

DRAKE

Magnificent and terrible, drakes represent the iconic draconic form: one head, two wings, four legs and one tail, covered in dazzling scales. Fangs line their jaws, pairs of horns jut backwards on their heads, and their necks, backs and tails are lined with sharp, scaly ridges. Considered the quintessential dragons, they long ago left the Maelstrom for the Core, Worldtree and Clouddriver, where each drake bloodline has adapted to preferred environments, reflected in its deadly *slaybreath*, per drake breed. Drakes live alone or in small families (2–9 individuals), and while all drake breeds can mate with each other, each offspring reflects only one breed, not two.

- Silver-white ice drakes live in any cold terrain, even tall equatorial peaks in otherwise hot tropical climes, and breathe swaths of freezing snow (*frost*).
- Golden-red fire drakes dwell in any warm terrain, like deserts, barren hills, or rocky mountains, or volcanic regions in otherwise frigid polar climes, and breathe cones of intense flames (*flare*).
- Green-aqua plague drakes live in lush coastal waters and marshes, as well as wetlands and woodlands far from the seas, and breath fogs of deadly disease (*rot*).
- Orange-ochre sludge drakes dwell in stagnant swamps and mires, as well as festering marshes, and breathe torrents of corrosive acid (*rasp*).
- Yellow-amber wind drakes dwell in wide-open plains, grasslands, steppes and deserts, and breathe bolts of crackling lightning (*shock*).
- Grey-ashen storm drakes live in rolling hills, foothills and mountains, as well as rift valleys, and breathe claps of resounding thunder (*shake*).
- Pearl-blue sky drakes live in the steepest mountains, especially in rocky crags above the treeline, and breathe flashes of blinding light (*gleam*).
- Black-purple night drakes dwell in fathomless oceans, or deep in subterranean lakes, or in cave networks, and breathe waves of deep darkness (*gloom*).

DRAKE TRAITS
Class: dragon
Origin: Midgard
Sapience: moral-agent
Lifeways: <i>laxful-wicked-leeward</i> , <i>lashful-wicked-leeward</i> , <i>lawful-wicked-leeward</i> , <i>laxful-detached-leeward</i>
Vessel: Corporeal (Zoetic-Organic)
Tier/Shape Range: Dawning — ½×1×½ to Crowning — 6×10×4
Role: warrior
Creature Knowledge: • <i>General:</i> <i>nighlore</i> (sta) DR 21 • <i>Specific:</i> <i>farlore</i> (imp) DR 33
Roottrait Points: 7+[4×(tier-1)]
Attack Roottraits: • <i>Physical Strikes/Harm:</i> Lth/Glt • <i>Magical Strikes/Harm:</i> Glt/Wis
Augmentations/Lifeskills: Nml +3, Ftl +3, Mfl +3; hasten +6; physical strikes +4, physical harm +4; magical strikes +2, magical harm +2; <i>barter</i> +1 (train: imp); <i>clout</i> +6 (train: adv; avail:1); <i>deepfare</i> +0 (train: imp); <i>dive</i> +1 (train: imp); <i>farlore</i> +0 (train: imp); <i>heed</i> +2 (train: imp); <i>landfare</i> +1 (train: imp); <i>look</i> +6 (train: adv; avail:1); <i>lurk</i> +1 (train: imp); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +0 (train: sta); <i>seafare</i> +0 (train: imp); <i>search</i> +4 (train: imp); <i>toil</i> +3 (train: imp; avail:1); <i>trick</i> +0 (train: sta); <i>tumble</i> +2 (train: imp); <i>writ</i> +0 (train: sta)
Carcass Harvest: • <i>Food:</i> [(1d6)×cube] meals; <i>cook</i> (sta) DR 21 <i>poisoned</i> (lesser) • <i>Water:</i> [(1d2)×cube] meals; <i>mash</i> (sta) DR 26 <i>poisoned</i> (lesser) • <i>Bones:</i> [(5d8)×cube] silvers; <i>hew</i> (sta) DR 20 • <i>Fangs, Claws, Horns, Spines:</i> [(4d8)×cube] silvers; <i>hew</i> (sta) DR 18 • <i>Hide:</i> [(4d4)×cube] golds; <i>taw</i> (imp) DR 17 • <i>Scales:</i> [(3d12)×cube] golds; <i>smith</i> (imp) 29 • <i>Organs:</i> [(2d6)×cube] golds; <i>taw</i> (imp) DR 24
Lair Treasure: • <i>Mundane:</i> lavish • <i>Magical:</i> lavish

HATCHLING DRAKE
Tier: Beginning Liferview: <i>lashful-wicked-leeward</i> Languages: Common, Dragon, Primal, Giant
Shape: 1×2×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 21; swim 7; fly 15; burrow 1
Roottraits: Brw 2; Lth 3; Smt 1; Wis 2; Glt 3 Hasten: 8 Defenses: Nml 21; Ftl 20; Mfl 20 Grit: 21+6d6 [42] Pneuma: 7
Harm Yields: • <u>Ice:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> flare 6; <u>resistant</u> wreck 9, whirlm 3, gleam 2, gloom 2, rasp 2, rot 2, shake 2, shock 2; <u>immune</u> frost, chaos, hubris, hallow • <u>Fire:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> frost 6; <u>resistant</u> wreck 9, whirlm 3, gleam 2, gloom 2, rasp 2, rot 2, shake 2, shock 2; <u>immune</u> flare, chaos, hubris, hallow • <u>Plague:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> rasp 6; <u>resistant</u> wreck 9, whirlm 3, flare 2, frost 2, gleam 2, gloom 2, shake 2, shock 2; <u>immune</u> rot, chaos, hubris, hallow • <u>Sludge:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> rot 6; <u>resistant</u> wreck 9, whirlm 3, flare 2, frost 2, gleam 2, gloom 2, shake 2, shock 2; <u>immune</u> rasp, chaos, hubris, hallow • <u>Wind:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> shake 6; <u>resistant</u> wreck 9, whirlm 3, flare 2, frost 2, gleam 2, gloom 2, rasp 2, rot 2; <u>immune</u> shock, chaos, hubris, hallow • <u>Storm:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> shock 6; <u>resistant</u> wreck 9, whirlm 3, flare 2, frost 2, gleam 2, gloom 2, rasp 2, rot 2; <u>immune</u> shake, chaos, hubris, hallow • <u>Sky:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> gloom 6; <u>resistant</u> wreck 9, whirlm 3, flare 2, frost 2, rasp 2, rot 2, shake 2, shock 2; <u>immune</u> gleam, chaos, hubris, hallow • <u>Night:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> gleam 6; <u>resistant</u> wreck 9, whirlm 3, flare 2, frost 2, rasp 2, rot 2, shake 2, shock 2; <u>immune</u> gloom, chaos, hubris, hallow
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) imbalanced, prostrated, disoriented, stunned, paralyzed, mineralized, frightened, terrified, charmed, enthralled, possessed, confused, deranged
Lifeskills: barter +4 (imp); clout +11 (adv; <i>avail:1</i>); deepfare +4 (imp); dive +5 (imp); farlore +4 (imp); heed +6 (imp); landfare +5 (imp); look +11 (adv; <i>avail:1</i>); lurk +6 (imp); mingle +3 (sta); nighlore +3 (imp); seafare +5 (imp); search +7 (imp); toil +7 (imp; <i>avail:1</i>); trick +4 (sta); tumble +6 (imp); writ +2 (sta)
ATTACKS AND POWERS
Innate Weapons—4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +7; <i>wreck (rend-stab)</i> harm 2d8+2 Option [adjuvant; 1 pneuma]: slash (1d4) or gore (1d4) • 2 Claws: targeted melee 1; strike +7; <i>wreck (rend-stab)</i> harm 1d12+1 Option [adjuvant; 1 pneuma]: slash (1d4) or gore (1d4) • 1 Tail: targeted melee 1; strike +7; <i>wreck (beat)</i> harm 2d10+3 Option [adjuvant; 1 pneuma]: squash (1d6)
Slaybreath—1 zone 2×4×2; assail Nml [utilization; 2 pneuma]: blast area melee 1; strike +5; [<i>per drake breed</i>] harm 2d4+4 Option [adjuvant; 1 pneuma]: smolder (1d6) Option [adjuvant; 1 pneuma]: convert (Ftl)
Monster and Mortal Powers: ability substitution (Glt); alter elements; arcane shroudbright; aspect of magician; aura of fright; aura of ruin (category per drake breed: 1d4); chargecrush; charming gaze; diminish light; enrapturing pontification; ensheathe (category per drake breed: 1d2); goonsmite; grappling—standard; lashout; magic channeling; magic countering; magic deciphering; magic sensing; pouncerake; slumberwatch; soul desire; speedburst (+4)
Ascension-Point Value: 34

FLEDGLING DRAKE
Tier: Raising Liferview: <i>laxful-wicked-leeward</i> Languages: Common, Dragon, Primal, Giant, Weird
Shape: 1×3×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 24; swim 8; fly 16; burrow 1
Roottraits: Brw 2; Lth 4; Smt 2; Wis 3; Glt 4 Hasten: 9 Defenses: Nml 24; Ftl 22; Mfl 23 Grit: 44+9d6 [76] Pneuma: 10
Harm Yields: • <u>Ice:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> flare 8; <u>resistant</u> wreck 11, whirlm 6, gleam 3, gloom 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> frost, chaos, hubris, hallow • <u>Fire:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> frost 8; <u>resistant</u> wreck 11, whirlm 6, gleam 3, gloom 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> flare, chaos, hubris, hallow • <u>Plague:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> rasp 8; <u>resistant</u> wreck 11, whirlm 6, flare 3, frost 3, gleam 3, gloom 3, shake 3, shock 3; <u>immune</u> rot, chaos, hubris, hallow • <u>Sludge:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> rot 8; <u>resistant</u> wreck 11, whirlm 6, flare 3, frost 3, gleam 3, gloom 3, shake 3, shock 3; <u>immune</u> rasp, chaos, hubris, hallow • <u>Wind:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> shake 8; <u>resistant</u> wreck 11, whirlm 6, flare 3, frost 3, gleam 3, gloom 3, rasp 3, rot 3; <u>immune</u> shock, chaos, hubris, hallow • <u>Storm:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> shock 8; <u>resistant</u> wreck 11, whirlm 6, flare 3, frost 3, gleam 3, gloom 3, rasp 3, rot 3; <u>immune</u> shake, chaos, hubris, hallow • <u>Sky:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> gloom 8; <u>resistant</u> wreck 11, whirlm 6, flare 3, frost 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> gleam, chaos, hubris, hallow • <u>Night:</u> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> gleam 8; <u>resistant</u> wreck 11, whirlm 6, flare 3, frost 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> gloom, chaos, hubris, hallow
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) imbalanced, prostrated, disoriented, stunned, paralyzed, mineralized, frightened, terrified, charmed, enthralled, possessed, confused, deranged
Lifeskills: barter +6 (imp); clout +13 (adv; <i>avail:1</i>); deepfare +5 (imp); dive +6 (imp); farlore +6 (imp); heed +8 (imp); landfare +6 (imp); look +13 (adv; <i>avail:1</i>); lurk +7 (imp); mingle +5 (sta); nighlore +4 (imp); seafare +6 (imp); search +9 (adv); toil +8 (imp; <i>avail:1</i>); trick +6 (sta); tumble +8 (imp); writ +4 (sta)
ATTACKS AND POWERS
Innate Weapons—4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +8; <i>wreck (rend-stab)</i> harm 1d10+1d8+2 Option [adjuvant; 1 pneuma]: slash (1d4) or gore (1d4) • 2 Claws: targeted melee 1; strike +8; <i>wreck (rend-stab)</i> harm 1d8+1d6+2 Option [adjuvant; 1 pneuma]: slash (1d4) or gore (1d4) • 1 Tail: targeted melee 2; strike +8; <i>wreck (beat)</i> harm 1d12+1d10+3 Option [adjuvant; 1 pneuma]: squash (1d6)
Slaybreath—1 zone 3×6×3; assail Nml [utilization; 2 pneuma]: blast area melee 1; strike +6; [<i>per drake breed</i>] harm 3d4+5 Option [adjuvant; 1 pneuma]: smolder (1d6) Option [adjuvant; 1 pneuma]: convert (Ftl)
Monster and Mortal Powers: ability substitution (Glt); alter elements; arcane shroudbright; aspect of magician; aura of fright; aura of ruin (category per drake breed: 1d6); chargecrush; charming gaze; diminish light; enrapturing pontification; ensheathe (category per drake breed: 1d2); goonsmite; grappling—standard; lashout; magic channeling; magic countering; magic deciphering; magic sensing; pouncerake; slumberwatch; soul desire; speedburst (+4)
Ascension-Point Value: 41

YOUNGLING DRAKE
Tier: Surging Lifeview: <i>lawful-wicked-leeward</i> Languages: Common, Dragon, Primal, Giant, Weird
Shape: 2×3×1 Size Modifier: -1 Mass Modifier: +3 Speed: walk 27; swim 9; fly 19; burrow 1
Roottraits: Brw 3; Lth 5; Smt 2; Wis 4; Glt 5 Hasten: 10 Defenses: Nml 26; Ftl 25; Mfl 26 Grit: 78+12d6 [120] Pneuma: 13
Harm Yields: • Ice: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> flare 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, gleam 3, gloom 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> frost, logos, hubris, hallow • Fire: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> frost 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, gleam 3, gloom 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> flare, logos, hubris, hallow • Plague: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> rasp 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, flare 3, frost 3, gleam 3, gloom 3, shake 3, shock 3; <u>immune</u> rot, logos, hubris, hallow • Sludge: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> rot 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, flare 3, frost 3, gleam 3, gloom 3, shake 3, shock 3; <u>immune</u> rasp, logos, hubris, hallow • Wind: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> shake 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, flare 3, frost 3, gleam 3, gloom 3, rasp 3, rot 3; <u>immune</u> shock, logos, hubris, hallow • Storm: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> shock 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, flare 3, frost 3, gleam 3, gloom 3, rasp 3, rot 3; <u>immune</u> shake, logos, hubris, hallow • Sky: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> gloom 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, flare 3, frost 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> gleam, logos, hubris, hallow • Night: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> gleam 9; <u>resistant</u> wreck 13, <i>whelm</i> 7, flare 3, frost 3, rasp 3, rot 3, shake 3, shock 3; <u>immune</u> gloom, logos, hubris, hallow
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) imbalanced, prostrated, disoriented, stunned, paralyzed, mineralized, frightened, terrified, charmed, enthralled, possessed, confused, deranged
Lifeskills: barter +6 (imp); clout +14 (adv; <i>avail:1</i>); deepfare +6 (imp); dive +7 (imp); farlore +7 (imp); heed +9 (imp); landfare +7 (imp); look +14 (adv; <i>avail:1</i>); lurk +9 (imp); mingle +6 (sta); nighlore +5 (imp); seafare +7 (imp); search +10 (adv); toil +9 (imp; <i>avail:1</i>); trick +7 (sta); tumble +9 (imp); writ +4 (sta)
ATTACKS AND POWERS
Innate Weapons—4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 2d10+3 Option [adjutant; 1 pneuma]: <i>slash (1d6) or gore (1d6)</i> • 2 Claws: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 2d8+2 Option [adjutant; 1 pneuma]: <i>slash (1d6) or gore (1d6)</i> • 1 Tail: targeted melee 2; strike +9; <i>wreck (beat)</i> harm 2d12+5 Option [adjutant; 1 pneuma]: <i>squash (1d8)</i>
Slaybreath—1 zone 4×8×4; assail Nml [utilization; 2 pneuma]: blast area melee 1; strike +7; [<i>per drake breed</i>] harm 4d4+6 Option [adjutant; 1 pneuma]: <i>smolder (1d8)</i> Option [adjutant; 1 pneuma]: <i>convert (Ftl)</i>
Monster and Mortal Powers: <i>ability substitution (Glt); alter elements; arcane shroudbright; aspect of magician; aura of fright; aura of ruin (category per drake breed: 1d6); chargecrush; charming gaze; diminish light; enrapturing pontification; ensheathe (category per drake breed: 1d4); goonsmite; grappling—standard; lashout; magic channeling; magic countering; magic deciphering; magic sensing; pouncerake; slumberwatch; soul desire; speedburst (+5)</i>
Ascension-Point Value: 49

MIDDLING DRAKE
Tier: Helming Lifeview: <i>lawful-wicked-leeward</i> Languages: Common, Dragon, Primal, Giant, Weird, Faerie
Shape: 3×4×2 Size Modifier: -6 Mass Modifier: +12 Speed: walk 32; swim 11; fly 22; burrow 2
Roottraits: Brw 5; Lth 7; Smt 3; Wis 5; Glt 7 Hasten: 11 Defenses: Nml 27; Ftl 31; Mfl 31 Grit: 179+18d6 [242] Pneuma: 19
Harm Yields: • Ice: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> flare 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, gleam 4, gloom 4, rasp 4, rot 4, shake 4, shock 4; <u>immune</u> frost, logos, hubris, hallow • Fire: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> frost 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, gleam 4, gloom 4, rasp 4, rot 4, shake 4, shock 4; <u>immune</u> flare, logos, hubris, hallow • Plague: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> rasp 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, flare 4, frost 4, gleam 4, gloom 4, shake 4, shock 4; <u>immune</u> rot, logos, hubris, hallow • Sludge: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> rot 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, flare 4, frost 4, gleam 4, gloom 4, shake 4, shock 4; <u>immune</u> rasp, logos, hubris, hallow • Wind: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> shake 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, flare 4, frost 4, gleam 4, gloom 4, rasp 4, rot 4; <u>immune</u> shock, logos, hubris, hallow • Storm: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> shock 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, flare 4, frost 4, gleam 4, gloom 4, rasp 4, rot 4; <u>immune</u> shake, logos, hubris, hallow • Sky: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> gloom 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, flare 4, frost 4, rasp 4, rot 4, shake 4, shock 4; <u>immune</u> gleam, logos, hubris, hallow • Night: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> gleam 11; <u>resistant</u> wreck 16, <i>whelm</i> 9, flare 4, frost 4, rasp 4, rot 4, shake 4, shock 4; <u>immune</u> gloom, logos, hubris, hallow
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) imbalanced, prostrated, disoriented, stunned, paralyzed, mineralized, frightened, terrified, charmed, enthralled, possessed, confused, deranged
Lifeskills: barter +8 (imp); clout +16 (adv; <i>avail:1</i>); deepfare +8 (imp); dive +10 (imp); farlore +9 (imp); heed +11 (imp); landfare +9 (imp); look +16 (adv; <i>avail:1</i>); lurk +11 (adv); mingle +8 (sta); nighlore +6 (imp); seafare +10 (imp); search +11 (adv); toil +12 (imp; <i>avail:1</i>); trick +10 (sta); tumble +11 (imp); writ +6 (sta)
ATTACKS AND POWERS
Innate Weapons—4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 2; strike +11; <i>wreck (rend-stab)</i> harm 3d10+6 Option [adjutant; 1 pneuma]: <i>slash (1d10) or gore (1d10)</i> • 2 Claws: targeted melee 2; strike +11; <i>wreck (rend-stab)</i> harm 3d8+4 Option [adjutant; 1 pneuma]: <i>slash (1d10) or gore (1d10)</i> • 1 Tail: targeted melee 3; strike +11; <i>wreck (beat)</i> harm 3d12+9 Option [adjutant; 1 pneuma]: <i>squash (1d12)</i>
Slaybreath—1 zone 6×12×6; assail Nml [utilization; 2 pneuma]: blast area melee 1; strike +9; [<i>per drake breed</i>] harm 6d4+7 Option [adjutant; 1 pneuma]: <i>smolder (1d10)</i> Option [adjutant; 1 pneuma]: <i>convert (Ftl)</i>
Monster and Mortal Powers: <i>ability substitution (Glt); alter elements; arcane shroudbright; aspect of magician; aura of dread; aura of ruin (category per drake breed: 1d8); chargecrush; charming gaze; diminish light; enrapturing pontification; ensheathe (category per drake breed: 1d4); goonsmite; grappling—standard; lashout; magic channeling; magic countering; magic deciphering; magic sensing; otherworldly ward; pouncerake; slumberwatch; soul desire; speedburst (+5)</i>
Ascension-Point Value: 69

OLDLING DRAKE
Tier: Reckoning Lifeview: <i>laxful-wicked-leeward</i> Languages: Common, Dragon, Primal, Giant, Weird, Faerie, Titan
Shape: 4×7×3 Size Modifier: -21 Mass Modifier: +42 Speed: walk 35; swim 14; fly 26; burrow 2
Roottraits: Brw 7; Lth 10; Smt 4; Wis 8; Glt 10 Hasten: 14 Defenses: Nml 21; Ftl 39; Mfl 40 Grit: 414+27d6 [509] Pneuma: 28
Harm Yields: • Ice: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> flare 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, gleam 6, gloom 6, rasp 6, rot 6, shake 6, shock 6; <u>immune</u> frost, logos, hubris, hallow • Fire: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> frost 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, gleam 6, gloom 6, rasp 6, rot 6, shake 6, shock 6; <u>immune</u> flare, logos, hubris, hallow • Plague: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> rasp 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, flare 6, frost 6, gleam 6, gloom 6, shake 6, shock 6; <u>immune</u> rot, logos, hubris, hallow • Sludge: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> rot 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, flare 6, frost 6, gleam 6, gloom 6, shake 6, shock 6; <u>immune</u> rasp, logos, hubris, hallow • Wind: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> shake 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, flare 6, frost 6, gleam 6, gloom 6, rasp 6, rot 6; <u>immune</u> shock, logos, hubris, hallow • Storm: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> shock 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, flare 6, frost 6, gleam 6, gloom 6, rasp 6, rot 6; <u>immune</u> shake, logos, hubris, hallow • Sky: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> gloom 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, flare 6, frost 6, rasp 6, rot 6, shake 6, shock 6; <u>immune</u> gleam, logos, hubris, hallow • Night: <u>susceptible</u> chaos, charis, heinous; <u>vulnerable</u> gleam 14; <u>resistant</u> wreck 21, <u>whelm</u> 13, flare 6, frost 6, rasp 6, rot 6, shake 6, shock 6; <u>immune</u> gloom, logos, hubris, hallow
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) imbalanced, prostrated, disoriented, stunned, paralyzed, mineralized, frightened, terrified, charmed, enthralled, possessed, confused, deranged
Lifeskills: barter +11 (imp); clout +18 (adv; <i>avail:1</i>); deepfare +11 (imp); dive +12 (imp); farlore +11 (imp); heed +13 (imp); landfare +12 (imp); look +18 (adv; <i>avail:1</i>); lurk +13 (adv); mingle +10 (sta); nighlore +9 (imp); seafare +11 (imp); search +14 (adv); toil +14 (imp; <i>avail:1</i>); trick +10 (sta); tumble +13 (imp); writ +10 (imp)
ATTACKS AND POWERS
Innate Weapons—4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 3; strike +14; wreck (<i>rend-stab</i>) harm 4d10+15 Option [adjuvant; 1 pneuma]: slash (1d12) or gore (1d12) • 2 Claws: targeted melee 3; strike +14; wreck (<i>rend-stab</i>) harm 4d8+9 Option [adjuvant; 1 pneuma]: slash (1d12) or gore (1d12) • 1 Tail: targeted melee 4; strike +14; wreck (<i>beat</i>) harm 4d12+23 Option [adjuvant; 1 pneuma]: squash (2d8)
Slaybreath—1 zone 9×18×9; assail Nml [utilization; 2 pneuma]: blast area melee 1; strike +12; [<i>per drake breed</i>] harm 9d4+10 Option [adjuvant; 1 pneuma]: smolder (1d12) Option [adjuvant; 1 pneuma]: convert (Ftl)
Monster and Mortal Powers: ability substitution (Glt); alter elements; arcane shroudbright; aspect of magician; aura of dread; aura of ruin (<i>category per drake breed</i> : 1d12); chargecrush; charming gaze; diminish light; enrapturing pontification; ensheathe (<i>category per drake breed</i> : 1d6); goonsmite; grappling—standard; lashout; magic channeling; magic countering; magic deciphering; magic sensing; otherworldly ward; pouncerake; slumberwatch; soul desire; speedburst (+6)
Ascension-Point Value: 106