilities: 15

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Cost Optional Ability

5	Mind Link (with dragon)
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DRAGONSLAYER PACKAGE DEAL

Far more common than Dragonriders are *Dragonlayers* — warriors and other adventurers who are specially trained to slay dragons, or who by dint of extensive experience have become skilled at this most dangerous occupation. Dragonlayers have extensive knowledge of dragons' anatomy, customs, habits, and abilities, and find ways to exploit dragons' weaknesses.

DRAGONSLAYER PACKAGE DEAL

Abilities

Cost	Ability
3	KS: Dragons (INT Roll)
7	<i>Dragonlayer:</i> Deadly Blow: HKA +1d6 versus dragons
7	<i>Dragonlayering Blow:</i> Find Weakness 11- with one attack; Only Versus Dragons (-½)

Total Cost Of Package Abilities: 13

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Cost Optional Ability

+3	<i>Knowledgeable Dragonlayer:</i> +3 to KS: Dragons
+6	<i>Improved Dragonlayering Blow:</i> +2 to Find Weakness
(var)	Hunted: one or more dragons

CHAPTER TWO



OTHER MONSTROSITIES

GANARU



GANARU				
Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [9]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
25	BODY	30	11-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
20	PD	11		Total: 20 PD (20 rPD)
20	ED	14		Total: 20 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
15	REC	0		
60	END	0		
70	STUN	7		Total Characteristics Cost: 279 (+150 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"
Swimming: 12"/24"

Cost	Powers	END
150	<i>Ganaru's Magic:</i> 150 points' worth of Magic Skills, spells, and abilities	var
75	<i>Ganaru's Eyes:</i> Mind Control 15d6, Telepathic (+¼), Reduced Endurance (½ END; +¼); Eye Contact Required (-½)	4
63	<i>Ganaru's Eyes:</i> Telepathy 15d6, Reduced Endurance (½ END; +¼); Eye Contact Required (-½)	3
50	<i>Ganaru's Mind:</i> Telekinesis (20 STR), Fine Manipulation, Reduced Endurance (½ END; +¼)	2
7	<i>Ganaru's Bite:</i> HKA ½d6; No STR Bonus (-½)	0
131	<i>Ganaru's Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 8 Charges (-½), Bite Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (to RKA; -½) plus RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 8 Charges (-½), Bite Must Do BODY (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½)	[8]
60	<i>Master Of Serpents:</i> Summon up to 16 serpents built on up to 200 Character Points, Slavishly Loyal (+1); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	12

20	<i>Ganaru's Scales:</i> Damage Resistance (20 PD/20 ED)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
14	<i>Strong Mind:</i> Mental Defense (20 points total)	0
20	<i>Magical Being:</i> Power Defense (20 points)	0
50	<i>Divine Gift:</i> Life Support (Total, including Longevity: Immortality)	0
12	<i>Swift:</i> Running +6" (12" total)	0
10	<i>Swift:</i> Swimming +10" (12" total)	0
6	<i>Naga's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Ganaru's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Ganaru's Eyes:</i> Ultraviolet Perception (Sight Group)	0
17	<i>Perceive Intruders:</i> Detect Intruders 15-, Discriminatory, Analyze, Sense	0
7	<i>Sense Invisibility:</i> Detect Invisibility 15- (no Sense Group), Sense	0
5	<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	0
33	<i>Assume Human Form:</i> Shape Shift (Sight and Touch Groups), Costs Endurance Only To Change Shape (+¼) plus Shrinking (to human size), Costs Endurance Only To Change Shape (+¼); Linked (-½)	1

Talents

20 Universal Translator 15-

Skills

- 30 +3 Overall
- 3 Climbing 14-
- 3 Concealment 15-
- 3 Conversation 15-
- 3 Deduction 15-
- 3 High Society 15-
- 3 Persuasion 15-
- 3 Paramedics (Healing) 15-
- 3 Stealth 14-
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 15-
- 2 2) KS: Art History 15-
- 2 3) KS: Demons 15-
- 2 4) KS: Gems And Jewelry 15-
- 2 5) KS: History 15-
- 2 6) KS: Human Society And Culture 15-
- 2 7) KS: Legends And Lore 15-
- 2 8) KS: Literature 15-
- 2 9) KS: Music 15-
- 2 10) KS: The Scarlet Gods 15-

Total Powers & Skills Cost: 873
Total Cost: 1,152

75+ Disadvantages

- 15 Physical Limitation: Enormous (8 meters long; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 9 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 25 Psychological Limitation: Devoted Servant Of The Scarlet Gods (Very Common, Total)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 993 Experience Points

Total Disadvantage Points: 1,152

Background/History: Once, countless years ago, Ganaru was one of the wisest and most beneficent of the nagas. Green-scaled and large, he gave advice and assistance to his younger kindred unselfishly, and at times even aided groups of adventurers with information or a timely-cast spell. All who knew him revered him for his wisdom, learning, and compassion.

So great became Ganaru's fame that the Scarlet Gods, deities of darkness and malice, heard word of him. They determined that they could not tolerate the existence of a being of such mercy and kindness, and decided to turn him to their own ends. At first they campaigned against him with subtlety, trailing temptations across his path. For long and long they failed as Ganaru stood firm against their wiles in his holiness. But finally he faltered, just the tiniest bit, and that was all the Scarlet Gods required. They laid hands upon him, corrupting him and befouling his soul. His glittering green scales turned black as night, mirroring the shadow that had come to reside in his soul.

Now that he was their most willing servant, the Scarlet Gods set Ganaru a task. Deep in the jungle they had a temple, a site most sacred tended to by a special order of priests and possessed of much wealth. They set Ganaru as guardian of the temple, and it became known as the Temple of the Black Serpent. Ever since he has resided there, protecting the temple's wealth with his spells and his might. He spends most of his time in the Temple's treasury itself, but can sometimes be found coiled around the central altar, patrolling the hallways, or sunning himself on the terrace.

The temple's priests, now known as adherents of the Order of the Black Serpent, tend to give him as wide a berth as possible (though a few revere him as semi-divine himself and worship him in his presence). They know he cares nothing for them — after all, the Scarlet Gods did not task him with protecting *them* — so they avoid him rather than risk being harmed by him, either out of carelessness or spite. More than a few of them resent his attitude, his cruelty, and the way he's taken over the leadership of the temple, which once was theirs and theirs alone. If an opportunity to get rid of him (such as the arrival of a powerful group of adventurers) arose, they would take it... though only if they could do so without his knowledge or offending the Scarlet Gods, and if they felt confident of retaining control of the temple and its treasures afterward.



Personality/Motivation: Ganaru was once the most kind-hearted and beneficent of souls. But that naga is gone, replaced by one of unequalled evil thanks to the machinations of the Scarlet Gods. Cruel and ruthless, he kills anyone who offends him, or whom he merely feels like killing. He also enjoys playing games with his foes if he feels he can get away with it. For example, he often tricks adventurers by claiming to be “imprisoned” against his will, and tells them they can free him if they complete a difficult quest. The quest involves obtaining some item Ganaru wants for the temple. Either the adventurers die trying to retrieve it, or he kills them when they bring it back to him. He wins no matter what happens.

Ganaru is a devoted servant of the Scarlet Gods, who have commanded him to protect the treasures of the temple, and the sacred site the temple occupies, from interlopers, invaders, and thieves. (They’ve gifted him with the power to detect intruders into the temple, and to see invisible beings, to help him do this.) But that charge leaves out as much as it includes. Specifically, the Scarlet Gods have *not* commanded him to (a) protect or help the priests of the Temple, or (b) to protect the Temple itself, which is just window-dressing. Someone who kills a priest won’t necessarily attract Ganaru’s wrath, if he thinks they’re no threat to the treasury or the site.

Quote: “Did you think the Lords of All Creation would leave their most sacred of sites unguarded? If so, you are even more foolish than you look!”

Powers/Tactics: Ganaru possesses all the powers of an ordinary naga, but often to an even greater degree. His mystical knowledge and powers are stronger, his venom is deadly, and his senses make it almost impossible to sneak past him. In combat he usually coils himself around (Grabs) a spell-caster or other easy target, then uses his spells, mental powers, and bite to destroy his other foes. When he’s done, he finishes off the Grabbed foe at his leisure.

If he has the time, Ganaru may try to trick adventurers using his Assume Human Form power. He’ll appear to them as a Temple captive eager to help them, or as a treacherous priest who wants to get rid of “the cruel serpent-man.” He’ll reveal his true self at the best moment to surprise the PCs.

Many of the Black Serpent priests will come to Ganaru’s aid during an attack (though as mentioned above, others will not, and may even assist the PCs covertly). Use the character sheet on page 123 of *Monsters, Minions, And Marauders* for

them; they’re typically armed with staffs, daggers, and hand axes.

Campaign Use: The obvious use for Ganaru is as an opponent for the PCs to fight and face, and earn a rich treasure as a reward. But there are other possibilities as well. The first is using Ganaru as a “patron” who tricks the PCs into one or more additional adventures in an effort to “free” him. The second is that the PCs might genuinely be able to “cleanse” him of the evil placed within him by the Scarlet Gods. Of course, that won’t be easy (to put it mildly), and if they succeed they’ll make enemies of the Scarlet Gods... but they’d also earn themselves a powerful friend for life.

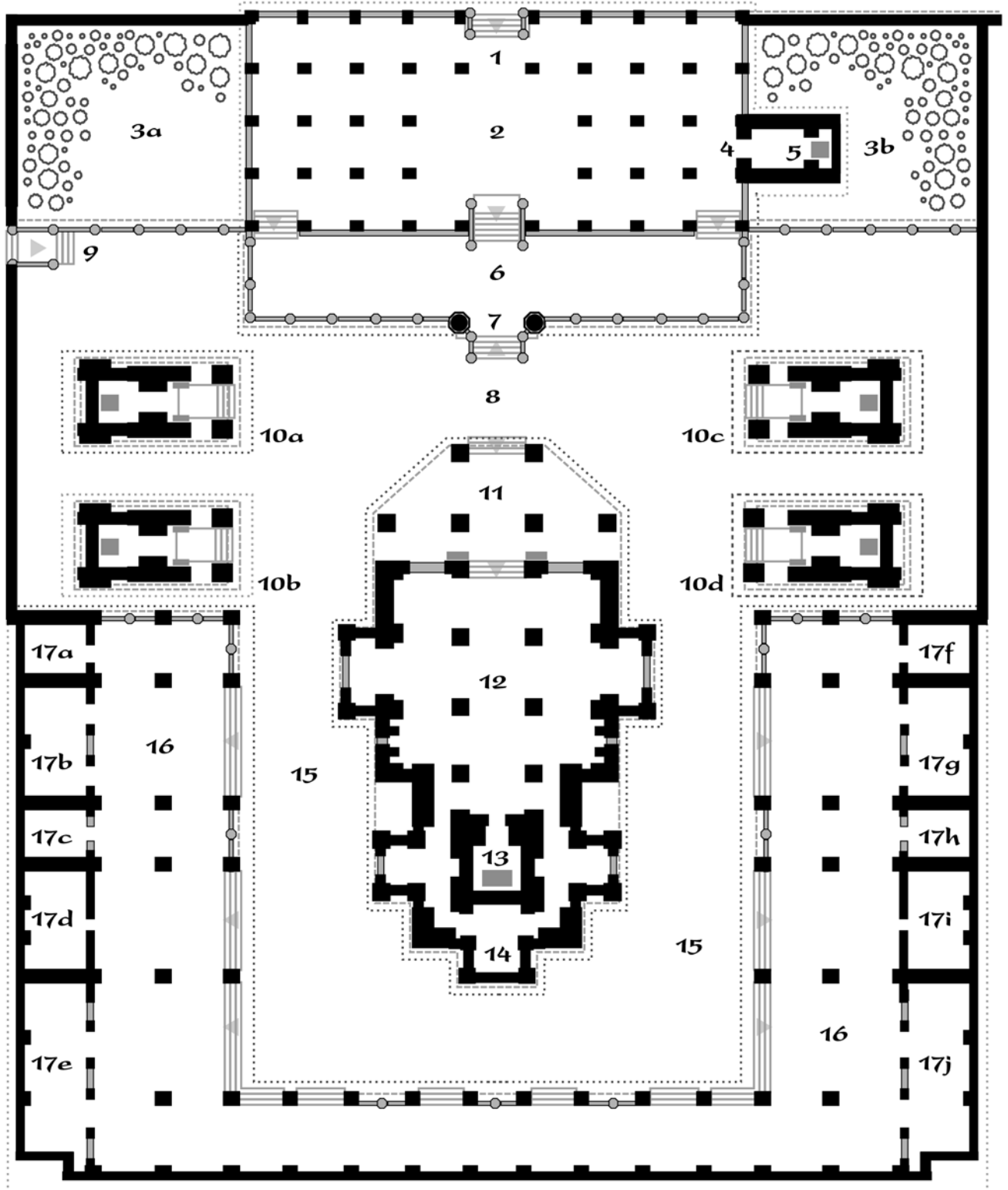
Appearance: Ganaru is a gigantic, black-scaled naga (a serpent with the head of a human; his teeth are sharp and serpentine). His eyes glow red. He’s about eight meters (25 feet) long, and usually towers at least ten feet over the PCs as he raises himself up to fight.

THE TEMPLE OF THE BLACK SERPENT

The accompanying map shows the main area of the Temple of the Black Serpent. Ganaru spends most of his time in areas 12-14, with the Niche (#14) being where most of the Temple’s treasures are kept under his watchful, unsleeping eyes. The priests are most likely to be found in areas 16-17, though at any given time many of them are away from the main part of the Temple, seeing to their duties in nearby buildings that are part of the overall Temple complex.

The main part of the temple is 11-14. The Artha Mandapa (#11) is a gathering-place where the monks assemble to worship and perform ceremonies. The four Devakulikas (#4, #10a-d) are also important; they’re small shrines to specific deities, each containing a *mudri*, or idol, depicting that god. The Artha Mandapa and all Devakulikas all feature *dvarapalas*, door guardian statues typically depicting demons or ogres. (If you want, Ganaru can cast a spell to animate the *dvarapalas*; in that case, use the Stone Golem character sheet from page 79 of *The HERO System Bestiary* for them.) Topping the entire temple is a *gopuram*, a conical steeple-like structure that’s just above the temple’s shrine (#12).

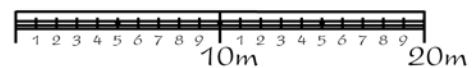
Temple of the Black Serpent



- 1 Entrance
- 2 Entry Hall
- 3 Outer Courtyards
- 4 Devakulika
- 5 Mudri (typ)
- 6 Mandapa
- 7 Toranda
- 8 Inner Courtyard
- 9 Northern Stairs

- 10 Devakulika
- 11 Artha Mandapa w/ Temple Dvarapalas
- 12 Temple Shrine
- 13 Garbhagriha
- 14 Niche
- 15 Circumambulatory
- 16 Porch/Portico
- 17 Side Chambers

- Roof Line
- Platform edge
- Half-wall
- Ballustrade
- ▬ Stairs (arrow indicates highest point)



THE GOD OF WORMS



THE GOD OF WORMS

Val Char Cost Roll Notes

40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
30	BODY	40	15-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	10-	ECV: 2
40	PRE	30	17-	PRE Attack: 8d6
4	COM	-3	10-	
20	PD	12	Total: 20 PD (15 rPD)	
20	ED	14	Total: 20 ED (15 rED)	
5	SPD	20	Phases: 3, 5, 8, 10, 12	
15	REC	2		
60	END	0		
65	STUN	0	Total Characteristics Cost: 220	
(+116 with NCM)				

Movement:	Running:	14"/28"
	Leaping:	0"/0"
	Swimming:	8"/16"
	Tunneling:	10"/20"

Cost	Powers	END
37	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	3
15	<i>Bash (Single Target):</i> HA +2d6, Area Of Effect (2" Radius; +1¼); Hand-To-Hand Attack (-½)	2
80	<i>Bash (Multiple Targets):</i> Area Of Effect (4" Line; +1), Mobile (see text; +1) for 40 STR	8
64	<i>Disgusting Stench:</i> Change Environment 4" radius (stench), -6 to CON Rolls (see text), -8 to Smell/Taste Group PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½)	0
30	<i>Disgusting Stench:</i> Add to Change Environment -2 CV, -2 to DEX-based Rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls, Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½) Only Applies If Victim Fails CON Roll (see text; -½)	0
10	<i>Lunge:</i> Stretching 4"; Instant (-½), Always Direct (-¼), No Noncombat Stretching (-¼)	1
15	<i>Thick, Leathery Skin:</i> Damage Resistance (15 PD/15 ED)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
10	<i>Monstrous Mind:</i> Mental Defense (12 points total)	0

16	<i>Surprisingly Large And Swift:</i> Running +8" (14" total)	2
6	<i>Surprisingly Large And Swift:</i> Swimming +6" (8" total)	1
33	<i>Rock-Eating Acidic Secretions:</i> Tunneling 10" through DEF 10 materials; Only Through Earth/Rock (-½)	5
6	<i>Worm Senses:</i> +2 PER with all Sense Groups except Sight Group	0
35	<i>Sense Vibrations:</i> Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
10	<i>Wall-Walking:</i> Clinging (normal STR)	0

Skills

25	+5 HTH
3	Stealth 13-
Total Powers & Skills Cost: 411	
Total Cost: 631	

75+ Disadvantages

15	Physical Limitation: Huge (16 meters long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
8	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Wants To Sate Its Enormous Appetite (Common, Total)
483	Experience Points

Total Disadvantage Points: 631

Background/History: The vast, deep caverns of the Sunless Realms sometimes give birth to nightmarish monsters the likes of which have never been seen on the surface world. One such is the God of Worms, a gigantic carrion worm gifted with intelligence. How it came to be, no one knows. Perhaps it was created by the gods, or some malign magic, or maybe it simply evolved through some freak coincidence of nature. Whatever its origin, it's worshipped by other carrion worms as a god.

And they are not its only followers. Its treasure-filled lair in the Realms deep below the cliffs of Kal-Turak's Wall has attracted wicked humans and orcs who also consider it a god and bring it sacrifices and wealth. It has allowed the most dedicated of these priests to take secretions from its skin and drink them, which transforms them into hideous worm-men!

Personality/Motivation: Normal animal motivations, but influenced by the fact that it's intelligent. Mostly it just wants to gorge itself on flesh, dead if necessary, living if possible. But it also recognizes the value in treasure and accumulates it for its own sake (though it's not as greedy or grasping as a dragon; it might use its hoard to buy its way out of a dangerous situation, for example). Beyond that it has begun to wonder if it can somehow marshal the carrion worms (who instinctively worship it and obey its commands) and its humanoid followers to become a power in the Sunless Realms. It has no firm idea how to accomplish this, though it knows it will need many more worm-men for its armies....

Powers/Tactics: The God of Worms is an enormous, intelligent, powerful example of the carrion worm species (see *Monsters, Minions, And Marauders*, page 12); it possesses no divine powers or gifts, for all that lesser worms worship it. It fights much like its brethren, relying primarily on its Bite as an attack. It also frequently Swallows human-sized targets whole; see page 33 of *The HERO System Bestiary* for rules (its stomach acids are Very Strong, so few characters can survive long inside it).

The God of Worms can also bash and crush its enemies with its enormous bulk. Against a single target this is defined as HA +2d6 covering a 2" Radius area. When facing multiple opponents it swings the upper half of its body from side to side so it can hit several people at once; this is a Mobile Area Of Effect (Line), with the area it can cover with Mobile defined as a sort of "cone" in front of itself. (Treat these two powers as if they were bought in a Multipower; it can't use both at once.) It can even make a sudden lunge forward up to 4" to hit or bite its foes (its body is too thick for it to wrap around and Grab them).

Like smaller carrion worms, the God of Worms doesn't suffer any penalties due to the darkness of its home because of its ability to perceive vibrations, and in fact it will actively try to snuff out any sources of light used by its enemies to give itself an advantage. Its stench is even more foul than that of a smaller worm. Anyone who comes within 4" of it must make a CON Roll at -4. If he fails, he suffers a -2 penalty to CV and all Skill Rolls because of gagging and retching. He may make another roll each Phase; the -2 penalty remains in effect until he succeeds. The GM may lower the CON Roll penalty over time (-5 the second roll, -4 on the fourth roll, -3 on the eighth roll, and so on) to reflect how the character becomes used to the odor. Additionally, the smell makes it difficult to perceive other smells (on the other hand, it also reduces the worm's ability to use Stealth).

If confronted with an enemy it cannot overcome, the God of Worms flees, using its Tunneling to escape. It can dig through rock faster than most humans can run, so it has a good chance to escape this way. It will try to dig upward or at some other angle that makes it difficult for pursuers to follow. At the GM's option, for $\frac{1}{2}d6+1$ Segments

after it passes through a hex, touching the stone in that hex inflicts HKA 1 point, Penetrating acid damage.

Campaign Use: Besides just being an enormous monster the PCs have to defeat, you can use the God of Worms as the focus of greater plots. If it begins to make a serious move for power in the Sunless Realms, existing powers — the dark elves and deep dwarves, for example — may find themselves hard-pressed to fight it off. In that case they might have to ally with one another... or a group of powerful adventurers that gets thrust into the situation somehow. A long story arc, or even an entire campaign, could revolve around the political and military machinations of the Sunless Realms.

For the God's humanoid priests, use the character sheet on page 123 of *Monsters, Minions, And Marauders*. Arm them with swords, daggers, or whatever else seems appropriate. For worm-men half-breeds, use the Orc character sheet from page 77 of that same book, but give them Tunneling 2", +15 PRE only for making fear-/intimidation-based Presence Attacks, and any other abilities you consider appropriate.

Appearance: The God of Worms looks much like an ordinary carrion worm, with a semi-segmented body covered by thick, leathery plates of skin and a lamprey-like, fang-filled mouth. But where an ordinary carrion worm is 10 feet long and proportionately thick in the body, the God of Worms is over 50 feet long. Here and there its skin is scarred from battles with other monstrous things that dwell in the Deep Lands.



JLA'SARA



JLA'SARA, SPAWNER OF MONSTERS

Val Char Cost Roll Notes

20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
40	BODY	60	17-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
40	PRE	30	17-	PRE Attack: 8d6
2	COM	-4	9-	
12	PD	8		Total: 12 PD (12 rPD)
12	ED	6		Total: 12 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
20	REC	20		
60	END	0		
80	STUN	15		Total Characteristics Cost: 261 (+133 with NCM)

Movement:	Running:	1" / 2"
	Tunneling:	1" / 2"
	Swimming:	0" / 0"
	Leaping:	0" / 0"

Cost Powers

143	<i>Monster Spawning:</i>	Summon up to 2,000 monsters built on up to 500 Character Points, Expanded Group (nearly any sort of monster, see text; +½), Slavishly Loyal (+1), Reduced Endurance (5 END; +½); Extra Time (takes a minimum of 1 Turn to spawn a monster, and often more, see text; -1¼), Cannot Summon More Than One Monster At A Time (-1)	5
50	<i>Tentacles Upon Tentacles:</i>	Entangle 4d6, 6 DEF, Autofire (5 shots; +½), Transparent (to Jla'sara's HKA; +¼), Reduced Endurance (½ END; +½); Limited Range (only within herself; -¼), Feedback (Jla'sara takes all damage done to Entangle; -1)	4
27	<i>Digestion:</i>	HKA 1d6, NND (defense is Power Defense; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No STR Bonus (-½), Can Only Be Used On An Entangled/Grabbed Victim (-1)	0
60	<i>Absorb Nutriments:</i>	Transfer 1d6 (targets' CON to Jla'sara's CON), maximum of 16 points of effect, Continuous (+1), Damage Shield (see text; +½), Reduced Endurance (0 END; +½)	0
12	<i>Semisolid Body:</i>	Damage Resistance (12 PD/12 ED)	0

30	<i>Semisolid Body:</i>	Physical Damage Reduction, Resistant, 50%	0
15	<i>Semisolid Body:</i>	Energy Damage Reduction, Resistant, 25%	0
10	<i>Heavy:</i>	Knockback Resistance -5"	0
11	<i>Monstrous Mind:</i>	Mental Defense (15 points total)	0
22	<i>Rapid Healing:</i>	Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
15	<i>Unresponsive:</i>	+30 PRE; Only To Protect Against Presence Attacks (-1)	0
39	<i>Semisolid Body:</i>	Life Support (Self-Contained Breathing; Diminished Eating: once per week; Diminished Sleeping: no need to sleep; Immunity: all diseases and poisons; Longevity: Immortality)	0
10	<i>Semisolid Body:</i>	No Hit Locations (see text)	0
20	<i>Burrowing:</i>	Tunneling 1" through DEF 6 materials	2
-10	<i>Can Barely Move:</i>	Running -5" (1" total)	
-1	<i>Can Barely Move:</i>	Swimming -1" (1" total)	
24	<i>Semisolid Body:</i>	Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	0
10	<i>Semisolid Body:</i>	Clinging (normal STR)	0
5	<i>Tentacles:</i>	Extra Limbs (as many as she needs)	0

Talents

9	Ambidexterity (no Off Hand penalty)
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Skills

10	+2 HTH
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Total Powers & Skills Cost: 511

Total Cost: 772

75+ Disadvantages

5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Gigantic (32m "tall"; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
25	Psychological Limitation: Protective Of Her "Children" (Very Common, Total)
10	Psychological Limitation: Must Destroy "Infestations" (Common, Moderate)
20	Vulnerable: 2 x STUN from Area-Affecting Attacks (see text; Common)
20	Vulnerable: 2 x BODY from Area-Affecting Attacks (see text; Common)
602	Experience Points

Total Disadvantage Points: 772

Background/History: Tens of thousands of years ago, during what mystics sometimes call the Primordial Age, there existed a proto-goddess named Jlasarena. A deity of fertility and creation, she reveled in the wonders and diversity of life in all its many forms. Tribes of early humans beseeched her for abundant crops and herds, easy childbirth, and large families.

But the day came when her peoples were conquered by the horrifying aliens known as the Elder Worm. As the Elder Worm enslaved them, and even crossbred with them, their thoughts of Jlasarena began to change — and she, as a proto-goddess, lacked the power and sophistication to resist the power of their conceptualization. Slowly but surely she degenerated, becoming less and less a goddess and more and more a hideous mockery of what she'd once been. Her name was forgotten, even among the descendants of her worshippers; those who knew of her called her simply *Jla'sara*, and in time even that name vanished from the minds of men.

Now, millennia later, Jla'sara lurks deep underground, in the ruins of what was once a mighty castle of the Primordial Age. Although those ruins contain great wealth and the raw, powerful magics of that time, most adventurers who dare to explore them do not live to tell the tale... for the ruins are also home to Jla'sara's "children," the monsters she constantly spawns.

Personality/Motivation: Jla'sara exists to procreate, though her definition of "procreation" is radically different from that of humanity, since no other member of her species is available to participate in the process. So great is her fertility that she simply reproduces on her own, and in her own inhuman, detached way she cares very much for each of her "children." Once they wander outside of her she quickly forgets about them, but anyone who harms or kills one while it's still in her chamber will earn her undying wrath.

Jla'sara is also protective of herself, to a certain extent. Anything that enters her that's not one of her children could be considered an "infestation." She may not recognize it as such, and initially may even present herself to adventurers as a beneficent mother/creator (though her hideous appearance will make it hard for even the most seasoned heroes to accept that). But eventually she'll fail an EGO Roll, or take offense at something a PC says, and will then conclude that the PCs are "infestations" that she must destroy to keep herself safe.

Quote: "All life that is worthy springs from me! All life that springs from other sources is false!"

Powers/Tactics: Jla'sara has devolved from proto-goddesshood to an existence as a mad protoplasmoid being, a vast conglomeration of semi-liquescient "flesh" that lines the walls, floor, and ceiling of the vast chamber that is her home. Anyone who enters her home likewise enters her — which usually proves fatal, for several reasons.

First and foremost, Jla'sara spontaneously "gives birth" to her "children" — various sorts of



JLA'SARA'S RANDOM MONSTER TABLE

References are to *The HERO System Bestiary* (“HSB”) and *Monsters, Minions, And Marauders* (“MMM”). Roll 1d6 for the first and last numbers in each entry.

Roll	Monster
1-1	Agathodaemon (MMM 5)
1-2	Ahuitzotl (MMM 6)
1-3	Amorphous Horror (HSB 190)
1-4	Assassin Bug (MMM 7)
1-5	Basilisk (HSB 41)
1-6	Bat, Giant Vampire (HSB 42)
2-1	Butatsch (MMM 10)
2-2	Calopus (MMM 11)
2-3	Carrion Worm (MMM 12)
2-4	Chimera (HSB 44)
2-5	Cipactli (MMM 14)
2-6	Crab, Giant (HSB 46)
3-1	Deadly Ooze (HSB 47)
3-2	Dragon, Acid-Spitting (MMM 29 or page 73 of this book)
3-3	Flying Head (MMM 41)
3-4	Harpy (HSB 83)
3-5	Jaculus (MMM 55)
3-6	Lamia (MMM 57)
4-1	Leucrotta (MMM 61)
4-2	Lizard, Giant (HSB 95)
4-3	Manticore (HSB 104)
4-4	Myceton (MMM 69)
4-5	Myrmex (MMM 54)
4-6	Orobon (MMM 78)
5-1	Proto-Humanoid, Small (use Goblin, MMM 50)
5-2	Proto-Humanoid (use Orc, MMM 77)
5-3	Proto-Humanoid, Large (use Guardian Ape, HSB 40)
5-4	Proto-Humanoid, Gigantic (use Hill Giant, MMM 43)
5-5	Rat, Giant (HSB 109)
5-6	Scorpion-Man (MMM 93)
6-1	Swamp Creature (HSB 211)
6-2	Thelgeth (MMM 103)
6-3	Thornshooter (MMM 83)
6-4	Treeman (HSB 119)
6-5	Wolf, Giant (HSB 129)
6-6	Wyvern (HSB 68)

monsters — constantly. Some stay there with her for a brief period of time, others leave to inhabit the ruins she lives in, and others go out into the world. Whenever the PCs enter her, there will be 2d6+1 monsters of various types in the chamber, all responsive to her every whim. Use the accompanying table to randomly determine which monsters are there.

Second, Jla'sara has the ability to absorb nutrition from anyone inside her, though she uses this only against intruders, never against her children (think of her Summoned monsters as having Personal Immunity to the effect). This is bought as a Transfer Damage Shield, though in this case the damage only applies to anyone inside her and in contact with her “flesh” (rather than someone outside her hitting her).

Third, Jla'sara can instantly create as many tentacles as she wishes and use them to Grab people (up to five at a time, if you use the Entangle for this). What's worse, she slowly but surely consumes anyone she's Entangled/Grabbed, killing them.

Combating Jla'sara is difficult, since her “flesh” is tougher than plate armor, she's gigantic, and she self-heals at a rapid rate. The most likely way is to use area-affecting attacks, such as fireball spells, pools of flaming oil, and the like; these hurt her more than normal because they affect so much of her.

Campaign Use: Naturally, Jla'sara can serve as a source of monsters to populate dungeons, caverns, ruins, and other such places that adventurers love to explore — just make sure those places are close to her home, or connected to it somehow (physically or magically), and her spawn will soon fill any gaps in the local “ecosystem.” But there's more to her than that. For example, would it be possible to “revive” Jalarana by somehow restarting her worship in its original form (assuming the PCs could ever learn she was a goddess, and how she was worshipped)? If so, would other fertility/creation goddesses object? And surely Jalarana wasn't the only proto-deity that humans of the Primordial Age worshipped — did the others “degenerate” in a similar fashion, and if so where are they and what are their powers?

Appearance: Jla'sara, the Spawner of Monsters, is a gigantic protoplasmoid monstrosity that lives in, and on the walls of, an enormous underground chamber. Her “flesh” is a greenish-grey color, tinged in places with yellow, purple, or other hideous shades. Here and there tentacles extrude from her flesh, and in many places it drips ooze or slime. High in one corner of her lair is her “head”: a protuberance or mounding of her flesh covered with several large eyes (the eyes aren't in any particular pattern, and don't even all look alike). She doesn't seem to have any mouth, nose, ears, or other sensory organs, though she lacks no senses. Periodically bulges appear somewhere in her body and swiftly grow into various monsters, almost like an amoeba budding out another amoeba in horrific fashion.

MACHICOL, THE LIVING CASTLE



The life of an adventurer is fraught with peril... but at least most perils can easily be discerned. The most deadly of all are often those that conceal their dangerous nature under a fair guise, luring adventurers in until it's too late and the trap is sprung.

Such is Machicol, the Living Castle. One of the strangest beings in all the multiverse, Machicol is a living entity the size and shape of a castle. It has complete control of most of its internal structure, allowing it to slaughter and devour anyone unlucky enough to set foot inside. Machicol tempts victims into itself partly through the mystery it presents (“Why is there a perfectly-preserved but nearly uninhabited castle out here in the middle of nowhere?”) and partly with the help of a few human slaves it has let live in exchange for their assistance.

The Nature Of Machicol

Machicol is a living entity, though it can barely move and so must lure food to itself... and the food it prefers is human and demi-human flesh. It can control its external shape and appearance, and to a large extent its internal structure and appearance as well.

Machicol has DEF 6 internally. Unless noted otherwise below, this applies to everything that's a part of the castle's structure (walls, ceilings, floors, doors), and to things sturdily attached to it (torch cressets, tapestries, artwork, rugs...). Detachable items, such as pieces of furniture, aren't part of Machicol; they're “props” it's brought in to make the illusion that it's a castle more believable. They have their standard DEF and BODY (see *Fantasy Hero*, pages 144-48, for many examples). Individual internal parts of Machicol, such as a wall or a door, have the same BODY an ordinary version of them would have (unless indicated otherwise below).

The accompanying maps show various internal “parts” of Machicol that you can use after the PCs enter it. The important thing to remember is that, within limits, Machicol can change and re-arrange its internal structure as it sees fit. It does this to toy with its prey, since it feeds off their fear and anxiety as much as it does their flesh. For example, the PCs could go into a room, and when then come out, the corridor the door opens into has been completely redecorated... or it might open into another room instead of a hall! Whenever Machicol changes its internal structure there's a sort of gastric rumbling sound, the intensity

of which varies depending on the severity of the change and how close to the PCs it is.

Besides its SPD (see below), there are a few rules governing Machicol's ability to change itself. First, it cannot make any changes in a room or area occupied by any PC. Thus, the PCs can “lock down” parts of the castle by spreading themselves out... though that effectively pins them down as well. Second, the one room that Machicol cannot quickly change, and cannot move, is the Throne Room. This is the center of its self, where it is most vulnerable. The throne is in effect its “brain,” and the large central chandelier its “heart.” It will do its best to keep the PCs from reaching that room. If the PCs destroy either organ (both have BODY 10, DEF 8), Machicol dies. In its death it will spasm and collapse, making it difficult and dangerous for the PCs to get out unharmed....

The accompanying maps show several other rooms of note: the Foyer, where the PCs first enter the castle; the Main Hall where meals are served and the Kitchen where they're prepared; the Library/Trophy Room; the Well Room; and the Chapel. You can also adapt rooms from other castles (such as Eisburk-Beyond-the-Shoals from *Fantasy Hero Battlegrounds* or Schloss Eisenwolf from *Thrilling Places*).

SPEED AND PHASES

Machicol has SPD 6 for the purpose of using its various attacks (see *Dangerous Features Of The Castle*, below) and for re-arranging its internal structure. Once the PCs realize the “castle's” true nature, you should count Phases for pretty much the remainder of their time inside. This gives them the chance to slip from room to room before Machicol can alter its internal structure, which is likely the only way they'll be able to reach the Throne Room (absent powerful magics, such as teleportation spells).

MACHICOL'S STANDARD PLAN

The way Machicol typically works is this. It uses its human slaves (see *Residents*, below) to lure PCs inside itself and keep them interested. Basically, the humans state that the mysterious “Castle Lord” (as they put it) is the subject of an enchantment that only the PCs, whose arrival has been prophesied, can break. Once they're inside the slaves treat them well and serve them a sumptuous meal to fatten them up... and then vanish. When the PCs go in search of them, they discover that the castle has changed!

Alternately, Machicol might try to separate the PCs, for example by waiting until they're all



asleep in their guest rooms. That prevents more parts of it from being changed, and gives them access to their gear, but keeping the PCs separated makes it easier to manipulate and terrify each one (though it also complicates your job as GM).

Dangerous Features Of The Castle

Every second the PCs are inside Machicol they're in danger, as they'll quickly discover. But the Living Castle won't simply obliterate them; it wants to toy with them so it can feed off their fear and anxiety before it feasts on their flesh. Instead of simply crushing them (which it can do, see below), it will try to harm and kill them with "traps" which are really manifestations of its ability to control its body. The GM can come up with whatever "traps" he considers appropriate; some examples include:

EXTRUDED STONE

The simplest and crudest attack Machicol can make is to extrude a "tentacle" of stone from a wall, ceiling, or floor to crush or bash intruders with. Unlike the "traps" described below, there's really no way to detect this before it happens, though the attacks can be avoided by Aborting to Dodge or Block them. Fortunately, Machicol cannot use this attack more than three times per Turn, and never on two of its Phases in a row.

Machicol's stone "tentacles" do 6d6 Normal Damage and hit with OCV 6. After the attack they meld back into the wall, ceiling, or floor they came from, which becomes indistinguishable from any other wall, ceiling, or floor.

CHANDELIERS

Chandeliers, lanterns, and other items hung from the ceiling can be dropped on a PC, inflicting 2-8d6 of damage depending on the size and weight of the object. Additionally, if the object has candles or lantern oil, the victim has an 11-chance to catch fire and take ½d6 Killing Damage per Phase until he's put out (some fire may even "splatter," affecting people standing near the victim as well). Machicol has OCV 4 for this attack.

DOORS

There are many doors throughout Machicol, mostly made of heavy wood (often banded with iron); they typically have DEF 4, BODY 4. It can slam one shut on a PC as he walks through. This causes 4d6 Normal Damage and hits with OCV 6.

Fortunately, this is one trap that's easily avoided: the PCs simply have to wedge doors open somehow so they can't slam shut. Each door has STR 20 to resist this, and must use that STR to overcome the PCs' efforts before it can attack. A wooden wedge slipped under the door to hold it has STR 10; a piece of heavy furniture or the like has the STR required to lift it (though depending on the size and shape of furniture, it may make it impossible to shut the door regardless of STR); a spike driven into the wall or floor to hold a door has STR 30.

LOCKED DOOR AND MOVING WALLS

If the PCs enter a room that only has one door, Machicol can trap them in it and crush them. The door slams shut and two walls (DEF 6, BODY 8) begin to move together at the rate of about 1/3" per Segment. Since they fill the

corridor or room from side to side, there's no way around them — the victim has to stop them from moving if he wants to live. The sliding walls have STR 30. If they encounter resistance (including characters trapped between them when they get close), they do 6d6 Normal Damage to the resisting objects or characters that Segment. The next Segment, they do 7d6; the next, 8d6; and so forth (adding +1d6 per Segment) until everyone and everything between them is crushed into a bloody paste.

As with pit traps (see below), the PCs have a chance to detect that a room's prepared for this before Machicol springs his trap. A Security Systems roll at -3 tells them that something's not right, though not necessarily exactly what. If they don't exit the room within three Segments, Machicol slams the door shut and the walls begin moving together....

PITS

Machicol can cause covered pits to form in its "floors," so that trapdoors open and drop one or more PCs into the pit. Typically these pits are 2-4" deep, and thus inflict 2-4d6 Normal Damage (see *The HERO System 5th Edition, Revised*, page 434). However, some are deeper... and even worse, sometimes Machicol forms spikes at the bottom, converting the Normal Damage into the equivalent DCs of Killing Damage. Another favorite trick is to secrete some of its digestive juices into the bottom of the pit so that anyone who falls in takes acid damage (1 point of Killing Damage, Penetrating, per Phase).

The PCs have a chance to detect a pit trap before they fall into it. Any character who examines a hex before stepping into it can make a Security Systems roll at -1 to spot the pit trap. Once one's detected it should be a fairly simple matter for the PCs to avoid it by walking around it, jumping over it, or the like... though Machicol may put another pit in the very next hex for them to leap into!

PORTCULLI

At various places throughout the castle, entranceways to important rooms (including the Throne Room) are protected by portculli: heavy wooden and metal "gates" that drop from the ceiling. Machicol can drop them at just the right moment to crush and impale one or more PCs beneath them. (The portcullis attack covers a hex-wide line across the corridor, and thus could potentially catch more than one person.) Machicol uses this attack with OCV 5. Anyone who's hit takes 1d6 Killing Damage from being impaled by the sharpened bottom edge of the portcullis, and 8d6 crushing damage from the weight and speed of the portcullis. A victim caught underneath a portcullis is then pinned there with STR 30. Each portcullis has BODY 10, DEF 6.

STATUES

Some of the statues found here and there throughout Machicol may be detachable objects similar as furniture, but others are part of Mach-

icol itself. It can "animate" them and have them attack the PCs. Use the Stone Golem character sheet from page 79 of *The HERO System Bestiary* for them, but reduce their PD and ED to 6.

TAPESTRIES

The "tapestries" hung on the walls can fall forward to Grab/crush a PC who stands too close. Each has STR 30, BODY 8, DEF 6 for these purposes, and typically covers a 2" x 2" area.

TORCHES, BRAZIER, LANTERNS, AND FIREPLACES

There are many sources of "fire" inside Machicol (they're actually some sort of digestive gas or the like, but they behave more or less the same as fire to the PCs' perceptions). Machicol can "shoot" this "fire" at a PC. A torch, brazier, or lantern does 1d6 Killing Damage to a single target; a fireplace does 1d6 Killing Damage to everyone within a 3" Cone of it.

Before Machicol can do this, it has to "stoke" the fire, causing it to flare brighter for 1 Segment. The PCs can spot this with a successful PER Roll and take appropriate defensive action (though depending on what Segment it is, some of them may have to Abort).

OTHER FEATURES

You can also make other features of the castle shown on the accompanying maps dangerous in creative ways. For example, the wells in the Kitchen and Well Room could spew acidic "water" on the characters, or the ovens in the Kitchen might spew fire like a fireplace.

Residents

While Machicol Castle seems mostly deserted, there are a few people living within — victims of Machicol whom it's allowed to go on living so that it can more enjoyably toy with new victims (such as the PCs). These people are, by and large, cowardly folk who became trapped inside Machicol and were willing to make a Judas-bargain with it: continued existence, food, and comfortable shelter in exchange for helping it obtain and "entertain" other victims. They include:

WARDEN BELDIGAR

As the heroes approach the main gates of Machicol, they'll see a tall, broad-shouldered human warrior standing guard in front of them. Wearing a full suit of chainmail and a noble-looking helm, he has a sword slung at his left hip, a shield on his back, and a spear in his right hand. (The sword is a Blackblade Sword [*Enchanted Items*, page 165], so he won't willingly show it to anyone; and the chainmail is Armor of the Vulnerable Foe [*Enchanted Items*, page 24]. The other items aren't enchanted, unless you want them to be.) When the heroes are close enough to hear him speak, he will say:

"Greetings, noble adventurers! The Castle Machicol awaits you! If you be brave of heart and true, enter these gates to face the dangers that

await you and win great fame and reward from the Castle Lord.”

In response to appropriate questions, he gives his name, and states that it is his destiny to stand guard at the gate of Castle Machicol until a group of worthies defeats the dangers within to free him. Otherwise he claims an enchantment prevents him from saying more (though Detect Magic won't show any spells or curses on him). He chooses his words carefully to avoid being caught with Detect Lie as much as he can; for example, he refers to “the Castle Lord” as if that's a real person, when in fact he means it literally: the castle is his lord.

While Beldigar presents himself as the noble victim of sorcery, in truth he's the most wicked of the castle's human servants. Once an amoral mercenary, he has no qualms about sending people to their deaths to ensure his own future health and comfort. If prompted by Machicol he'll stalk and kill the PCs, trying to take them out one at a time to give himself better odds of success. (Naturally, Machicol can help him with this by shifting walls and using its “traps” to separate the heroes.)

For Beldigar, use the character sheet for Arvagh on page 47 of *Nobles, Knights, And Necromancers*, with any changes appropriate to make him a better match for your PCs. Also give him 25 points of Mental Defense for resisting probing by Telepathy, attempts to Mind Control him into revealing more, and the like.

MAJORDOMO CALARIUS

After the heroes enter Castle Machicol, they'll soon be greeted by a slender man of average height who introduces himself as Majordomo Calarius and says he and his staff will see to their needs during their time in Machicol. He seems pleasant and friendly, though also a bit anxious and twitchy. If questioned about this he'll thank the PCs for their concern but brush it off, claiming he's simply tired from the demands of his position.

The truth is far different. Calarius was once a thief who decided to try the risky world of adventuring. He soon found it wasn't to his liking and planned to go back to an ordinary career of thievery in the city, but his friends convinced him to help with one more expedition. That, unfortunately for him, was to Machicol. After the living castle killed all of his friends it decided to spare his life so that he could serve as its majordomo. He's been at the job ever since, but unlike his three colleagues he's wracked with guilt about what he's done. But he's too terrified of Machicol to warn the PCs — at least at first. When an appropriate moment comes, he will whisper some veiled warnings to them, and perhaps even hint at the true nature of the trap they're in... but then he'll straighten up, claim that he must attend upon the master, and depart hurriedly. Not long after that the PCs will hear a horrific smashing sound and a gurgling yell quickly cut short. If they investigate, they'll find Calarius dead, his head hideously smashed in, and no clue as to who did it...

As long as he's still loyally serving Machicol, Calarius's goal is twofold. First, he wants to get the PCs to store their possessions (particularly weapons and armor) in the luxurious guest rooms set aside for them. That way they'll have to rely on their wits and whatever weapons they can scrounge to defeat Machicol once the trap's sprung, making their plight all the more desperate. Second, he wants them to attend an enormous feast thrown in their honor by the Castle Lord. During the feast he and the other slaves all disappear until Machicol calls on them for assistance. The sudden lack of servants is probably what first prompts the PCs to poke their noses outside the feasthall doors... and discover that the castle's changed!

For Calarius, use the character sheet for Fat Harrik (*Nobles, Knights, And Necromancers*, page 68), but he has a full 6” of Running.

MANSERVANT

The main member of the Majordomo's staff that the PCs will interact with is a small man identified only as “Manservant.” Possessing the energy of a hummingbird, Manservant sometimes seems to be everywhere at once and has an uncanny knack for anticipating a “guest's” needs. In short, he's a perfect part of the picture Machicol presents to the heroes — though of course that picture is a lie. Manservant is actually a psychotic killer, a vicious assassin drawn to Machicol through rumors of treasure and trapped there to serve the living castle's will. When the trap is sprung, he'll gladly join Warden Beldigar in hunting down the heroes, if necessary.

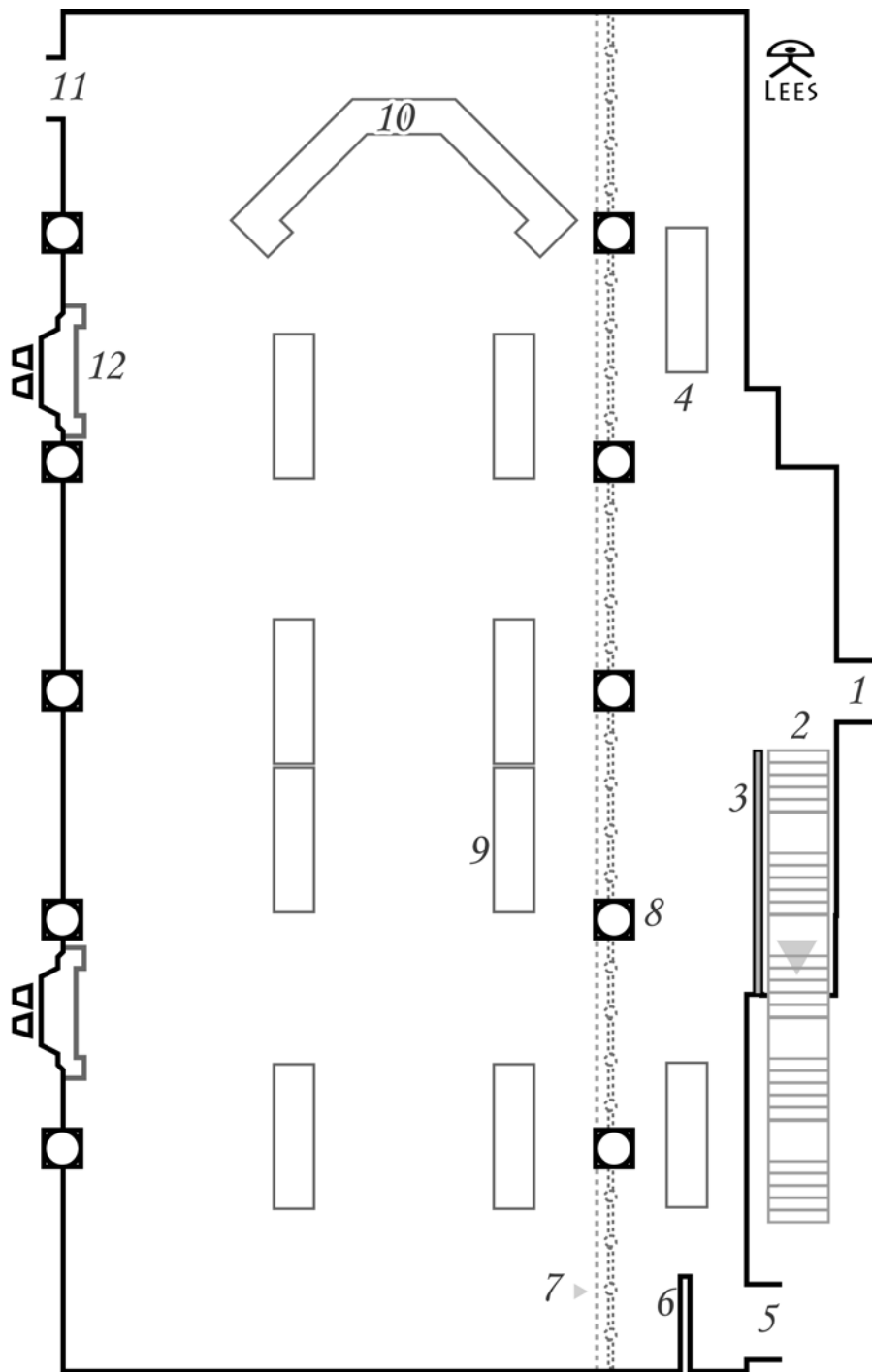
For Manservant, use the character sheet for Vinrus the Shadow (*Nobles, Knights, And Necromancers*, page 80), but take away the enchanted items.

COOK

The master of the Machicol kitchens is Cook, a stereotypically fat man who prepares all the food for the “residents” and “guests.” If the PCs meet him, he seems jolly and clever despite having to run an entire kitchen on his own; he won't have any time to talk, and will refuse all offers of help. He'll happily converse about cooking and food preparation while he works if any PC wants to “talk shop,” though.

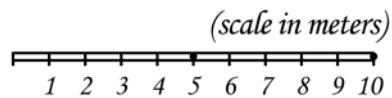
None of the other three know where Cook came from or how he ended up in Machicol, but they do know one thing: Cook is a very demon with knives. Thrown or wielded hand-to-hand, he's a master of the short blade. He will help hunt down the PCs if necessary, and enjoys one-on-one duels with knifefighters of similar skill.

For Cook, use the character sheet for Ylragi of the Seven Daggers (*Nobles, Knights, And Necromancers*, page 66), but take away the enchanted items.



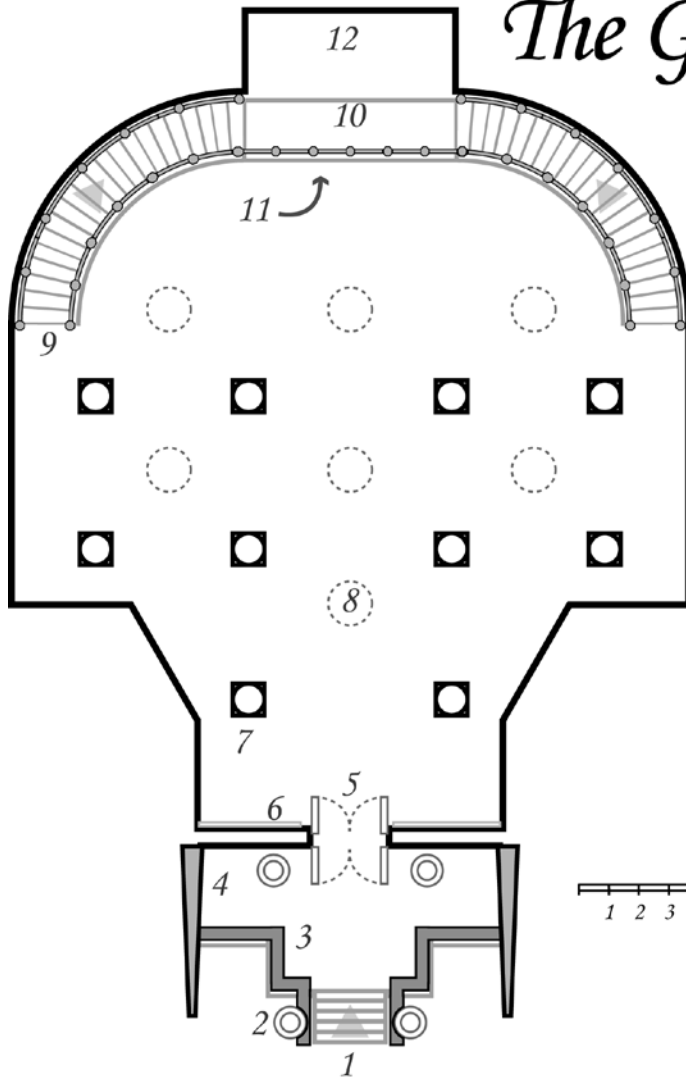
LEES

Main Hall

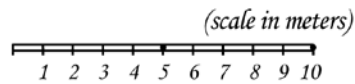


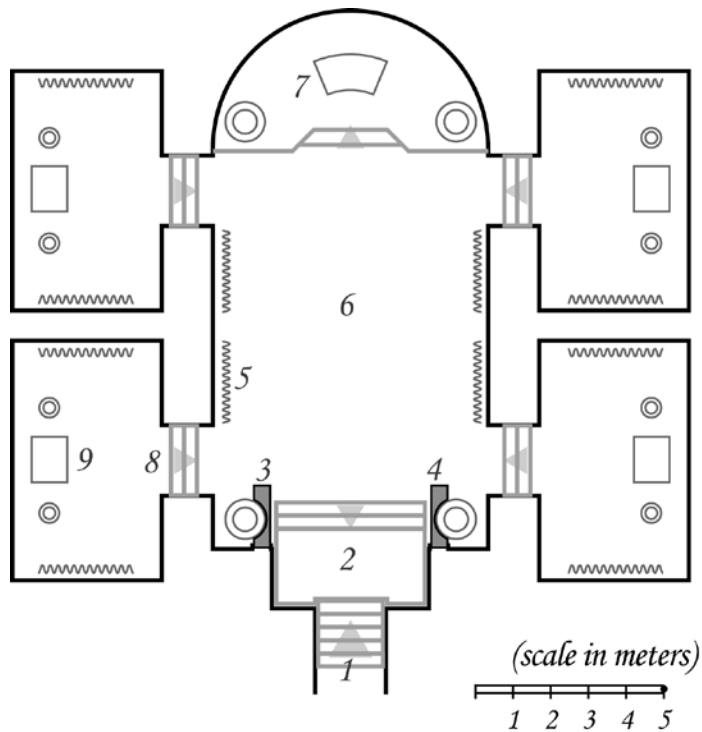
- | | | | |
|---|------------------------------|----|----------------------------|
| 1 | Main Entrance | 7 | Minstrel's Gallery (above) |
| 2 | Stairs to Minstrel's Gallery | 8 | Support Columns |
| 3 | low wall along stairs | 9 | Serving Tables (standard) |
| 4 | Serving Tables | 10 | King's Table |
| 5 | Exit to Kitchens | 11 | Hallway to Royal Wing |
| 6 | Screening Wall | 12 | Massive Fireplace |

The Grand Foyer



- 1 *Porch Stairs*
- 2 *Braziers (typ)*
- 3 *Porch low wall*
- 4 *Projecting Wings*
- 5 *Doors (dual pair)*
- 6 *Sliding Iron Bars*
- 7 *Column (typ)*
- 8 *Chandeliers*
- 9 *Balustered Stairs*
- 10 *Balustered Balcony*
- 11 *Hallway under Balcony*
- 12 *Visible portion of next floor*

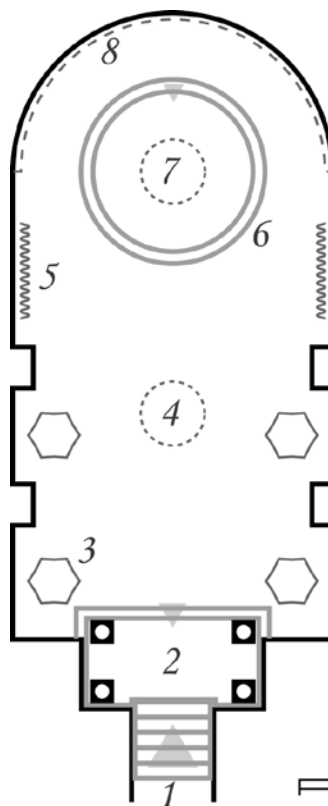




Trophy Room

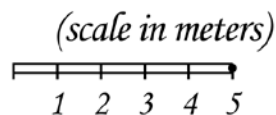


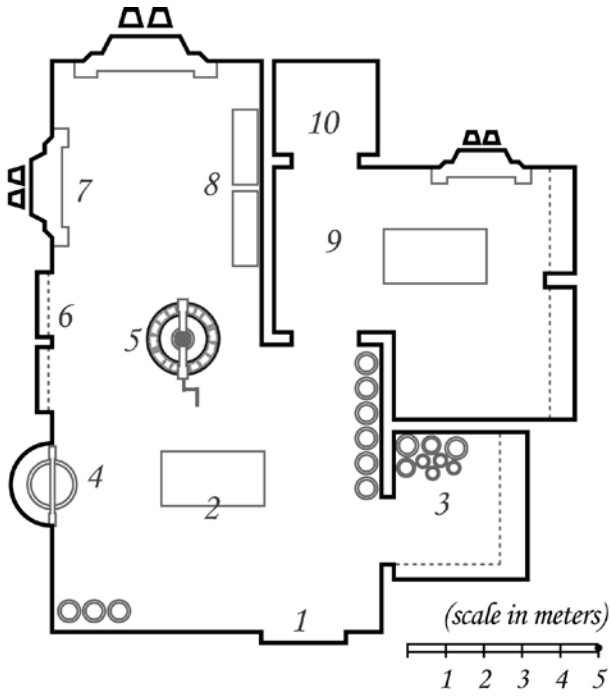
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|--------------------|--------------------------------------|
| 1 Entrance | 6 Main Floor |
| 2 Vestibule | 7 Ornate pedestal |
| 3 low wall | 8 Side Vaults w/ step down (typ) |
| 4 Braziers (typ) | 9 Pedestal (typ) flanked by braziers |
| 5 Tapestries (typ) | 10 Vault Tapestries |



The Chapel

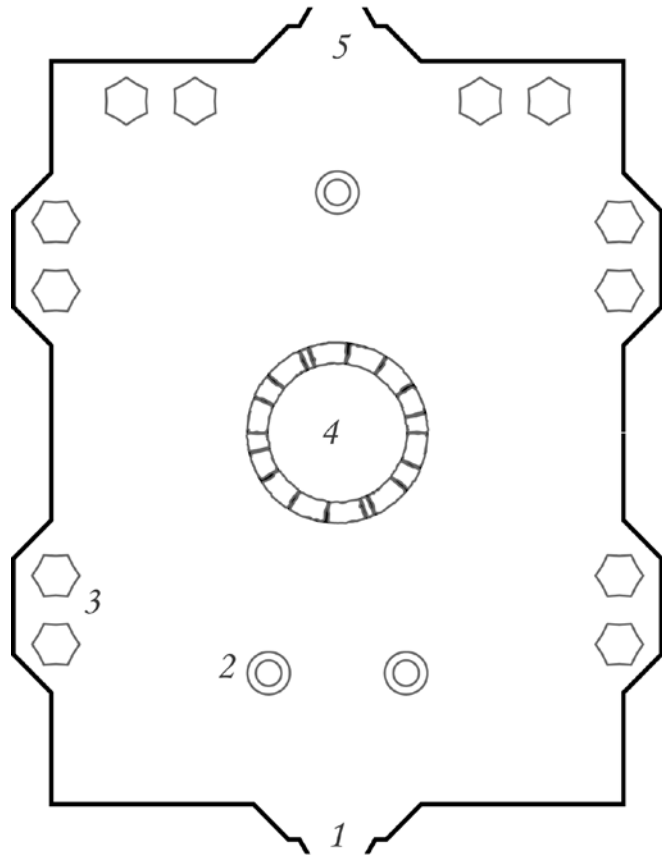
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|-----------------------------|
| 1 Entrance stairs |
| 2 Vestibule w/ blind arches |
| 3 Statue Pedestals |
| 4 Chandelier |
| 5 Tapestries (typ) |
| 6 Raised dais |
| 7 Ornate Chandelier |
| 8 Frieze |





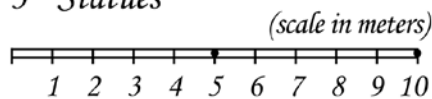
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|---------------------------------|-------------|
| 1 Entrance | 6 Cupboards |
| 2 Worktable | 7 Ovens |
| 3 Small Pantry (oft-used goods) | 8 Racks |
| 4 Pot in old-style hearth | 9 Scullery |
| 5 Well | 10 Cutlery |

The Kitchen



The Well Chamber

- | | |
|---------------------|---------------------|
| 1 Southern Entrance | 4 Main Well |
| 2 Braziers (typ) | 5 Northern Entrance |
| 3 Statues | |



THE MASKS OF THE MALEFIC



Background/History: Many years ago, there was a city, and in that city lived a man named Gelbur. He was a potter, but not a very good one. People laughed at the quality of his wares, and he could only sell to the poorest of the poor who could afford no better. It seemed likely he would starve one winter ere long... but sometimes Fate takes a hand in the lives of even the simplest of men.

One day the gods spoke to Gelbur in a dream. “The priests have fallen from the True Path, Gelbur of the pots,” they said. “In you we sense a great faith and profound humility, and we command you to build us a new temple, and serve us there all your days.”

Gelbur awoke filled with purpose. He gathered up his pitiful savings and went to the place he sensed the gods wanted him to build their temple. Occupying that spot was a prosperous inn owned by a haughty merchant. Feeling a confidence he had never known before, Gelbur went up to the man and said, “The gods have commanded me to build a temple to them at this place. I can offer little for it, but know that your charity will stand you well in heaven in the life to come.” And he held out his small handful of dirty coins.

A ripe insult rose to the merchant’s tongue... but then he fell silent. The gods touched him, and he assented to Gelbur’s request. In but a few days a heap of rubble stood where once there had been an inn.

Gelbur and the merchant set to work, sifting building-stones out of the debris to start the walls of the temple. People laughed at them to see them struggle and sweat, but they persevered. Sometimes others, devout people filled with holy purpose, joined them at their labors.

Before long the supply of building-stones left over from the inn was gone, and Gelbur fretted about where they would get more. But the gods do not ignore those who serve them well, and the next day a man came to Gelbur. “I own a quarry in the hills to the west,” he said. “I have heard that you serve the gods by building them a new temple, and I would serve them at your side.” And so more building-stones were soon ready.

But then the priests, fat with offerings from the people and dressed in sumptuous robes, came to Gelbur and bade him cease his work. “For you are no true priest, and must not defile the gods with your foolish dreams. You are but a madman.”

“If I am mad,” Gelbur said, “it is a madness you would do well to embrace yourself.” And he took up his spade and crushed the skull of one of the priests. The others would have fallen upon

him, but the workers who shared his purpose gathered around him, muttering angrily and brandishing their own tools. The priests departed.

Soon more priests came, led by the High Priest and his retinue of temple warriors. “You have heard the word of the gods from the lips of my own priests,” the High Priests said. “End this work now, or we, the servants of the gods, will put an end to it ourselves.” But suddenly a fit seized the High Priest and he fell to the ground in agony. A few moments later, he was dead.

At this sign from the gods, the people rose up and slaughtered the priests, knowing they were holy no longer and undeserving of the offices bestowed upon them. By the hundreds they came to Gelbur to work on his new temple, now using stones torn from the walls and steps of the old.

In time the new temple was complete, but empty. “What shall I place in the central chamber to honor you, o Gods?” Gelbur asked. And the answer came to him, as if in memory: “an altar of six sides, of marble and ivory and gold.” The word went forth from Gelbur and craftsmen came to create the wondrous altar.

“What more shall I place in the central chamber to honor you, o Gods?” Gelbur asked. And the answer came to him, as if in memory: “great likenesses of our countenance, as we shall reveal to you.” The word went forth from Gelbur, and a smith came to him and said, “I am skilled in the arts of metalworking and can craft these likenesses at your command.” For months Gelbur closeted himself with the smith and they toiled at the gods’ direction. Throughout the city people waited anxiously to see what wonders would arise from their efforts.

At last the day came when the likenesses were to be revealed to all. Strong workmen carried the cloth-shrouded likenesses to the temple and hung them on the walls of the altar chamber. At Gelbur’s command the cloths were removed...

...and the people became the servants of the Masks of the Malefic.

Personality/Motivation: The Masks of the Malefic are not gods — or at least, they are not gods as Men normally conceive of gods. Nor are they demons or spirits; they are beings beyond human experience. All that can be said for certain is that they are inimical to Men and enjoy causing them suffering. In particular they like to take control of people and force them to mutilate or debase themselves, and to bring more people to the Masks so that they, too, might fall under the Masks’ spell. It

may be that the Masks desire to control all Men, but more than that no one can say with certainty.

As near as humans can tell, the Masks get along sort of like a family: they often bicker with one another (an activity typically conducted by the respective Masks having their Mask-Men [see below] fight and torture each other), yet they're quick to band together in the face of any outside threat. But that may be attributing human-like motivations to them when in fact they are driven by far more alien feelings and needs.

Quote: None. If the Masks speak, it is through their human servants.

Powers/Tactics: The main character sheet below details the standard powers of each of the Masks. They're tough and powerful, a challenge for even the boldest of heroes, but they tend to fight by themselves. Thus, a group of PCs typically has to defeat each one in turn rather than beating them all at once — a considerably easier task. Listed after the main character sheet are additional powers and notes for each of the six Masks.

The Masks' main offensive powers lie in the realm of control. They have high PRE scores and often use Presence Attacks. If that tactic fails, they resort to outright Mind Control, though they can only use it against persons in the temple or who've been in the city for one night and one day. If necessary two or more of them use the rules for complementary Mental Powers (*HERO System 5th Edition, Revised*, page 119) to impose Mind Control on a difficult target.

Each of the Masks has transformed part of the citizenry into *Mask-Men*, their special servants who suffer unique torments but also gain certain powers. The Mask-Men are described in more detail below. All the other citizens remain under the Masks' control. They seem normal to all outward appearances, but interacting with them quickly reveals a certain emotionlessness and a predilection for making disturbing comments that should alert any smart PCs that something is Not Right.

The Masks' main weakness is that they can't function beyond areas where their worshippers are in control. At present they can levitate and move around in their temple, and can sense things and attack people in their city (you choose which city in your campaign setting they've invaded). To expand their sphere of influence they need to send worshippers out to proselytize and create other temples with smaller copies of the Masks... but they have so much fun tormenting their worshippers that they rarely want to let them go. On the other hand, a group of hapless PCs who stumbles into the city might make perfect "missionaries...."

Campaign Use: The Masks of the Malefic offer one obvious adventure wrapped about with mysteries that might spawn additional scenarios. Typically PCs learn about them either by hearing a disturbing rumor that draws them to the city, or by entering the city unaware of what's happening. In either case going into the city immediately exposes them to trouble. As mentioned above, many citizens seem more or less normal at first, if perhaps somewhat strange. Eventually the strangeness will excite the PCs' suspicions... and if that doesn't work, sooner or later they'll see one of the Mask-Men.

Once the PCs realize what's going on, the whole city turns against them, transforming the adventure into a running fight for survival and/or a search for a place to hide. The citizens prefer to capture the PCs and bring them to the temple so the Masks can mentally control them, but if they can't do that after awhile, they'll simply try to kill them. (Alternately, after the PCs have been in the city for one night and one day, the Masks' Mind Control works on them.)

Defeating the Masks is difficult at best. Not only are they physically resilient, they have a strong degree of resistance to magic as well... and in either case, getting close enough to attack them typically means exposing one's self to their Mind Control powers and Presence Attacks. Basically the PCs have two options. First, they can try to assault the Masks indirectly. For example, they could enter the Astral Plane and engage the Masks directly in combat there (where they'll appear as full humanoid beings with the faces described below, and possibly possess a much wider range of powers). Second, they can retreat, learn more about the foe, and come back better prepared. In this case the adventure turns into a quest for long-lost tomes that might provide some clue about who or what the Masks are. To keep the PCs from getting distracted, you should make them aware of the fact that the Masks' worshippers are now going out into the world to bring the faith to new cities....

Appearance: Each of the six Masks differs in appearance, though all of them are ten feet tall and made of incorrupt bronze. One is of a human male of noble mien and full beard; his name is Alakarthis. The second also depicts a human, but of unidentified gender and with no eyes; his name is Tebron. The third only slightly resembles a human face; it's made not of plates of metal like the others but large, vertical rectangular bars attached together to form a sort of visage. His name is Thlyrg. The fourth looks something like the face of a dragon-human crossbreed; his name is Kúthog. The fifth looks like it's made of tentacles, or perhaps that tentacles wrap entirely around the face except for the three eyes; his name is Skobor. The last is a beautiful human female, but with curled demon's horns framing her face and two tiny horns jutting out from either side of her chin; her name is K'hara.

MASK OF THE MALEFIC

Standard Powers:**Val Char Cost Roll Notes**

0	STR	-10	9-	Lift 25 kg; 0d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
25	BODY	30	14-	
30	INT	20	15-	PER Roll 15-
25	EGO	30	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
10	PD	10		Total: 10 PD (10 rPD)
10	ED	5		Total: 10 ED (10 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	10		
50	END	0		
50	STUN	12		Total Characteristics Cost: 187
				(+50 with NCM)

Movement:	Running:	0"/0"
	Flight:	10"/20"
	Swimming:	0"/0"

Cost Powers **END**

50	<i>Powers Of The Masks:</i> Multipower, 50-point powers	
5u	1) <i>Irresistible Will:</i> Mind Control 10d6	5
5u	2) <i>Mental Agony:</i> Ego Attack 5d6	5
45	<i>Mental Hands:</i> Telekinesis (20 STR), Reduced Endurance (0 END; +½)	0
25	<i>Mental Senses:</i> Mind Scan 10d6; Only Works In Areas Where Masks' Worshipers Predominate (-1)	5
47	<i>Mental Senses:</i> Clairsentience (Sight and Hearing Groups), x32 Range (8,800", or a little over 10 miles), Mobile Perception Point (10" speed), Multiple Perception Points (4), Reduced Endurance (½ END; +¼); Only Works In Areas Where Masks' Worshipers Predominate (-1)	4
10	<i>Enchanted Metal Form:</i> Damage Resistance (10 PD/10 ED)	0
60	<i>Enchanted Metal Form:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
10	<i>Inhuman Minds:</i> Mental Defense (15 points total)	0
15	<i>Inhuman Beings:</i> Power Defense (15 points)	0
7	<i>Levitation:</i> Flight 10"; Only Works In Areas Consecrated To The Masks' Worship (-2)	2
-12	<i>No Limbs:</i> Running -6" (0" total)	
-2	<i>No Limbs:</i> Swimming -2" (0" total)	

Perks

var Followers: the Mask-Men

Skills

6	+2 with Mental Powers
3	Deduction 15-
3	Oratory 15-
3	Persuasion 15-

Total Powers & Skills Cost: 280 + Followers**Total Cost: 467** + Followers**75+ Disadvantages**

15	Physical Limitation: No Limbs (Frequently, Greatly Impairing)
5	Physical Limitation: Large (10 feet tall and proportionately broad, -2 DCV, +2 to others' rolls to perceive Mask) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Inimical To Mankind; Wants To Control And Torment Him (Very Common, Total)
347+	Experience Points

Total Disadvantage Points: 467

The Masks' Other Powers

Besides the powers and abilities listed on the basic Mask character sheet above, each Mask has a few powers of its own.

ALAKARTHOS

Alakarthos has the power to manifest his true form partly in this dimension. It resembles a gigantic, ghostly man wearing disturbingly strange, archaic-looking armor and wielding a blade that seems to defy Euclidean geometry (HKA 2d6 [plus STR], Armor Piercing). For this "shadow self," use the Stone Giant character sheet on page 47 of *Monsters, Minions, And Marauders*, with the addition of the weapon and a few general enhancements. If necessary, buff it up a bit with some Damage Reduction or other abilities so it can stand up to a group of PCs, at least for a little while.

Cost Power

140	<i>Manifest Shade:</i> Summon one Stone Giant built on 75 Base Points plus 275 Experience Points, Slavishly Loyal (+1)
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K'HARA

The voice of K'hara is the most beautiful, soothing, comforting sound anyone who hears it has ever heard... but it speaks only of things that are foul, perverted, twisted, malicious, and self-destructive, creating a dichotomy most mortal minds cannot handle. Rather than trying to cope with it, they retreat into the comforting bosom of madness for a short while.

Cost Power

73	<i>Soothing Voice Of Foulness:</i> Drain Ego 4d6, Area Of Effect (8" Radius; +1), Ranged (+½), Reduced Endurance (½ END; +¼); Ego Defense Adds To Power Defense To Protect Against This Attack (-½)
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KÛTHOG

The visage of Kûthog mirrors the bestial nature of humanity, that nether side of civilization that no man can truly escape. When Kûthog gazes into a man's soul, its savagery rises and engulfs him for a time.

Cost Power

75 *Flood Of Savage Memories*: Major Transform 10d6 (sentient being into savage version of himself that's constantly Berserk and has an Aid 4d6 applied to all physical Characteristics; heals back after 3d6 Segments); All Or Nothing (-½), Limited Target (sentient beings; -½)

SKOBOR

The three eyes of Skobor can see deep into a person's *self* to view all the unpleasant things he's done, all the bad thoughts he's had, all the fears and pressures that weigh upon him. And then the uncountable tentacles of Skobor pull them up to the surface, afflicting the victim with debilitating guilt, fright, anxiety, and self-torment.

Cost Power

135 *Welling Of Anguish*: Drain Ego 6d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)

TEBRON

Tebron can blind and disorient his foes. Anyone looking into or through the affected area from outside has no problems seeing, but anyone inside the affected area is totally blind.

Cost Power

140 *Plain Of Unsight*: Darkness to Sight Group 8" radius, Invisible to Sight Group (as described in text; +½), Reduced Endurance (½ END; +¼)

THLYRG

Thlyrg has the power to detach part of the souls of his enemies and move them into another body, which causes the victims intense pain. The soul-bits manifest as tiny shards of colored light and move in a sort of whirlwind as he transfers them from one person to another.

Cost Power

90 *Soul Maelstrom*: Ego Attack 2d6, Does BODY (+1), Area Of Effect (7" Radius; +1), Continuous (+1), Reduced Endurance (½ END; +½)

The Mask-Men

Each of the six Masks has a group of special “servants” — men and women particularly devoted to it or in whom it’s taken a strong interest. Each group of Mask-Men is a little different and has its own special powers. Each Mask-Man suffers at least a -4 to his COM, though this isn’t indicated in the power listings.

ALAKARTHOS

All of Alakarthos’s Mask-Men are male, and in their adoration of him they wish to look just like him. Thus they perform bizarre “plastic surgery” on themselves, cutting away unwanted facial flesh, slicing the skin and trying to stretch it over the bones of the skull to change the shape of the face, and so on. None of them look anything like Alakarthos, though each is convinced that he does... and more importantly, Alakarthos favors them by granting them strength to match their hideousness.

Cost Power

- 10 *Strength Of Blood*: +10 STR
- 5 *Face Of The Divine*: +10 PRE; Only To Make Fear-/Intimidation-Based Presence Attacks (-1)

K’HARA

The Mask-Men of K’hara — or more accurately, Mask-Women, since nearly all of them are female — use their fingernails, and sometimes knives, to cut deep furrows down the sides of their faces, through the flesh of the cheeks. This gives their voices a strangely compelling, almost hypnotic tone at times.

Cost Power

- 7 *Mimicry* (INT +2)
- 13 *Persuasion* (PRE Roll +5)
- 7 *Ventriloquism* (INT +2)

KÛTHOG

Kûthog’s Mask-Men grow their hair very long, then braid it into long tendrils. Then they cut themselves on the scalp so that blood drips down and oozes through the braids, which gain power from the blood to become animate and strong. They also file their teeth into sharp points.

Cost Power

- 5 *Bloody Braids*: Extra Limbs (10 or more)
- 3 *Bloody Braids*: +5 STR; Only With Extra Limbs (-½)
- 5 *Filed Teeth*: HKA 1 point (½d6 with STR)

SKOBOR

The Mask-Men of Skobor brand themselves in the center of the forehead with a third “eye” that gives them certain sensory powers. They leave the branding-wound untreated, and so the flesh of their heads often turns gangrenous and foul, but they seem little bothered by it.

Cost Power

- 5 *Eye Of Skobor*: Nightvision
- 25 *Eye Of Skobor*: Danger Sense (out of combat, immediate vicinity) (INT Roll)

TEBRON

Tebtron’s Mask-Men are among the most disturbing. In response to his unspoken command they have torn out their eyes, leaving sockets that constantly ooze blood (though they never seem to suffer from loss of blood). To replace their eyes Tebron has given them the power to “see” through their blood. Thus, the bloody sockets are just as good as eyes. And if a Mask-Man wants to see even better, he can put a finger into one of the sockets, wet it with blood, and then sprinkle or smear the blood — until it dries he can “see” from the perspective of every drop.

Cost Power

- 42 *Eyes Of Blood*: Clairsentience (Sight Group), Multiple Perception Points (x8), Reduced Endurance (0 END; +½); Perception Points Only Last Until Blood Dries Or Is Wiped Away (-¼)

THLYRG

In imitation of their god, the Mask-Men of Thlyrg cut strips of skin from their faces, arms, chest, and other parts of the body, then attach those strips to the face vertically so that they “look” like him. Most suffer at least a -2 on all ordinary PER Rolls because of this, but they gain the perspective of Thlyrg.

Cost Power

- 25 *Perspective Of Thlyrg*: Detect Souls (INT Roll) (no Sense Group), Discriminatory, Range, Targeting

QORAX



QORAX

Val Char Cost Roll Notes

75	STR	65	24-	Lift 800 tons; 15d6 [15]
15	DEX	15	12-	OCV: 5/DCV: 5
40	CON	60	17-	
150	BODY	280	39-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	

20 PD 5 Total: 20 PD (14 rPD)

15 ED 7 Total: 15 ED (10 rED)

3 SPD 5 Phases: 4, 8, 12

25 REC 4

80 END 0

208 STUN 0 **Total Characteristics Cost: 480**
(+386 with NCM)

Movement: Running: 0"/0"

Leaping: 0"/0"

Swimming: 0"/0"

Cost Powers END

25	<i>Powers Of The Forest:</i> Elemental Control, 50-point powers	
18	1) <i>The Creatures Of The Forest Are Mine To Command:</i> Mind Control 10d6, Telepathic (+¼); Only Works On Denizens Of The Shadow Forest (-1)	6
12	2) <i>I Know The Minds In The Forest:</i> Mind Scan 10d6; Only Works Within The Shadow Forest (-1)	5
53	3) <i>The Eyes Of The Forest Are Mine To See Through:</i> Clairsentience (Sight Group), x1,000 Range (150,000", or about 200 miles), Reduced Endurance (0 END; +½); Only Through The Eyes Of Shadow Forest Creatures (-½)	0
160	<i>Quickening The Trees:</i> Summon up to 16 Treemen or Carnivorous Trees built on up to 300 points, Slavishly Loyal (+1)	14
64	<i>Reach:</i> Stretching 15", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
12	<i>Tough Bark:</i> Damage Resistance (14 PD/10 ED)	0

36 *Heavy:* Knockback Resistance -18" 0

5 *Long-Lived:* Life Support (Longevity: Immortality) 0

-12 *Rooted To The Spot:* Running -6" (0" total)

-2 *Rooted To The Spot:* Swimming -2" (0" total)

5 *Treeman Senses:* Nightvision 0

19 *Weathersense:* Detect Weather 14-, Discriminatory, Range, Sense 0

6 *Many Branches:* Extra Limbs (as many as it needs), Inherent (+¼) 0

Skills

8 AK: Shadow Forest 17-

8 SS: Dendrology 17-

Total Powers & Skills Cost: 417

Total Cost: 897

75+ Disadvantages

15 Physical Limitation: Rooted To The Spot (see text) (Frequently, Greatly Impairing)

15 Physical Limitation: Gargantuan (64 meters tall; -10 DCV and +10 to PER Rolls to perceive character) (Frequently, Greatly Impairing)

25 Psychological Limitation: Hatred Of All Humanoid Life (Very Common, Total)

25 Psychological Limitation: Must Protect The Shadow Forest And Its Denizens (Very Common, Total)

15 Psychological Limitation: Fear Of Fire (Common, Strong)

10 Vulnerability: 1½ x STUN from Fire (Common)

10 Vulnerability: 1½ x BODY from Fire (Common)

707 Experience Points

Total Disadvantage Points: 897

Background/History: Many adventurers have heard of, or perhaps even encountered, the Treemen — walking, talking trees, mysterious denizens of the forest who often protect their unquickenened brethren from intruders and interlopers. Once there was a large, dark woods where many Treemen lived, and the chief among them was Qorax, an oak-hearted, mighty being. He was content with his life, walking among the shadows cast by the heavy boughs...

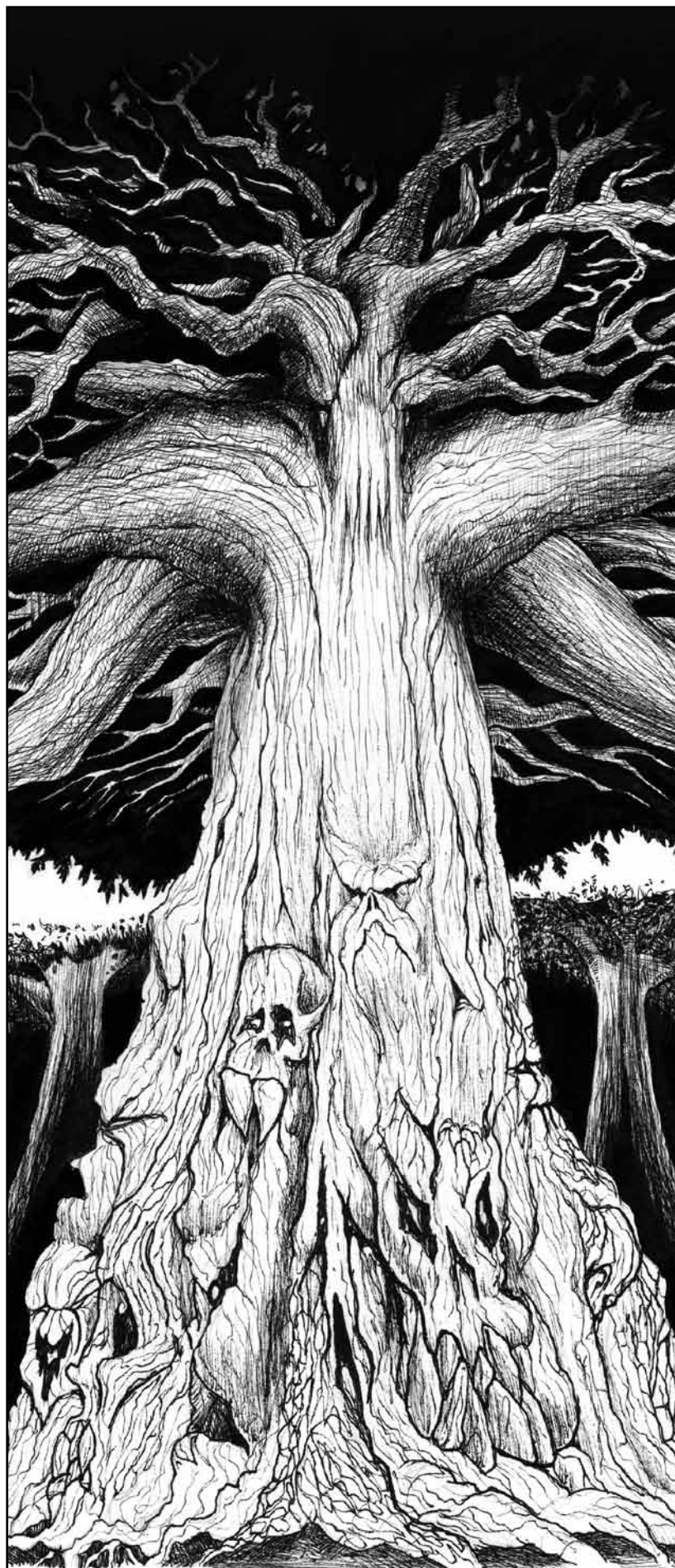
...and then men came. It was just a small village of settlers eager for a new life, but the wood they hewed! Soon whole vales of trees Qorax had loved and tended were naught but stumps, and rage burned so hotly within him that the other Treemen feared he might catch fire from it.

He would have his revenge against these soft, mewling two-legs with their cutting-tools and their fires! He knew from whence the settlers had come — a city not far distant whose woodsmen had already attracted his ire in times before. It was a threat to all he loved, and he would not stand idly by while it destroyed the forest... even if it cost him his self.

Qorax cast a mighty spell, calling on the Infernal and the plant-realms for power, and his call was answered. He grew great in stature, taller and stronger than any Treeman ever had before. He started walking, walking toward the city... and as he walked, trees sprouted behind him. The forest grew with his every stride — and then he came to the city walls.

Ignoring the cries and arrows of the cityfolk he smashed through their gates and walked to the center of the place, the plaza in front of the king's mighty castle. And there he stood and raised his arms to the sky, and throughout the city trees sprouted, tearing up buildings and destroying roads. The people who survived fled their mighty city, leaving its wealth and wisdom behind, and so they did not see Qorax take root, pinned to the new loam beneath him as the sacrifice for the power he received.

From that day to this, Qorax has stood guard over the vast Shadow Forest and its denizens. It has become a place of darkness and pain for humanoid beings, though they continue to venture within because of the legends of the great city that once stood there and the vast treasures it held. But for its animals and other native denizens, the Shadow Forest is a paradise where hunters and woodsmen can harm them not... thanks to the protection of Qorax.



Personality/Motivation: Qorax is totally devoted to the protection of the Shadow Forest from anything that might harm it — particularly humanoid beings, whom he hates with a murderous fury. The pact he made with dark powers to save the forest hundreds of years ago has warped and twisted him, turning the once-kindly Treeman into a terrifying force of nature.

Quote: “Two-legs may walk into the Shadow Forest... but two-legs will never walk out again.”

Powers/Tactics: Qorax is a gigantic, immensely powerful Treeman, though he’s as much a forest spirit as a Treeman these days thanks to the infernal powers he was granted and the fact that he can no longer move from his location at the heart of the Shadow Forest. He can use his boughs as limbs to bash, Grab, crush, and punch, though few “invaders” ever get that close to him. (Those who have in the past have typically used magic to fly to him, thus bypassing the defenses of the forest; in recent years he’s made a bargain with some local air-spirits to make it highly unlikely anyone can fly toward him without being driven to the ground in the forest. Those same air-spirits will prevent any fires from spreading through the forest.) Like an ordinary Treeman he’s quick to catch fire, and has a deep fear of flames.

Qorax has power over all the creatures who live within the Shadow Forest, animal and plant alike. He can control them, for example to send a venomous serpent or a ferocious bear after a group of heroes. He can also see through their eyes to keep track of what any “invaders” do. If that’s not enough, he can sense any mind within the forest, though he dislikes touching humanoid minds (partly because it alerts them to what he’s doing, and partly because they “feel” disgusting).

Qorax can “quicken” the mundane trees around him, turning up to 16 of them into Treemen (see page 119 of *The HERO System Bestiary*) or Carnivorous Trees (see page 82 of *Monsters, Minions, And Marauders*). These tree-

monsters faithfully serve him until dismissed, at which point they return to where they were rooted (if they left that spot at all) and revert to ordinary trees until called on again. Additionally, the Treemen and monstrous plants of the Shadow Forest are all loyal to Qorax and respond to his calls for help (whether voiced out loud, or psychic signals resulting from his mental anguish).

Qorax is malicious and cruel enough that he likes to toy with humanoid enemies. A group of PCs who enter the Shadow Forest won’t suffer much more than annoying insect bites the first day or so. As they progress deeper and deeper into the forest, Qorax steps up the assault by sending dangerous animals after them, trying to lure them into boggy areas or past the lairs of monsters, and so forth. If they avoid these attacks and get more than halfway to him, he’ll start assaulting them with Treemen and the other “big guns” at his command.

Campaign Use: Qorax is typically used as the target of an extended wilderness adventure that pits the PCs against everything the Shadow Forest can throw at them. Their Survival rolls will be tested to the utmost as they deal with poisoned bites, starvation, and being attacked by the very trees! However, a clever GM can do more with him than that. The ruins of the city the Shadow Forest destroyed could contain all sorts of plot hooks in addition to treasure, some relating to Qorax and some not. And what if Qorax decides to extend his “rebellion” and awaken other forests to attack other cities? If the PCs don’t stop him they may soon find that all the world’s flora is their deadly enemy!

Appearance: Qorax is a gigantic, sentient oak tree who lives at the heart of the darkling Shadow Forest. Taller and thicker than any of the surrounding trees, he exudes malice and evil. Close-up inspection shows many features of his trunk that *vaguely* suggest faces....

THE SNOWSPIRE GOLEM



THE SNOWSPIRE GOLEM

Val	Char	Cost	Roll	Notes
250	STR	240	59-	Lift 25 teratons; 50d6 [50]
15	DEX	15	12-	OCV: 5/DCV: 5
200	CON	380	49-	
250	BODY	480	59-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
180	PRE	170	45-	PRE Attack: 18d6
8	COM	-1	11-	
6	PD	-44		Total: 6 PD (6 rPD)
40	ED	0		Total: 40 ED (40 rED)
3	SPD	5		Phases: 4, 8, 12
100	REC	20		
400	END	0		
500	STUN	25		
Total Characteristics Cost:				
1,290 (+1,255 with NCM)				

Movement: Running: 80"/160"
 Swimming: 50"/100"
 Leaping: 0"/0"

Cost	Powers	END
125	<i>Golem's Strength:</i> Reduced Endurance (0 END; +½) on 250 STR	0
375	<i>Gargantuan Hands And Feet:</i> Area Of Effect (20" Radius; +1) for 250 STR, Reduced Endurance (0 END; +½)	0
23	<i>Golem's Body:</i> Damage Resistance (6 PD/40 ED)	0
38	<i>Golem's Mind:</i> Mental Defense (40 points total)	0
15	<i>Golem's Body:</i> Power Defense (15 points)	0
120	<i>Heavy:</i> Knockback Resistance -60"	0
50	<i>Golem's Body:</i> Life Support (Total, including Longevity: Immortality)	0
222	<i>Long Legs:</i> Running +74" (80" total), Reduced Endurance (0 END; +½)	0
48	<i>Long Legs:</i> Swimming +48" (50" total)	4
Total Powers & Skills Cost: 1,016		
Total Cost: 2,306		

75+ Disadvantages

- 15 Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
- 50 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 20 Physical Limitation: Beyond Colossal (tall as a mountain; -24 DCV, +24 to PER Rolls to perceive) (All The Time, Greatly Impairing)

2,146 Experience Points

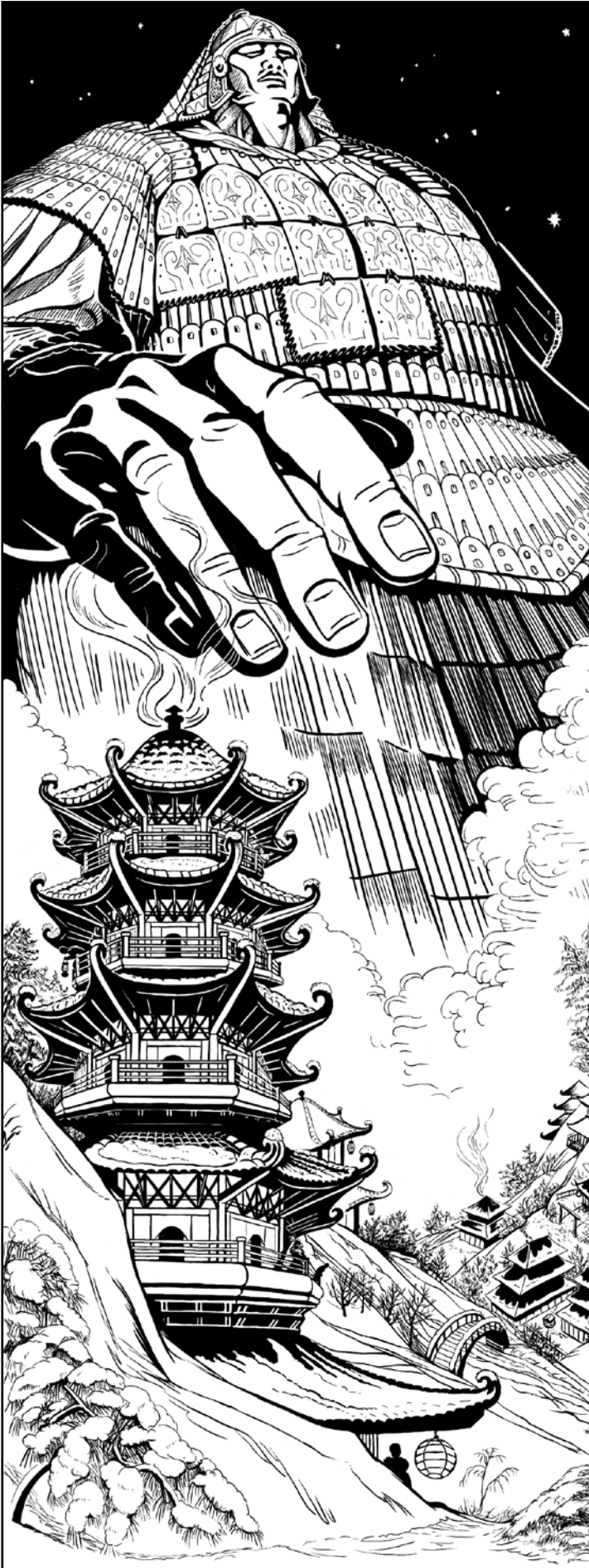
Total Disadvantage Points: 2,306

Background/History: Once there lived a wizard named Malforaz. Some would describe him as "mad." He himself preferred the term "frequently motivated by creative impulses." As much artist as mage, he often began grand projects to create amazing, and beautiful, enchanted items. Few of these projects were ever seen through to fruition.

The last and greatest project of Malforaz's life was inspired by a trip he took via flying carpet. While crossing the plains, he was struck by the beauty and majesty of Mt. Snowspire in the distance. He flew closer and closer, awestruck by its strength. When he got close enough, he suddenly realized something: it wasn't a mountain, it was a golem! There was a colossal golem trapped inside what most people thought was Mt. Snowspire... and it was his destiny to free it!

Malforaz returned home and gathered to him his faithful gnome servants. He sent them out into the world to recruit others of their kind, and dwarves as well, for his grand project. They returned a year later at the head of a veritable army of craftsmen. Some were drawn to Malforaz's service by the promise of money, others by the prospect of working on a project grander than any they'd ever even heard of — and one by one they all fell under the subtle spell of Malforaz's persuasive madness.

The work began — and it went on for decades, with the first group of masons, stone-cutters, and sculptors gradually being replaced by another generation as they aged and retired. Slowly, over the course of years, the golem's form emerged as hunks of the mountain were chiselled away. Finally the last bits of stone were swept away and the Snowspire Golem stood there, awesome in size and power. Malforaz cast the great spell he'd prepared to awaken the Golem... but it didn't work. The Golem was too large and mighty for any ordinary spell to bring it to life; Malforaz needed power, more power than he'd ever wielded before. There was only one solution: plunging a knife into his own chest, Malforaz sacrificed himself to make the spell work. And the Snowspire Golem came shudderingly to life....



Personality/Motivation: The Snowspire Golem has no personality to speak of. When not motivated by a controller (see below), it either stands still or wanders aimlessly about, “experiencing things.” In the process it can easily wreak tremendous damage on cities, kingdoms, and perhaps entire planes of reality.

Powers/Tactics: The Snowspire Golem is nearly 2,500 feet tall (roughly half a mile) and proportionately wide. Its size and strength are all it needs to fight with; its every footstep can destroy a legion of massed troops. However, it only has the same PD as the stone it’s made of, so it can gradually be “chipped away” down to nothing more easily than many of the monsters in this book. If the PCs can magically harness a powerful natural force, such as a tornado or even simple erosion, they might be able to whittle the Golem down to size pretty quickly.

Campaign Use: The primary issue to consider when you bring the Snowspire Golem into your campaign is this: who’s controlling it? The spells required to take control of it are written down in no book; Malforaz created them himself, working from the spells required to create and control ordinary stone golems. If the PCs want to take control of it (assuming you’re willing to allow that), they’ll have to work long and hard to devise the appropriate spells.

If no one’s controlling it, the Golem is sort of like a gargantuan Frankenstein’s Monster, prone to “exploring” on its own and easily upset if confronted with force or aggression. (This isn’t taken as any sort of Disadvantage; it’s more a “plot device” that lets you use the Golem in different ways in your campaign if desired.) Thus it can serve either as a weapon in the hands of an evil conqueror, or as a “force of nature” the PCs have to somehow overcome.

Appearance: The Snowspire Golem is an animated humanoid “statue” over 2,000 feet tall, carved from an entire mountain. The carving is fairly elaborate, in places simulating plate armor and in others highly decorated.

THARSHAKA



THARSHAKA THE DARKWEAVER

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [10]
21	DEX	33	13-	OCV: 7/DCV: 7
28	CON	36	15-	
40	BODY	60	17-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
4	COM	-3	10-	
10	PD	0		Total: 10 PD (10 rPD)
10	ED	4		Total: 10 ED (10 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
20	REC	8		
80	END	12		
80	STUN	1		Total Characteristics Cost: 255 (+142 with NCM)

Movement: Running: 24"/48"
Leaping: 10"/20"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
18	<i>Sting:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½); Inaccurate (½ OCV; -¼)	2
22	<i>Spit Poison:</i> RKA 2d6, Penetrating (+½); Limited Range (6"; -¼), 6 Charges (-¾) [6]	
65	<i>Deadly Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Sting Or Bite HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Sting Or Bite HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]	
18	<i>Paralytic Venom:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); Cannot Form Barriers (-¼), No Range (-½), Sting HKA Must Do BODY (-½), 4 Charges (-1) [4]	

123	<i>Mutative Venom:</i> Major Transform 8d6 (humanoid into etterkoppfen, heals back via rare and expensive alchemical treatments); Limited Target (humanoids; -½), No Range (-½), 4 Charges (-1) plus Major Transform 8d6 (Transforms victim's mind to make him Tharshaka's devoted servant), BOECV (Power Defense applies; +1), Works Against EGO Not BODY (+¼); same Limitations plus Linked (-¼) [4]	
48	<i>Webs:</i> Multipower, 97-point reserve; 4 Charges for entire Multipower (-1) [4]	
3u	1) <i>Standard Web:</i> Entangle 3d6, 3 DEF, Area Of Effect (7" Radius, see text; +1), Continuous (+1), Personal Immunity (+¼); Extra Time (takes about a half Hour per hex to weave web; -1½), Only To Form Barriers (-½)	
2u	2) <i>Wrapping Up Prey:</i> Entangle 6d6, 6 DEF; Extra Time (1 Turn; -1¼), No Range (-½)	
10	<i>Exoskeleton:</i> Damage Resistance (10 PD/10 ED)	0
30	<i>Heavy:</i> Knockback Resistance -15"	0
36	<i>Long Legs:</i> Running +18"	4
6	<i>Eight Eyes:</i> +3 PER with Sight Group	0
6	<i>Spider Senses:</i> +3 PER with Touch Group	0
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
8	<i>Spider Legs:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0
6	<i>Eight Legs:</i> Extra Limbs, Inherent (+¼)	0

Skills

30	+6 HTH
3	Climbing 13-
7	Stealth 15-

Total Powers & Skills Cost: 504
Total Cost: 759

75+ Disadvantages

15	Physical Limitation: Gigantic (approximately 16 times human size; -8 DCV and +8 to PER Rolls to perceive character) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
25	Psychological Limitation: Malicious Force Of Darkness (Very Common, Total)
10	Vulnerable: 2 x BODY from her own venom (Uncommon)
619	Experience Points

Total Disadvantage Points: 759

Background/History: In a mostly wild corner of the land, there's a pass through a range of high hills blanketed by thick forest on both sides. It's not a commonly-used pass, but it sees enough traffic to keep it open because some merchants take it to cut a day or two off a longer, safer trip. Wiser traders prefer the longer route, for they know that in a cave in those dark woods lurks the fearsome spider-queen Tharshaka the Darkweaver, who preys on those who use her pass. Only the ignorant, the desperate, and the foolishly bold dare that road over the hills, for even a trader who gets lucky once could still fall prey to Tharshaka if he presses his luck for another trip...

Personality/Motivation: Ordinary giant spiders have normal animal motivations, but not so Tharshaka. She's either something more than ordinary, or some sort of spirit or demon in arachnid form, for she is malice and cruelty incarnate. She constantly hungers for human flesh, and is fiendishly clever in how she gets it. She's even been known to leave paralyzed or injured victims out on the trail in the hopes they lure other travelers to try to help or "rescue" them.

Powers/Tactics: Tharshaka is a gigantic spider, or spider-like thing, and she uses her enormous eight-limbed form to her advantage in combat. In addition to her huge fangs (which drip a deadly venom), she has claws on each leg and a deadly stinger in the back. Though somewhat awkward to use, the stringer allows her to inject victims

with one of three types of poison: a deadly poison (the type also found in her fangs); a poison that paralyzes a victim for later consumption; and a poison that transforms the victim into one of her etterkoppen servants (see below).

When confronted by multiple foes, Tharshaka usually prefers to paralyze one or two if possible and kill the rest. If she gets lucky a foe may blunder into a web and get taken out of the fight that way (see below), or she may even try to Knock an enemy Back into a web.

Tharshaka's lair consists of a large central cave with several large tunnels and many smaller tunnels branching off from it. The larger tunnels can accommodate the Darkweaver herself; she uses them as escape routes into the forest, and one actually comes out overlooking part of the pass so she can pounce on victims. The smaller tunnels and other little alcoves are home to the etterkoppen, various smaller giant spiders she's spawned (see *The HERO System Bestiary*, page 91), and the like. That's also where the etterkoppen keep money and goods taken from the blood-drained corpses of Tharshaka's victims. It's a not-inconsiderable hoard by this point.

Nearly every part of Tharshaka's lair is festooned with webs — thick, dark grey-black sticky strands. They're so prevalent that characters who try to move through her cave quickly, or who fight in it, have a chance of blundering into one. In any Segment when a character moves, the GM rolls 3d6. If the character makes a Half Move,



or just uses any Combat Maneuver, the chance to touch webs is 11-; if he makes a Full Move or otherwise crosses a lot of space, it's 14-. If the roll succeeds, the character must make a DEX Roll at a -1 penalty for each point the GM's roll succeeded by. If the DEX Roll succeeds, the victim remains unstuck. If it fails, the GM rolls on the accompanying table, applying the amount the DEX Roll failed by as a positive modifier to the roll. (See also the *Tharshaka's Webs* sidebar for more information.)

Tharshaka has an unusual weakness: if she's injected with her own poison she takes *double* the BODY damage. Attacking her this way is difficult at best, and would probably involve tearing her Sting out of her body and then stabbing her with it, but if the PCs somehow find out about this vulnerability they'll certainly want to try to take advantage of it.

Campaign Use: There are two keys to using Tharshaka well in a scenario. The first is where to place her in your world. She needs access to a road or trade-route that's not so heavily traveled that her presence has become generally known and the authorities have taken steps to get rid of her, but one with enough traffic to keep her omnipresent appetite sated at least some of the time. If you're using Qorax (see earlier in this chapter), it's possible that she dwells on an edge of the Shadow Forest, but if so Qorax has no dominion over her, her brood, or her etterkopen followers — in fact, the two might be rivals for control of the Forest.

Second, you have to run an encounter with Tharshaka to keep the PCs confused and disoriented. While her poisons can be deadly, the odds are a group of PCs of sufficient power can defeat her pretty quickly if you don't put some obstacles in their path. The webs throughout Tharshaka's lair (see above) are one such obstacle; the etterkopen and lesser spiders lurking around are another. If necessary, give Tharshaka some additional powers that counteract (at least partially) some of the PCs' abilities.

Appearance: Tharshaka is a gigantic spider, or spider-being of some sort — no one's ever gotten close enough to determine exactly what she is. When she fights, her six back legs (each terminating in a claw) remain on the ground, but she rears the front part of her body up so she can use the first two legs to attack with, and can easily spit poison. She's got a small but deadly stinger in the back just above her spinnerets.

THARSHAKA'S LAIR WEBS

Roll (2d6)	Result
2-3	One limb is Stuck (1-3 arm, 4-6 leg; 1-3 right, 4-6 left). This counts as a DEF 2, BODY 2 Entangle and incapacitates the Stuck limb until freed.
4-5	As 2-3, but it's a DEF 2, BODY 4 Entangle.
6-8	Two limbs are Stuck (roll as for 2-3 to determine which ones). This counts as a DEF 2, BODY 2 Entangle and incapacitates the Stuck limbs until freed.
9-11	As 6-8, but it's a DEF 2, BODY 4 Entangle.
12	Character is totally Stuck and cannot move until he breaks free. This counts as a DEF 2, BODY 6 Entangle and incapacitates all the character's limbs. He cannot use Accessible Foci; he must use STR or natural weaponry to break free.

All results of "Stuck" qualify as being Grabbed for purposes of the effect on the victim's CV, but only restrain his limbs as indicated in the table.

When rolling on this table, apply the amount the character's DEX Roll failed by as a positive modifier to the roll. For example, if the character failed by 2, add +2 when rolling on this table.

THARSHAKA'S WEBS

In *HERO System* terms, Tharshaka's webs are Area Of Effect Entangles which must be created in advance as vertical walls (see *The HERO System 5th Edition, Revised*, page 168). Unlike normal Area Of Effect Entangle walls, they are not normally 2" "thick," but usually more like ½" thick. Also unlike normal Area Of Effect Entangles used to create walls, which do not Entangle targets in the Area Of Effect, a spider web *does* Entangle any creature that blunders into it. (For this reason, the value of the *Only To Form Barriers* Limitation is reduced.)

Tharshaka's webs are built with the *Continuous Advantage* to represent the fact that they last (and remain able to Entangle victims) until completely destroyed. When a web suffers damage sufficient to break it, a "hole" is created in it. The hole is equal in size to the creature who escaped from the Entangle (the GM may alter this to reflect other considerations, of course). Once half or more of the hexes in a web are damaged or destroyed, it collapses and must be rewoven.

It typically takes Tharshaka about a half hour per hex to spin a web. She can make a web smaller than its maximum size, or may spin several Entangles and "link" them to create one web large enough to sit in (or to fill a particular area).

ETTERKOPPEN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (2 rPD)
8	ED	5		Total: 8 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
32	END	0		
31	STUN	0		Total Characteristics Cost: 71

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>Claws:</i> HKA 1 point (½d6 with STR)	1
10	<i>Webbing-Balls:</i> Entangle 2d6, 2 DEF; Range Based On STR (-¼), 6 Charges (-¾)	[6]
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Spider-Limbed:</i> Extra Limbs (six arms)	0

Talents

9 Ambidexterity (no Off Hand penalty)

Skills

5 +1 HTH
 5 Climbing 14-
 5 Stealth 14-
 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 48

Total Cost: 119

75+ Disadvantages

15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
 0 Physical Limitation: Human Size
 20 Psychological Limitation: Devoted Servant of Tharshaka (Common, Total)
 9 Experience Points

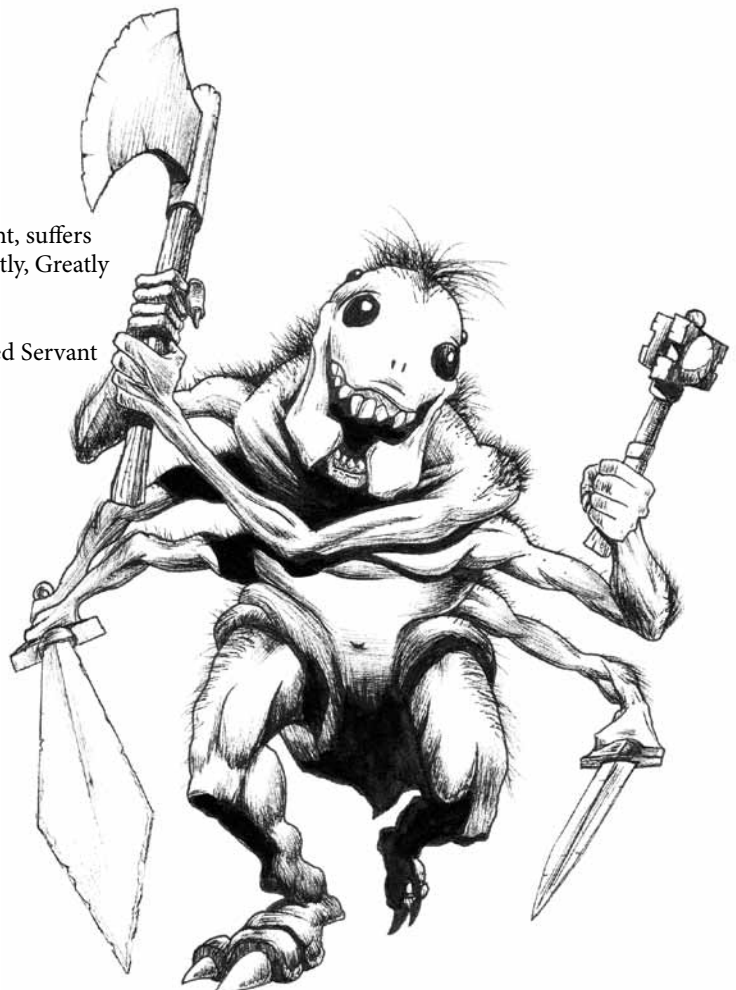
Total Disadvantage Points: 119

Ecology: Etterkoppen are humanoids — mostly humans, but some other species as well — who've been transformed into "spider-men" by Tharshaka's special venom. They live near her, serve her, and eat the flesh of the victims whose blood she drinks.

Personality/Motivation: Etterkoppen (the term is both singular and plural) are totally devoted to Tharshaka thanks to the transformation worked upon their bodies and minds by her venom. They unhesitatingly obey her every command (spoken in a language only they can understand), up to and including suicidal orders. When left to their own devices, they roam the woods near her lair, hunting animals for food.

Powers/Tactics: Etterkoppen have six arms and know how to wield weapons. They usually attack with whatever swords, axes, and other implements of destruction Tharshaka's victims were carrying. They can also form "web-balls" out of her webbing that they throw at their enemies. (They do not get stuck on her webs any more than she does.)

Appearance: An etterkoppen looks like a hideous cross between a man and a tarantula. It has six arms, and small claws tip its fingers. Short, stiff hairs cover most of its body.



VORGRATH



VORGRATH
THE WOLF THAT ATE THE SUN

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [20]
15	DEX	15	12-	OCV: 5/DCV: 5
50	CON	80	19-	
100	BODY	180	29-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
30	PD	10		Total: 30 PD (10 rPD)
20	ED	10		Total: 20 ED (10 rED)
4	SPD	15		Phases: 3, 6, 9, 12
30	REC	0		
100	END	0		
200	STUN	25		Total Characteristics Cost: 434 (+345 with NCM)

Movement: Running: 40"/80"
Leaping: 20"/40"

Cost	Powers	END
25	<i>Spirit Wolf's Strength:</i> Reduced Endurance (½ END; +¼) on 100 STR	0
45	<i>Bite:</i> HKA 3d6 (6d6 with STR)	4
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
150	<i>Enormous Paws:</i> Area Of Effect (10" Radius; +1) for 100 STR, Reduced Endurance (0 END; +½)	0
10	<i>Tough Skin:</i> Damage Resistance (10 PD/10 ED)	0
40	<i>Heavy:</i> Knockback Resistance -20"	0
18	<i>Spirit Creature:</i> Mental Defense (20 points total)	0
12	<i>Spirit Creature:</i> Power Defense (12 points)	0
68	<i>Swift:</i> Running +34" (40" total)	7
22	<i>Spirit Wolf's Travels:</i> Extra-Dimensional Travel (to Spirit World, at the physical location corresponding to Vorgrath's location in the physical world)	2
9	<i>Spirit Wolf's Senses:</i> +3 to PER Rolls with all Sense Groups	0
5	<i>Spirit Wolf's Eyes:</i> Nightvision	0
6	<i>Spirit Wolf's Nose:</i> +3 PER with Smell/Taste Group	0
5	<i>Spirit Wolf's Nose:</i> Tracking for Normal Smell	0
6	<i>Spirit Wolf's Ears:</i> +3 PER with Hearing Group	0
3	<i>Spirit Wolf's Ears:</i> Ultrasonic Perception (Hearing Group)	0

Skills

30 +6 HTH

3 Stealth 12-

Total Powers & Skills Cost: 472

Total Cost: 906

75+ Disadvantages

- 15 Physical Limitation: Gargantuan (64 meters tall; -10 DCV and +10 to PER Rolls to perceive character) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 25 Psychological Limitation: Perpetually Hungry, Especially For "Delicacies" (see text; Very Common, Total)
- 776 Experience Points

Total Disadvantage Points: 906

Background/History: The tribes who roam the northern lands, hunting the herds of caribou and elk and trapping the animals of the boreal forests, tell this tale. Long ago the god of the ninth hour of the night, the darkest and most evil hour when monsters roam the land freely, coupled with a she-wolf. When their get was whelped, he was the largest, blackest-furred cub ever seen in the world. And he grew... and grew... and grew, until he was as large as the trees and as voracious as fire. Ever he hungered, and ever he sought the most delicious foods to slake his appetite. His father named him *Vorgrath*, a name with no meaning in any language known to men.

One day a thought came to him: *What could be more exquisite a meal than the Sun itself? I shall eat the Sun!* And so he called upon his spirit-powers, ascended into the vault of heaven, and swallowed the Sun in one gulp! The world was plunged into darkness... but Vorgrath was in agony. The Sun was as delicious a meal as he'd thought, but it burned, it burned! Finally he could tolerate the pain no longer and he vomited forth the Sun, lighting the world once more.

Vorgrath retreated to the Spirit World to lick his wounds... but his hunger did not go away. Still he yearned to consume the Sun. Periodically his appetite gets the best of him and he dares to try it again, but still the Sun is too hot a meal for him to keep down.

Personality/Motivation: Vorgrath is motivated by two things. The first is a general evil and cleverness, a legacy from his father, the wicked night-god. Thus he enjoys tormenting his foes (such as the PCs) by playing cat-and-mouse games with

them, making them think he can be reasoned with or bribed, letting them think they've escaped from him, and so forth.

Second, and more importantly, he's *constantly* hungry. If necessary he can satisfy his appetite with a herd of elk, but he's not just a glutton, he's a gourmet. He prefers the rarest, most delicious "delicacies" as he defines them. Instead of ordinary fare, he prefers to eat dragons, rocs, godlings, demons, and the oh-so-succulent flesh of heroes. Most of all he wants to eat the Sun, but he has yet to find a way to tolerate its fiery heat.

Quote: "Did you truly think, my little morsel, that you could avoid becoming my supper once I set my eyes upon you?"

Powers/Tactics: When forced into combat (which isn't often), Vorgrath relies on his size, strength, and fearsome jaws. He frequently Swallows human-sized targets whole; see page 33 of *The HERO System Bestiary* for rules (his stomach acids are Strong, so characters trapped inside him had best find a way out quickly!). If necessary he can flatten entire forests by rolling around like a puppy, or drink down a whole river to get a nice snack of fish.

In the unlikely event he's badly injured, Vorgrath will flee into the Spirit World to heal up. There he's at least partly protected by his father, though there are other spirits who dislike him intensely.

Campaign Use: Vorgrath is a monster created by the minds of Men to represent a variety of natural phenomena. At his most fundamental he provides an explanation for solar eclipses. In a more symbolic sense he embodies the concept of Hunger and the fear of hunger. But of course you don't have to concern yourself with any such mythologizing if you just want a good, old-fashioned mega-monster for your PCs to fight!

To broaden Vorgrath's usefulness, give him the power to change shape and shrink down to human or wolf size. That way he could sire other monstrous wolves, or interact with the PCs in other than adversarial ways. While pursuing him the PCs might follow him into the Spirit World and get caught up in an entire story arc revolving around the rivalry, competition, or even warfare between different groups of gods, spirits, and totem animals.

Appearance: Vorgrath is a gargantuan black-furred wolf. His eyes often glow with a red fire.



APPENDIX

FIGHTING GIANT MONSTERS



Enormous monsters, like many of the ones depicted in this book, raise some potential issues for *HERO System* combat. A human-sized opponent fighting a roughly human-sized opponent, or even one that's twice as large, is an easy thing to deal with; tackling a monster the size of a building requires some special rules.

GENERAL ISSUES

The default rules for the *HERO System* don't make any allowance for extreme size differences between combatants, other than the DCV penalty imposed by the *Size Physical Limitation* and other rules (see pages 126-27 and 574-76 of *The HERO System 5th Edition, Revised*, for example).

Thus, even though a swordsman may only be able to reach a giant's feet and ankles, he can still hack him to death with enough blows. Of course, larger creatures typically have more BODY than human-sized ones, but in the end enough damage gets the job done. That's certainly fitting for the "dramatic heroism" the rules favor.

Gamemasters who find this "unrealistic" should consider implementing optional rules to fix the problem. Some possibilities include:

- Use the Hit Location rules, if you're not doing so already. If a human-sized character can only attack a larger foe's feet and lower legs, the Hit Location penalty reduces the damage considerably. Roll all HTH attacks as Low Shots. (See below for more information regarding large monsters and Hit Locations.)
- Reduce the damage that a smaller creature's attacks do to a larger creature. To some extent, the rules for different weapon sizes (*Fantasy Hero*, pages 153-54) take care of this; a sprite's tiny sword does very little damage to begin with. (Similarly, enormous monsters's high PDs and EDs represent their resistance to typical attacks.) But for human-sized and larger creatures, you could reduce the damage an attack does by -1 point of BODY per Size/Weight category the target is above the character. (Thus, a human's attacks would do -3 BODY to Huge creatures.) Alternately, you could rule that for any

target creature more than one Size/Weight category larger than the attacker, the *Reduced Penetration Limitation* automatically applies to the attack.

- Give large creatures extra defenses that only apply to attacks made by smaller creatures. One to three points of Resistant Defense per Size/Weight category above "Human-sized" should suffice. However, keep in mind that most monsters in this book already have high defenses to represent their size and resilience; giving them even more PD and ED may be unbalancing.



MONSTER CLIMBING MODIFIERS

Incline Of Surface	Modifier	Example
45-60 degree incline	-0	
61-75 degree incline	-1	Draconic monster's body
76-90 degree incline	-2	Humanoid monster's body
91-105 degree incline	-4	
106-120 degree incline	-6	
121 or greater degree incline	-8, if climbable at all	

Slipperiness Of Surface	Modifier	Example
Slippery surface	-2	
Very slippery surface	-4	Dragon's scaly skin
Extremely slippery surface	-6	
Incredibly slippery surface	-8	Jla'sara's body

Handholds	Modifier	Example
Numerous handholds	+4	Fur
Many handholds	+2	Body spikes or spines
Average handholds	-0	Snowspire Golem's stony body
Few handholds	-2	Scaly skin, God of Worms's body
No/Almost no handholds	-4	Jla'sara's body

Motion	Modifier	Example
Monster is moving a lot	-2 or more	In combat; running
Monster is moving	-1	Walking
Monster is barely moving	+0	Lying in wait for prey
Monster is not moving	+1	Relaxing, asleep

CLIMB EV'RY MONSTER

Some monsters are so large that the PCs may be able to climb them to strike at vulnerable points (such as the head, heart, or eyes). Standard rules for Climbing (see page 52 of *The HERO System 5th Edition, Revised*) apply, though the GM may want to increase the speed at which characters climb for dramatic purposes. The accompanying table, adapted from *The Ultimate Skill*, provides additional modifiers.

THE CRUSHING FALL

Even when your heroes finally defeat a gigantic monster, the danger it poses isn't necessarily past. Some monsters are so big that they can hurt characters just by falling on them! Use the Weapon Size/Shape rules (*The HERO System 5th Edition, Revised*, page 382) to determine the "threat zone" created by the collapsing monstrous corpse; characters may have to use Dive For Cover to get out of the way (if they have the chance). Then use the Crushing Damage rules (page 422 of the core rulebook) to determine how badly hurt the victims are. It may be easiest to use the monster's STR as the STR for the Crushing damage, but the GM can reduce that if it seems too likely to kill characters.

FIGHTING DEFENSIVELY

Enormous monsters typically have enormous STR — and enormous claws, fangs, and other weapons. In all but the most high-powered Fantasy Hero campaigns, a single blow from a gigantic monster can be enough to kill a Player Character outright. Thus, smart PCs will fight defensively, keeping Combat Skill Levels in DCV and Dodging/Diving For Cover as needed. The GM should keep dramatic sense in mind and let most defensive tactics succeed as long as they're reasonable; an adventure's no fun for anyone if PCs die right and left.



BLOCK

The standard *HERO System* rule is that the *Block Combat Maneuver* doesn't depend on the relative STRs of the characters involved, or on the weapons used (if any). Thus, there's nothing in the rules that prevents a pixy with a dagger from Blocking a giant with a club — the special effect of the Block could be gently deflecting the blow *just enough* to keep from being hit, or even of a sort of dodging. However, this may not be “realistic” enough for some GMs when it comes to gigantic monsters, who are often larger and stronger than even the toughest giant. The GM may rule that Blocks aren't possible (and of course, many giant monsters have area-affecting attacks that can't be Blocked anyway). Alternately, he could adapt the standard -2 OCV penalty for unarmed Blocks of weapon attacks to this situation. The weapon breakage rules on page 189 of *Fantasy Hero* could also apply.

GIANTS WALK THE EARTH

When gargantuan monsters walk, the very ground trembles beneath them. (This is most common with humanoic monsters like the Snowspire Golem, but it could apply to others in some circumstances.) When walking, the monster shakes the ground for a (STR/10) radius around itself (when it's running, jumping, or moving more vigorously, double the size of the affected area). This has several effects:

First, any characters in this area have to succeed with a Breakfall roll or a DEX Roll to stay on their feet. Breakfall rolls suffer a penalty based on how close the character is to the monster: -5 from 1"-4"; -4 from 5"-8"; -3 from 9"-16"; -2 from 17"-32"; -1 from 33"-64"; and -0 from 65" and beyond. The DEX Roll suffers an additional -2 penalty at all distances. Any character who fails his roll is Knocked Down.

Second, at the GM's option characters suffer OCV and Agility Skill Roll penalties equal to the Breakfall roll penalty when attacking the moving monster or trying to perform other tasks.

HIT LOCATIONS

Gigantic monsters typically have very low DCVs due to their *Size Physical Limitation* (though their minimum DCV is 0, of course). This makes the possibility of attacking vulnerable Hit Locations, such as the Head, the Vitals, or the Vital Spot on a dragon, a much more tenable proposition for PCs. At a minimum, the DCV of a Hit Location should equal that Hit Location's OCV penalty (for example, no matter how big the monster, hitting it in the Head means hitting DCV 8, since the Head penalty is -8). The GM can increase or decrease a Hit Location's penalty/DCV in the interests of game balance and dramatic realism; he may also apply the Range Modifier (see below).

Because they're so much larger than the PCs, gigantic monsters typically can't use Placed Shots at all. They just do general attacks for general damage.

KNOCKBACK

While most Fantasy Hero campaigns don't use the Knockback rules, you might want to make an exception in the case of some gigantic monsters. A being like the Snowspire Golem, Tharshaka, or Qorax is so large, and hits so hard, that allowing it to do Knockback (even if you restrict the amount of Knockback to, say, no more than 10") is appropriate and “realistic.”

THE RANGE MODIFIER

Because giant monsters are so large, the GM may want to adjust how the Range Modifier applies.

First, for general attacks, calculating the Range Modifier to the monster's center of mass (to its “Chest,” in Hit Location terms) may be more appropriate and “realistic” than calculating it to whatever part of the monster's body is nearest the attacking PC.

Second, for Placed Shots against specific Hit Locations, the GM may want to calculate the Range Modifier based on the distance to the target location, rather than to the monster's center of mass.

THE TERROR EFFECT

Gargantuan monsters are so big and so awe-inspiring that just seeing one may strike characters dumb with terror. If appropriate, roll a Presence Attack for the monster when the PCs first get a good look at it. This doesn't require any Action by the monster; it's just a way of simulating the fright a gigantic monster inspires. Depending on the results, a PC may flee temporarily, freeze with fright, or take other appropriate actions.

TRIPPING MONSTERS

Some gigantic monsters, particularly humanoid ones like the Snowspire Golem, can be brought low (and thus laid open to attacks to areas PCs might not ordinarily be able to reach, like their heads) by the simple expedient of tripping them. But tripping an enormous monster isn't quite the same as a character sticking his foot out in front of it while it walks by!

First, the PCs need something large enough and sturdy enough to trip the monster with. Typically this means a really big rope stretched across the monster's path, but characters may think of other things they can use. Whatever they use, it has to be tough enough not to break (see below).

Second, the PCs have to position themselves properly to trip the monster. This involves anticipating where it's going to walk and planning appropriately based on the circumstances. It's a fairly simple matter for a monster that walks in and out of a lair (or similar place) on a frequent basis. For a free-roaming monster, the PCs may have to lure it into an area they've prepared in advance.

Third, the monster has to not see the trap. Usually this isn't much of a problem — even if the monster gets a PER Roll, the PCs and their trip-line are so small compared to it that it suffers

significant penalties (-3 or more) to notice them. If the monster sees the trap, it will step over it or go around it, unless it overconfidently thinks it can just smash right through.

Fourth, the trip-line has to hold together when the monster contacts it. Roll the monster's Casual STR damage. If the BODY rolled exceeds the DEF+BODY of the trip-line, the line breaks. If the rolled BODY, after DEF is applied, is more than twice the BODY of the trip-line, the monster breaks right through it without being impeded at all (the monster may not even notice the line!). If the roll is less than twice the BODY, the line breaks, but the monster might still trip; it must succeed with a DEX Roll at +3 or fall down. If the BODY rolled does not exceed the DEF+BODY of the trip-line, the monster must succeed with a DEX Roll or trip and fall. (In the interest of drama and excitement, the GM may ignore the roll and just let the monster fall.)

When the monster falls, it takes Normal Damage equal to its Casual STR ("the bigger they are, the harder they fall"). The monster can take a Half Phase Action to get to its feet on its next Phase... assuming the PCs don't Stun it, pin it down, kill it, or otherwise stop it from moving.

WEAKNESSES AND VULNERABILITIES

While they're massively powerful and seemingly nigh-invulnerable, it's not uncommon for gigantic monsters to have some sort of weakness — an Achilles's heel, if you will, that makes it possible for a brave and daring hero to defeat them despite their numerous advantages. Dragons, for example, often have that one weak place on their underbelly (represented by the "Vital Spot" on their Hit Location table, and the Limitation that indicates their high PD and ED don't apply at that Location). A gigantic undead colossus might suffer if exposed to salt, running water, sunlight, or holy ground.

Some of the monsters in this book have weaknesses defined by Vulnerabilities, Limitations, or other methods, but the GM can always add them to other monsters, or change the listed ones if desired. This is particularly appropriate as a reaction to clever thinking by the players. If a player comes up with what he thinks a gigantic monster's weakness is, and it's a reasonably plausible deduction, run with it! That's just the sort of good game play (and hopefully roleplaying) that GMs should encourage.

But of course, exploiting a gigantic monster's weakness should never be easy — otherwise the monsters won't survive for long! Learning about one should involve research in ancient tomes of lore, repeated encounters with the monster to find out how it fights, or the like. Then striking at the weak spot or taking advantage of a Susceptibility/Vulnerability should require daring Combat Maneuvers (such as climbing up the monster's side to get an unrestricted attack at the weak spot on the monster's back), a quest to obtain the materials to make a special magical weapon, or learning a unique spell.



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