



KROMA DRAGONICS

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KROMA DRAGONICS

We introduced dragonics as an optional player character race so that people could decide whether they wanted humanoid dragonfolk as a standard player character option in their campaigns.

A couple years later, it looks like most *13th Age* campaigns are happy using dragonics in some fashion. They make sense in a world shaped by conflicts between the Three and the Great Gold Wurm. And after all, ‘humanoid-dragon-person’ isn’t likely to be the wildest character concept in campaigns with flamboyant One Unique Things!

In this article, we’re presenting a few story options for dragonics who are related to the chromatic dragons. Instead of just one option, we’re suggesting multiple approaches that can be tuned to diverse campaigns. Our story options are accompanied by several player character powers and features for exploring what it’s like to be a two-legged relative of the great (more-or-less) evil dragons. No matter how you decide to use the chromatic dragonics in your campaigns, the monster stats grouped together at the end of the article should find a home.

KROMA STORIES

We start with an explanation of names, mention questions about relationships between dragonics of different scales, present five (or maybe four) origin myths, and then get into campaign options based on icons and a behemoth.

NAMES

Enemies of the chromatic dragonics call them wyrmspawn, emphasizing their supposedly fallen status compared to the glory of true dragons. Your dragonics might or might not use ‘wyrmspawn’ as an insult themselves, but when they want to talk about themselves as distinct from other dragonics, they usually call themselves the kroma.

Unlike the drow, who tend to have big problems getting anyone else to refer to them as the silver folk, the kroma dragonics have been more successful seeing their own term for themselves adopted by others. That’s probably partly because ‘kroma’ is short and easy to say. It doesn’t hurt that it’s easy to pronounce with a bit of a snarl and sounds like it might already be a curse word in someone’s language.

Nearly everyone, including most kroma, refers to individual chromatic dragonics by the color of their scales: whitescales, greenscales, blackscales, bluescales, and redscales. As you’ll see in the origin myths section, there are other terms that get used, but generally not by people other than the dragonics and, perhaps, the dragons.

DIVIDED DRAGONICS?

Each color of chromatic dragon is very much its own creature. As a rule, blue dragons aren’t friends with red dragons, green dragons don’t pal around with whites, and so on. Most of the issues are hierarchical—it’s very rare for chromatic dragons to be able to put aside power struggles unless someone much stronger is making them cooperate.

Obviously the very top of the chromatic dragon hierarchy knows how to cooperate! The Three don’t always get along, but they’re united in a bond that makes them an eternal threat to the supposedly more lawful metallic dragons who’ve aligned themselves with the Empire’s less-evil icons.

So what do you want from the kroma in your campaign? Do you want them to mirror the dragon hierarchies, so that the blue and red are on top, black a bit underneath, and green and white handicapped by the loss of their original iconic dragons?

Or do you want them to forge their own identities that aren’t beholden to the scales and magical affinities they’ve inherited from their great draconic ancestors?

Did I say ancestors? Maybe that’s not true in your campaign. Maybe the dragonics aren’t exactly descended from or related to dragons. Maybe they’re the result of a different magical process, something that was trying to steal power from the dragons to create a new species, so that the relationship between dragons and dragonics is . . . tense.

Drakkenhall: However you want to explain the existence and nature of chromatic dragonics in your campaign, consider making use of our core iconic story that the Blue has shaken things up in Drakkenhall. Whatever the status quo was, the Blue’s experiments might be rephrasing the kroma’s situation. It’s up to you how many of the kroma are comfortable with the extent to which their (probably) improved circumstances near Drakkenhall so wonderfully serve the Blue, and by the extension, the Three.

CULTURE & PERSONALITY

Compared to elves, dwarves, and even halflings, dragonics don’t have a lot of the archetypal fantasy elements we usually imagine as the default assumptions your campaigns will riff on. We’re still leery of defining the dragonics too thoroughly. Since they’re not necessarily standard fantasy creatures, it seems to us that your campaigns should have leeway to treat them in the widest variety of ways.

That said, we’re going to list *13 Things that Might be True about Kroma Dragonics*.

- 1: They don’t care much about possessions that aren’t strong enough to withstand their breath weapons. Accidents and small spats happen, so only very durable items or magically durable items truly matter to dragonics.
- 2: No, wait, that’s mostly true, but the most precious possessions of many kroma dragonics are extremely fragile items. Being able to care for and preserve such an item shows that you are truly powerful.



- 3: They hatch out of eggs that are carefully cared for, but luckily don't take all that long to grow.
- 4: They're magical beings that get born in ways not even dragons are born, and that means live births are frequent, and families work something distantly like slightly violent human families.
- 5: Dragonics haven't been the same through the ages. There's no guarantee that creatures just like these will be around in the next age. It's not that there's anything wrong with them, or weak. It's that you can't be so enmeshed in sorcery and remain stable.
- 6: Kroma dragonics, oddly enough, are extremely loyal to people and monsters they respect. Metallic dragonics are bitter and more vengeful. This explains some of the reasons the Great Gold Wyrms has so many human paladins instead of metallic dragonics.
- 7: It's not that the kroma are evil, per se. They just don't have much empathy for how others might see the world. And they don't really understand people who do.
- 8: Oh come on. Evil! Evil! Evil! How many kroma have you met that you would trust to pull you out of a pit if your stuff happened to be left above it? One, maybe. Two? Then you're lucky, because those two were freaks. It's nice they exist, but don't count on other kroma being freaky.
- 9: Actually kroma are every bit as diverse as some other supposedly moral races, but evil dragons can smell goodness and it tastes *delicious*.
- 10: Unlike the metallic dragonics, kroma tend to snort a little of their breath weapon on anything they intend to eat. See the earlier comment about needing durable possessions.
- 11: The Three, the High Druid, and at least one other icon have used great spells, in different ages, to reshape dragonics in ways that suit them better.
- 12: Dragonics came first, before dragons, who were essentially hugely powerful dragonic sorcerers who redefined the world's playing space, back before people got around to counting ages.
- 13: If you've got an interesting new religion you want to test with fervent believers, the kroma dragonics may be the people you're looking for. Well, most of them. Not the greenscales.

ORIGIN MYTHS

Speaking of religions . . . like most people connected to powerful magic who are not *quite* on top of the power pyramid, the kroma have stories about who they might really be, when forces align in their favor. Some of these stories take the form of origin myths told by one type of kroma, but not the others.

We'll present a few of these stories in case you find something your campaigns can make use of. You don't have to use all the stories that follow. Certainly most of the kroma don't believe them all. But many of the kroma believe one or two, or think it's useful that other members of the kroma believe them.

CHILDREN OF THE GLACIER

The oldest of the origin myths seems to belong to the whitescales, who say that they are formed from the pure ice of the glacier known as Xolinth. Xolinth was a cold goddess, or perhaps the home of a goddess of cold and darkness. The White, wishing to have loyal servants that could withstand the frozen places, killed the god and breathed new life into the ice, breaking off pieces that stood on two legs and became dragonics.

Whether Xolinth exists or not, many whitescales *believe* that the glacier is reforming, and that its full recovery will . . . well, what is it the speaker wants? Either the ascension of a new White, or a reconnection with a dark goddess whose ice is still in the heart. Or both, if the White was the father and the goddess was the mother. The myth gets a bit tortured when it attempts to talk about the future, and whitescales who really believe this stuff aren't likely to want to talk about it, in case an enemy realizes they should start looking for Xolinth before it's too late.

Do all whitescales believe this myth? Probably not. But even if they don't believe it, it could be part of what shapes their world. Compared to white dragons who've floundered after losing their icon, whitescale dragonics coped. Maybe it helped that their myth says that the White was not their first immortal 'parent' to die.

Player characters: If you're playing a whitescale, you could do a lot worse than linking your destiny to a dark glacier, somewhere only creatures of the cold, and crazy-ass player characters, dare to tread. For backgrounds that could help you shape the story, start with *Frost Range nomad*, *Xolinth quester*, *priestess of a dead dark goddess*, and *glacier oracle*.

GREEN PRAGMATISTS

Unlike mystic whitescales who believe in Xolinth, greenscales' long-term response to the concrete-verifiable death or abduction (or in any case disappearance) of their icon has been to try to stick to the facts. If you think you know what the facts about dragonics 'really' are in your campaign, most greenscales probably think that's pretty much the gist of it.

It's not that the greenscales aren't against powerful myths. They're just aware that if they really want to force a myth of power to become true, they're going to have to gain a lot more power by attaching themselves to the existing icons, or somehow making their own icon via a new Green.

And a myth that isn't powerful? One that is more woe-is-us storytelling? A typical greenscale spits poison at that sad-shlock.

Player characters: Of course, if you're playing a greenscale dragonic, you may be something very different than a typical greenscale. Well, you probably still spit poison. But maybe your background is tied to the actually still living Green, or to a destiny by which you intend to create another Green in its place.

DANCING SHADOWS

Some blackscale dragons refer to themselves as shadow dancers. They have a curiously specific story explaining that they were created when the Black traveled to the Shadow Well, focused her will, and made a summoning. The shadows that left the well and followed the Black back to the world were the first shadow dancers.

The Black values shadow dancers as spies and agents, warriors and priests. But if the myth is true, she doesn't need them returning to their source. Everyone has forgotten the location of the Shadow Well except the Black, and she isn't sharing.

Blackscales who can't take the Black's hint often start looking near Shadowport, but maybe the Bitter Wood's many shadow dragons and other shadow monsters are just a coincidence. Or maybe the Prince of Shadows is playing a trick . . .

Other shadow dancers believe that the Shadow Well is somewhere near the center of the island of Omen, and that the Well is the driving force behind the island's cancerous growth. Living dungeons spill out of the Well, piling up as they push outward away from it. Maybe that's why ruins near the center tend to be ruled by denizens of shadow.

Ask those who are searching for the Shadow Well why they want to find it and you'll get many answers. There's a persistent rumor that several true dragons started as blackscapes that found the Shadow Well. But the original myth doesn't even support that idea, so maybe *this* is the piece that's disinformation from the Prince.

Player characters: If you're a blackscale dragonic, the reputation of the Black and her assassins can be a bit hard to shake. So do you try to shake it, or get it working for you?

ORIGINAL DRAGONS

The bluescales who serve the Blue in Drakkenhall say that they were originally true dragons! Long ago, the Blue Dragon constructed a tower of stone and magic somewhere in the Dragonwood (some claim it's the same tower now in Drakkenhall moved there magically, others say the tower is still in the wood). There, the Blue traveled into a future-seeing during a long slumber. Through her visions, she understood that only by magic would she control the world, and so she commanded each blue dragon to deliver one egg to her in tribute. She spent decades perfecting the rituals and bathing the eggs in sorcery, imprinting her will. They hatched as bluescale dragonics with the majesty of dragons. Both blood and sorcery flows through their veins.

It's often said that the bluescale sorcerers are involved in some great endeavor for their mistress. One theory is that the Archmage holds magical secrets that the Blue is trying to tear away, and when she succeeds, sorcery will far outstrip wizardry. Others are convinced that the Blue's ultimate goal is to usurp the Emperor while keeping the empire in place, setting her dragonics as the first among all citizens. A few whisper that the Blue wishes to absorb the powers of the Red and Black (and that she was ultimately responsible for the losses of the White and Green), so that none of the other icons will be able to stand against her might.

In most campaigns, the Blue is also served by many non-blue dragonics, only some of whom paint their scales blue. If you're enforcing a harder line between dragons and dragonics of different colors, you'll be cutting away some stories while opening others.

Player characters: Whether you really believe it or not, hatching from a dragon's egg is a pretty powerful origin story. Especially if it's literally true because it's your One Unique Thing.

If you want to make the Blue's big kroma-related scheme into one of the campaign's ongoing elements, choose a background something like *Drakkenhall lab sorcerer*, *Imperial spy of Drakkenhall*, or *former Blue-crèche warden*.

EGGS & FLAME

The myth told by 'religious' red dragonics is an odd mix of self-aggrandizement and kinship with other dragonics.

Ages ago, the Red and his lesser brethren conquered everyone that mattered, meaning all the other dragons, chromatic and metallic dragons alike. Dragons that handed over their hoard and half their eggs were allowed to live. The Red collected the eggs and tempered them in his fire and magic. Weak eggs perished, stronger eggs eventually hatched as dragonics serving the Red, and the strongest dragonics were the redscales. Obviously.

It's up to your campaign whether similar experiments performed on modern dragon eggs have similar effects, or merely get you killed.

PUTTING THE STORIES TOGETHER

If your campaign wants a strong argument for unifying the kroma instead of splitting them apart along color lines, here's a theory: all the myths are more or less true. The kroma didn't all come from the same place, different kroma, even of the same color, were created at different times, but now they can join together and become one powerful force.

If the Blue in your campaign is a cunning politician, this sounds like the argument she might be using to bring the kroma together in Drakkenhall. Alternatively, the Blue's power games got in her own way and this canny use of competing myths is best expressed by the High Druid, who can deal with the dragonics' savagery better than most.

ICON INFLUENCES

However you phrase your campaign, the kroma are entangled with the Three, and to some extent with the High Druid. Here are story options and adventure ideas related to a few of the other icons. Our ideas steer away from the most obvious storylines. You don't need us to point out that the kroma could be locked in struggles with any of the heroic icons. We'll be suggesting surprising ways you could entangle the kroma with the followers of other icons as something other than simple antagonists. The ideas have more in common with unique campaigns than ideas all campaigns could have in common.

Bad Mother: Dragons get in the Diabolist's way. She'd love to forge a new tool. Maybe, just maybe, she could use her hellhole laboratories to breed a new type of dragonic, something combining the evil nature of the kroma with a touch of the demon. Maybe she wouldn't have to stick to just one color. The current dragonics seem to breed into five lines, regardless of parentage, but there have been great dragons that combine all the colors. Why not these new things?

The Dragonic Crusade: As the antithesis of the Great Gold Wyrms, the Crusader makes sense as the icon who gathers the kroma when they escape the influence of the Three. You want to shake things up? Get rid of that human guy in the Crusader armor on page 178 of the *13th Age* core rulebook. The Crusader in your campaign is a kroma dragonic! Which type? No one is sure. Nobody reliable sees through this Crusader's full helm, and breath weapons aren't a clue because she (or he) uses them all. Tie this storyline in with the Diabolist's *Bad Mother* attempt to create new dragonics and you've got a double-twist and a motive for the Crusade.

Imperial Pardons: As the Archmage falters, the metallic dragons dwindle, and the Orc Lord rises, might the Emperor look for a new source of draconic allies? The earlier Emperor who brought the half-orcs in as full citizens gained well-deserved laurels in the annals of empire. Could the kroma dragonics strengthen the Empire as the half-orcs have? Particularly if they were granted, say, the land west of the Wild Wood, and a portion of the lands near New Port? Land the High Druid is already doing her best to reclaim for the wild? Sure, the metallic dragons and the Great Gold Wyrms will hate this, but they aren't getting the job done, are they. Your campaign gets to play through the consequences. Consider adding a new line to the characters' resumes: *Troubleshooting (and Three-suppressing) ambassadors to the fledgling state of Western Kroma*.

The World's Most Dangerous Truce Zone: Overall, the Three would rather rule the world than destroy it, and even the Red once-upon-a-time laid waste to a potentially world-destroying demon horde, if you believe that story about the creation of the Red Wastes. So maybe the Abyss is a truce zone between kroma dragonics and followers of the Great Gold Wyrms, both of whom hunt demons, albeit for their own reasons. There's something amusing about paladins who need to contact followers of the Red going a ways into the Abyss, with both sides exiting in different directions to avoid the unpleasantness they can expect from each other in the world beyond the Abyss.

THE KROMA BEHEMOTH

Here's a longer campaign option involving the High Druid and as many other icons as you like. It could play off most of the earlier ideas or be used in isolation.

What happens if an alliance of kroma dragonics set themselves up as the rulers of an independent 'city-state' perched atop one of the great Koru behemoths? They circle through and outside the Empire in the great counter-clockwise migration route, interacting in turn with each of the Empire's other power blocs.

The behemoth may have had an earlier name and identity, but it's usually known as Kroma now. Like most of the behemoths that serve as platforms for powerful and long-lasting communities, Kroma seems at least tacitly accepting of the kroma dragonics' presence, if not all of their schemes.

Leaders and actions: No matter how you're phrasing dragonic interactions away from the behemoth, consider the following unorthodox arrangement for leadership on top of Kroma: ultimate authority tends to shift between the pre-eminent dragonics of different colors based on the behemoth's location

along the migration route. The far north and off the map to the West is where whitescale dragonics are in charge. By the time the behemoth returns to the map near the Kneedeep, the redscales are mostly in charge, all the way over to the turn north up toward the Blood Wood. The bluescales take over up the coast and past Drakkenhall. Greenscales help most in the middle of the Queen's Wood and over to Forge, followed by the whitescales again as the behemoth stomps out onto the ice.

You noticed the blackscapes were missing? In Rob's version of the story, the blackscapes prefer to stay out of the leadership game and 'just get things done.' When they do take charge, it's because other people asked them to. Or maybe they just lost patience and 'got it done.'

Your campaign's version of the story could be different. For starters, you get to decide whether this is some form of weird leadership council or a shifting chiefdom or queenship. But consider treating the different varieties of kroma dragonics as one of the Kroma behemoth's strengths.

Icon relations: Maybe Kroma prospers by maintaining various allegiances with many different icons? Maybe the kroma dragonics stay in the good graces of the heroic icons, despite being essentially evil, by always being willing to burn out a hellhole or an orc well when they find it? Or maybe the Kroma is a new development and all the icons are competing to undermine the obvious favorites, the Three and the High Druid?

Dominance or survival: If the Kroma behemoth is strong in your campaign, that shapes how dragonics get treated everywhere else on the map. It seems pretty likely that metallic dragonics are more often a valuable part of the empire than the kroma, so the fact that chromatic dragonics now have a shifting and bizarrely powerful home of their own could change the power balance.

PLAYER CHARACTER OPTIONS

For the players who've joined us to create the campaigns, here are a few new powers, spells, feats, and talents for various dragonics.

DRAGONIC BREATH WEAPONS

We'll start with some feats any dragonic can use. Here are additional feat options for your racial *breath weapon* power, as well as a new racial power: *limited flight*. The feats are meant to be user-friendly: you don't have to take these feats in any order.

The limited flight ability replaces your normal breath weapon racial power. If you have other class or magical powers that could supplement your wings, discuss flight upgrades with your GM!

NEW FEATS

Adventurer Feat: Roll a hard save (16+) when you use your breath weapon. If you succeed, the breath weapon is not expended.

Champion Feat: Your *breath weapon* damage dice are d8s instead of d6s.

Champion Feat: The first time each battle you are staggered, you regain one use of your *breath weapon* attack if it's expended.

Epic Feat: You can use your *breath weapon* twice per battle instead of once, and the target of your *breath weapon* attacks can now be far away.

LIMITED FLIGHT

You must be a dragonic to take this racial ability.

One battle per day, you gain flight as a move action. You must land at the end of your turn or fall and take damage (as per the tier).

Champion Feat: You also gain limited flight while the escalation die is 4+, but lose it at the end of your turn in the round when the escalation die can no longer advance.

DRAGONIC BARBARIAN

Most of the character class and race powers we're presenting would work just fine for metallic dragonics, or dragonics who live outside the spectrum. The kroma just happen to be feeling the love.

CHAMPION TIER BARBARIAN TALENT

Barbarians are a bit short on options for new talents at champion tier. Here's another.

ROARING RAGE

When you use your breath weapon while you are not raging, roll a save. If you succeed, you start raging and continue raging until the end of your next turn. This power functions like other barbarian rages, but it neither expends a rage nor gives you the option to roll to recharge your rage after the battle.

Champion Feat: Until you've succeeded once in a day with the *roaring rage* save, it's an easy save (6+) instead of a normal save.

Epic Feat: If you score a critical hit with your breath weapon, you can start raging as a free rage that lasts until the end of the battle and does not expend your use of Barbarian Rage.

DRAGONIC FIGHTER

We've got two fun maneuvers for the dragonic fighter, both making use of your unique physiology.



1ST LEVEL MANEUVER

TAIL WHIP

Flexible melee attack

Triggering roll: Natural 2–4

Effect: Choose one: an enemy you're engaged with takes damage equal to your Dexterity modifier (5th level: double your Dexterity modifier; 8th level: triple it); OR on your next fighter melee attack against this target, you can roll two d20 and choose the best result.

Adventurer Feat: Add your level to the damage you deal with *tail whip*.

Champion Feat: This power now triggers on a natural 2–5.

Epic Feat: Twice per day, you can trigger this power on a natural 1.

7TH LEVEL MANEUVER

GATHER BREATH

Flexible melee attack

Triggering roll: Any natural odd miss

Effect: You regain a use of your draconic breath weapon power.

Epic Feat: When you use this power but don't use your breath weapon that same round, add a number of damage dice equal to your Constitution modifier to your breath weapon damage the next time you hit with it this battle.

DRAGONIC SORCERER

Obviously kroma sorcerers need some attention.

SORCERER TALENT

This talent is only available to dragonics who have the *breath weapon* racial power.

RUMBLE MUMBLE RUMBLE

Your dragonic breath weapon is tuned to your magic. When you roll high enough to re-use one of your breath weapon spells during a battle, you also regain a use of your dragonic *breath weapon* power, if it's expended.

Adventurer Feat: When you use your dragonic breath weapon attack the same turn as you use your standard action to gather power, your dragonic breath weapon deals half damage if it misses.

Champion Feat: One battle per day, you can choose to add the escalation die to your rolls to re-use breath weapon spells.

Epic Feat: Your dragonic breath weapon attacks deal half damage when they miss.

MONSTER STATS

Unlike dragons, which have a hierarchy that extends to fairly clear progressions of who is stronger than whom, some dragonics with scales that are weak colors for dragons aren't weak at all.

GREENSCALE WILD STALKER

Suddenly reptilian eyes open and the vegetation erupts as a green-scaled dragonic hidden among the foliage lunges for you.

3rd level archer [HUMANOID]

Initiative: +6

Poisoned claws +8 vs. AC—4 damage, and 3 ongoing poison damage

First failed save: The ongoing poison damage increases by 2.

Second failed save: The target is also weakened (save ends both).

R: Poisonous spit +8 vs. PD—8 poison damage

Natural even hit: The target is partially blinded and takes a -2 penalty to attacks and defenses until the end of its next turn.

Superior camouflage: The wild stalker's scales naturally change to blend with its surroundings, allowing it to hide in plain sight and making checks to detect it take a -5 penalty. When it attacks from concealment without being seen first, the target is vulnerable to its attack. It can regain its camouflage by moving out of direct sight and hiding (hard DC to spot).

Resist poison 14+: When a poison attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

AC 19

PD 16

MD 12

HP 42

BLUESCALE LIGHTNING CALLER

Lightning crackles as the blue-scaled dragonic unleashes a bolt at you. Then the lightning cycling around the sorcerer pulses and takes the shape of dragons!

4th level caster [HUMANOID]

Initiative: +5

Sharp claws +8 vs. AC (2 attacks)—6 damage

R: Jagged lightning +10 vs. PD (up to 2 nearby enemies)—6 lightning damage

First natural even hit each turn: The lightning caller can target another nearby enemy with *jagged lightning*.

C: Lightning breath +10 vs. PD (each enemy engaged with the lightning caller)—2 lightning damage, and the target pops free from the lightning caller

Limited use: 1/battle, as a quick action.

Call lightning minion: Once per battle as a move action, the lightning caller can summon 1d2 small lightning minions that protect it. They look like small dragons made of lightning that circle around the caller and can't be attacked directly. When an enemy attacks the lightning caller, one minion makes a *lightning zap* attack against it as an interrupt action. All minions dissipate at the end of battle.

Lightning zap +10 vs. PD (one enemy attacking the lightning caller)—3 lightning damage, the target takes a -2 penalty to the attack, and the minion dissipates.

Resist lightning 14+: When a lightning attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

AC 19

PD 14

MD 18

HP 46

WHITESCALE RIME WALKER

The white-scaled dragonic breathes out a cloud of ice crystals that coats its body in rime.

5th level troop [HUMANOID]

Initiative: +7

Rime-coated spear +10 vs. AC—10 damage and 5 cold damage
Natural even hit: The rime walker can make a *frost breath* attack against the target as a free action. This use of *frost breath* doesn't count toward the 1/battle limit.

C: Frost breath +10 vs. PD (1d3 nearby enemies)—8 cold damage
Natural 16+: The target is stuck (save ends).
Limited use: 1/battle, as a quick action.

Coated in rime: As a free action at the start of the battle, the rime walker breathes a cloud of frost that coats it in rime. The next attack that hits it this battle deals only half damage.

Resist cold 14+: When a cold attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

AC 20
PD 18 HP 65
MD 13

BLACKSCALE SHADOW DANCER

The only thing you notice before it strikes is a slight wavering of the shadows.

6th level spoiler [HUMANOID]

Initiative: +12

Scale blade +11 vs. AC—18 damage, and the shadow dancer can pop free from the target

C: Shadow vapors +11 vs. PD (1d3 nearby enemies)—10 acid damage
Shadows everywhere: Hit or miss, the nearby area around the shadow dancer is filled with shadowy vapors until the end of the battle that make it difficult to see. Other creatures besides shadow dancers in the vapors take a -2 penalty to attacks and defenses.

Limited use: 1/battle, as a quick action.

R: Hand crossbow +11 vs. AC—20 damage

Step into the shadows: Twice per battle as a move action, a shadow dancer can step in heavy shadows, or shadows created by its *shadow vapors*, and step back out of nearby or far away shadows. It often uses this ability to move next to a target. When it attacks an enemy after stepping out of the shadows, it gains a +2 bonus for that attack.

Resist acid 14+: When an acid attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

AC 21
PD 21 HP 80
MD 16

REDSCALE FIERY VANQUISHER

This thick-bodied, red-scaled dragonic brute tries to slash you in half with a mighty axe stroke, then gives you a blast of fiery breath when it gets in close.

7th level wrecker [HUMANOID]

Initiative: +9

Heavy axe +12 vs. AC—26 damage

Natural even hit or miss: The fiery vanquisher can make a *burning breath* attack against the target as a free action.

[*Special trigger*] **C: Burning breath +11 vs. PD (one nearby enemy)**—3 fire damage, and 5 ongoing fire damage

Red rage: When the escalation die is odd, the fiery vanquisher can roll two d20s for its *heavy axe* attack and use the best result.

Resist fire 14+: When a fire attack targets this creature, the attacker must roll a natural 14+ on the attack roll or it only deals half damage.

AC 23
PD 21 HP 110
MD 15

Nastier Specials For All Dragonic Wyrmspawn

If you'd like to make your dragonic wyrmspawn more deadly, give them wings and limited flight. Or if your dragonics have the blood of the mighty wyrms flowing through them (or the magic of dragons has worn off on them), consider giving some of them a random dragon ability.

Limited flight: At the start of each turn, roll a d6. If the result is less than or equal to the escalation die, the dragonic gains flight as a move action during its turns thanks to a pair of wings it unfurls from its back. The flight tends to be more power-flapping or gliding from one place to another rather than hovering.

Blood of the wyrm: This dragonic displays traits of its forebears, the mighty wyrms. Roll a d10 and consult the random dragon ability table on page 217 of the core rulebook, or choose one of the first ten options that looks likely to shape the story or battle.