

THERE ONCE WERE DRAGONS

— COMPANION 6 —

ONE DWARF ARMY GAMES



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

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

GREATER DRAKES

Whether by chance, magic or sheer ruthlessness, some Drakes grow to monstrous size, even by draconic standards. Slowly building their might and cunning over long years, Greater Drakes are terrible creatures that can terrorise entire regions in their wake. Mercifully, their lack of wings and enormous bulk help to allow people to evacuate their homes when one of these beasts goes on a rampage across the countryside.

FIRE DRAKE, GREATER

Level 50 Dragon (Enormous)				5,000 XP	
Strength	13	Reflexes	12 (3 Evasion OR 10 Armor, +2 other)		
Dexterity	6	Resolve	8	Life	168
Wisdom	6	Toughness	15	Initiative	11
Speed	50 feet				
Equipment	None				

ATTACKS

The Drake can make one claw and one bite attack per action.

Claw: Melee. Roll Strength [13] to attack. 3D10+7 slashing damage.

Bite: Melee. Roll Strength [13] to attack. 3D12+7 piercing damage plus 1d8 fire damage. 40% chance of setting the target on fire (1d6).

SPECIAL ABILITIES

Fire breath: Once every 5 rounds, the Drake can use an action to exhale flames in a cone that is 40 feet long and 25 feet wide at its end. This is an explosive attack that uses Dexterity +2 [8] for the attack roll and inflicts 2d8x4 fire damage. Anyone suffering full damage is also set on fire (1d6).

Immunity: Fire damage.

Tail sweep: The Drake can use a move to strike a target within 20 feet with its tail. Roll Strength -2 [11] to attack. A hit inflicts 1D10+7 impact damage and knocks the target 10 feet back (DF 18).

Vulnerability: Cold damage (4).

ICE DRAKE, GREATER

Level 50 Dragon (Enormous)				5,000 XP	
Strength	11	Reflexes	12 (5 Evasion OR 10 Armor, +2 other)		
Dexterity	8	Resolve	8	Life	151
Wisdom	6	Toughness	13	Initiative	13

Speed	50 feet
Equipment	None
ATTACKS	
The Drake can make one claw and one bite attack per action.	
Claw: Melee. Roll Strength [11] to attack. 3D10+6 slashing damage.	
Bite: Melee. Roll Strength [11] to attack. 3D12+6 piercing damage plus 1d8 cold damage. 30% chance of slowing the target for 1d4 rounds unless they roll Toughness versus 18.	
SPECIAL ABILITIES	
Ice breath: Once every 5 rounds, the Drake can use an action to exhale icy air in a cone that is 40 feet long and 25 feet wide at its end. This is an explosive attack that uses Dexterity +2 [10] for the attack roll and inflicts 2d8x4 cold damage. Anyone suffering full damage must also roll Toughness versus 16 to avoid being slowed for 1d4 rounds. Failing the roll with a natural 4 or lower means that the target becomes paralysed instead of slowed.	
Immunity: Cold damage.	
Tail sweep: The Drake can use a move to strike a target within 20 feet with its tail. Roll Strength -2 [9] to attack. A hit inflicts 1D10+6 impact damage and knocks the target 10 feet back (DF 18).	
Vulnerability: Fire damage (4).	

STORM DRAKE, GREATER

Level 50 Dragon (Enormous)				5,000 XP	
Strength	9	Reflexes	11 (9 Evasion OR 9 Armor, +2 other)		
Dexterity	12	Resolve	8	Life	134
Wisdom	6	Toughness	11	Initiative	17
Speed	50 feet				
Equipment	None				
ATTACKS					
The Drake can make one claw and one bite attack per action.					
Claw: Melee. Roll Strength [9] to attack. 3D10+5 slashing damage.					
Bite: Melee. Roll Strength [9] to attack. 3D12+5 piercing damage plus 1d8 lightning damage. 30% chance of stunning the target for 1d4 rounds unless they roll Toughness versus 16.					
SPECIAL ABILITIES					
Immunity: Cold damage.					
Lightning breath: Once every 5 rounds, the Drake can use an action to exhale a lightning that travels down a straight line 120 feet long and 10 feet wide. This is an explosive attack that uses Dexterity +2 [14] for the attack roll, penetrates 3 armor and inflicts 2d8x4 lightning damage. Anyone suffering full damage must also roll Toughness versus 14 to avoid being stunned for 1d4 rounds.					

Static discharge: When the Drake is reduced below 95 Life, it emits an electrical discharge in a 10-foot radius around it. Everyone in that area suffers 2d8x4 lightning damage but can roll Reflexes versus 17 to take half damage only (the lightning penetrates 3 armor). The Drake produces a second discharge when it is reduced below 20 Life.

Vulnerability: Fire damage (4).

SWAMP DRAKE, GREATER

Level 50 Dragon (Enormous)

5,000 XP

Strength	15	Reflexes	10 (0 Evasion OR 8 Armor, +2 other)		
Dexterity	3	Resolve	8	Life	184
Wisdom	6	Toughness	17	Initiative	8
Speed	30 feet				
Equipment	None				

ATTACKS

The Drake can make one claw and one bite attack per action.

Claw: Melee. Roll Strength [15] to attack. 3D10+8 slashing damage.

Bite: Melee. Roll Strength [15] to attack. 3D12+8 piercing damage plus 1d8 acid damage. 70% chance of damaging 1 armor.

SPECIAL ABILITIES

Acid breath: Once every 5 rounds, the Drake can use an action to exhale acid in a cone that is 40 feet long and 25 feet wide at its end. This is an explosive attack that uses Dexterity +2 [5] for the attack roll and inflicts 2d8x4 acid damage and 4 armor damage.

Corrosive skin: When the Drake is hit by a melee attack, there is a 40% chance that the attacker suffers 1d8 acid damage.

Immunity: Acid damage.

Tail sweep: The Drake can use a move to strike a target within 20 feet with its tail. Roll Strength -2 [13] to attack. A hit inflicts 1D10+8 impact damage and knocks the target 10 feet back (DF 18).

Vulnerability: Cold damage (4).