

# Spite Dragon

Dragons hate humans. For millennia humans lived in terror and provided dragons with livestock, tributes and, most importantly, ego-pandering. But when the human power waxed, they hunted the dragons away. Forced in remote areas like the Fire Valley and mad at us “puny fleshlings”, the surviving dragons have been cultivating revenge and scorn in their hearts for millennia. Quietly they wait for the right moment to strike back to revenge the murders of their unhatched eggs and the plunder of their hoards.

Grand Sorcerer Karbouna IV was one of them, the leader of a secret cabal of Fire Dervishes. Straight after his Apotheosis, as the Savant Conspiracy disbanded, he and his minions betrayed the other Conspiracy. Shrouded by magic the dragons attacked, slaying most of the the other Savants, thus starting the Fire Dervish Troubles.

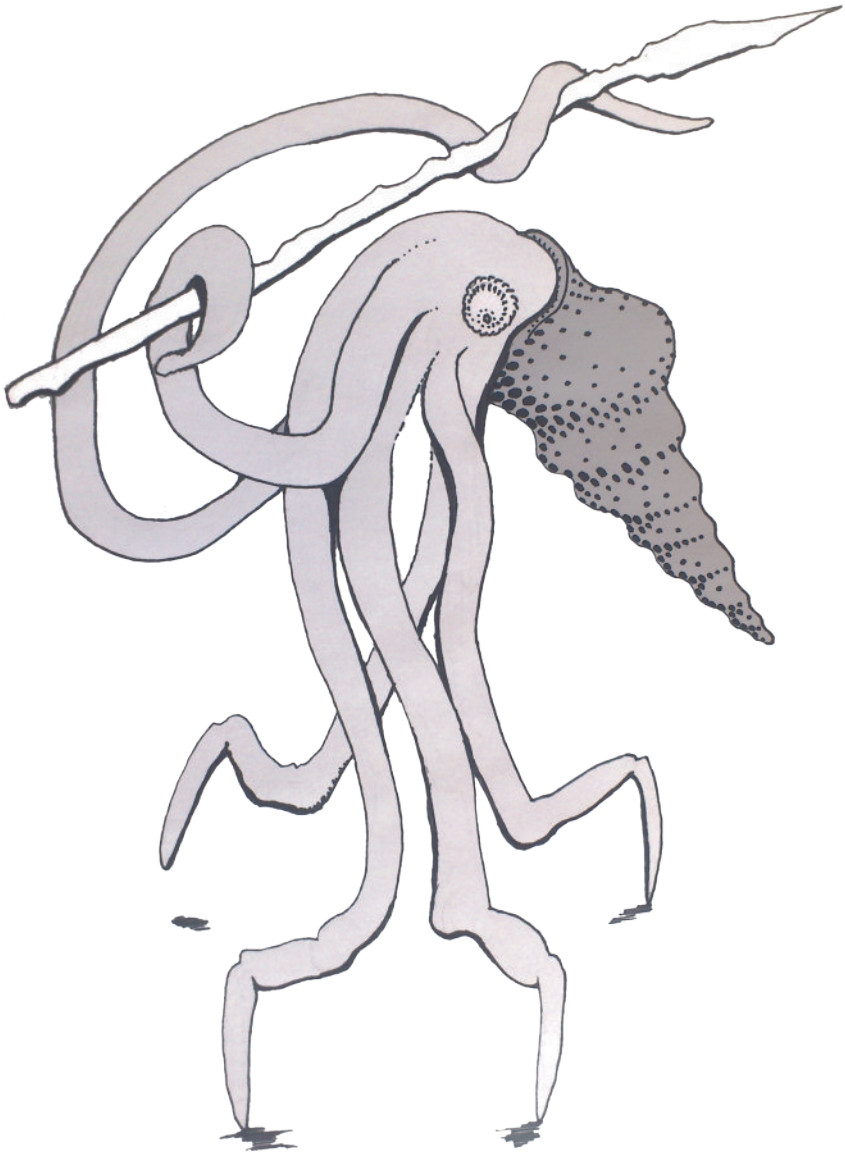
*AFG: LVL 6+ Monster, DEF Heavy. Special: Giant, Dragon Breath, Glare, Scorn, Flying*

*S&W: HD 6 or more; AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 11; AL Chaotic, CL/XP 14/2600; Special: Dragon Breath, Flying, Spiteful Scorn, Glare*

*Dragon Breath: every 2d6 rounds a Spite Dragon can unleash his noxious breath on their enemies, in the form of a cone 100' long and 50' wide at its extremity. It deals 1d6 damage plus 1d6 each 3 levels, save for half damage. Spite Dragons have been observed breathing fire, hail, hornets, metal shards, sand, acid and are immune from damage of their breath type.*

*Scorn: Spite Dragons can, once per day, release their scorn in terrifying roar, releasing a cloud of anger-powered lightning from their eyes. Any human within 60' suffers 1d6 damage per dragon level (save vs magic/spells for half) and is paralyzed with terror for 1d6 rounds (save to avoid).*

*Glare: Spite Dragons can glare at a human within 300', filling them with fear fueled by ancestral scorn. If the glared human averts their eyes and avoids eye contact with the dragon no ill effect is suffered, except for the combat penalties relevant lack of looking directly at their opponent. If the glare is not averted every round the human will be struck by the lightning stare, taking 1d6 damage due the terror, and must save against morale/paralysis. If failed the human is terrorized and must either flee or be completely still for 1d6 rounds.*



# *Cephalopods and their Lost Empire*

Cuttlefishes, squids and the like are quite commonly fished and eaten, yet scarce a sailor is aware of their larger, man-sized, intelligent and civilized varieties. In ages past the Cephalopod Empire controlled our seas and our lands, tiny part of an unbroken domain that in tens of millions of years spread to govern most of the stars.

We are incredibly lucky that the past Ice Age killed most of their ilk on our world, else we would be raised as slaves and cattle. Cephalopod survivors flocked to the seas or deep underground and started working on the maintenance of their crumbling Imperial outpost, clinging with their tentacles, not only metaphorically, on vestiges of a lost past.

Apprentices and travelers must pay particular attention to the occasional feral specimen or group, Cephalopoda are not automatically hostile to other life forms, but consider them more like delicacies. They consider other Cephalopoda, even of the same specie, as delicacies too. They like their food. So, they might try to talk, and only later eat you.

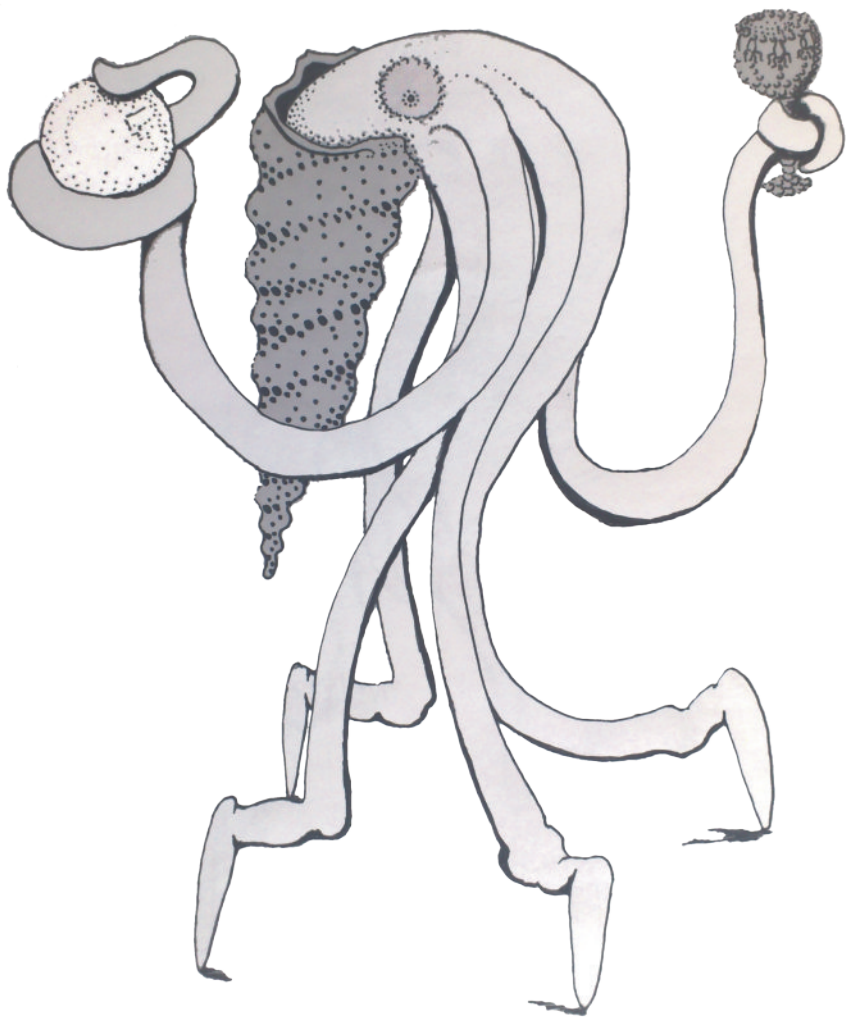
Well, talk, more like bubble. Their bubbling is perfectly intelligible. We conjecture that this is caused by humans, like bocklins and many other humanoids, having been subjects of the Cephalopod Empire. It's possible that, for millennia, Cephalopods selectively bred humanoid slaves for telepathic susceptibility. If new Cephalopod sources confirming this are found they might give weight to the hypothesis that elves are either not originary from this planet or somehow managed to escape slavery. Once masters, now in hiding.

But they're waiting for relief, which is going to rain down from the stars real soon.

*AFG: LVL 1-12 Monster, DEF None. Special: Inferable Bubbling, Tentacles, Tough, Relics, Chromatophores, Squeezable, Subspecie*

*S&W: HD 1 to 12; AC 9 [10]; Atk 1 beak (1d6) and 1 weapon; Move 9 (Swimming 15, Climbing 9); Save 17; AL L; CL/XP 1+/15+; Special: Inferable Bubbling, Tentacles, Tough, Relics, Chromatophores, Squeezable, Subspecie.*

*Inferable Bubbling: Cephalopod language resembles a more or less continuous stream of bubbling. Humans and many other humanoids, while perceiving the bubbling as it is, are capable of understanding it after a few seconds. Somehow cephalopods can also understand humanoids. The only exception are elves. Elves and cephalopods can't seem to communicate in any way.*



*Tentacles: Cephalopods have a number of tentacles (some of them technically are arms) variable from 6 to 90, often ridged or lined with suckers. This enables them to both slither and wield and manipulate many objects at the same time and to automatically succeed at grappling with anything. Cephalopods can usually wield two weapons (or a two-handed weapon) for the purposes of combat.*

*Tough: Cephalopods breathe water and can survive outside of water for 6+1d6 hours. After the first six hours and every hour thereafter, the cephalopod has to roll a Toughness/Poison save: if successful the cephalopod can survive for another hour. If failed the cephalopod will start to get very tired and collapse within 1d6 hours, then die within a day unless submerged in water.*

*Chromatophores: Cephalopods can change their skin colour. +2/+35% to Hide.*

*Relics: All cephalopod PCs can roll one of their two starting equipment rolls on the following table. Cephalopod NPCs leaders roll once. Roll 1d6 to determine the object:*

- 1: *Returning Spear: this magic spear returns to the thrower 1 round after being thrown.*
- 2: *Wet Suit: a sealable cephalopod suit, keeps the wearer moist even in dry environments.*
- 3: *Spinal Nerve Latch: a barbed metal plaque that can be applied to a vertebrate's neck, stifling the vertebrate non-autonomous nervous system. It allows a cephalopod, after latching himself to the plate, to finely control the movements of the latched vertebrate.*
- 4: *Ruling of the Grand Tribunal: a nautiloid shell covered in some rulings of the Grand Cephalopod Tribunal in the Vulcanic Ark. A cephalopod can read it and spend a mana or spell slot to force all vertebrates within 20' to save vs Stubborness/Spells or be disorientated and unable to act for 1d6 rounds.*
- 5: *Tentaclonger: a 30' long tentacle extension. Fully prehensile.*
- 6: *Raygun: a +1 chromed raygun, treated as magical (despite being powered by forgotten super-science but otherwise mundane). Fusion powered, can shoot 1d6 times a day.*

*Squeezable: Most cephalopods have no skeleton to speak of. This enables them to squeeze through holes four inches wide.*

*Subspecie: Cephalopods come in many forms. Roll 1d6 or pick from the following list:*

- 1-2: *Cuttlefish: Cuttlefishes have big brains, are smart and educated. They start with 5 experience points to be allocated to Tasks.*
- 3-4: *Octopus: Octopuses and squids have an awesome control over their tentacles. They can wield up to four weapons in combat and attack twice per round.*
- 5-6: *Nautiloid: Nautiloids have external rigid shells, which give them the equivalent of Heavy Defence, AC 3[16] and carrying a corresponding movement penalty when not swimming. Due to their shells they lack the Squeezable ability and their chromatophores are not as effective in most situations.*