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by Jackdays



Tome of Dragons



WFRP2 Tome of Dragons

by Jackdays

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Chapter I: Dragon (Draco, Drage, Drake, Drakk, Lung, Wyrm...)

Before the Elves came to the Old World, at the time when the Dwarfs built their splendid cities at the heart of the worlds Edge Mountains, the Dragons were the masters of the forests and the mountain tops. There were very few Humans at all in those days, and the Old World was one huge, wild forest from the Worlds Edge Mountains to the sea. The Dwarfs knew of the Dragons and treated them with respect. Many Dragons were wise and good – indeed, in those days at least, few were evil or hostile. With the changes wrought upon the world by the proliferation of Humanity and the Incursions of Chaos, the Dragons began to decline in numbers and vitality. Then as the world changed also Dragons did. Some turned evil, some to Chaos. And so even these most powerful and mightiest of creatures were corrupted also.

Today they are a legend in the World. The few Dragons that still exist live in almost perpetual slumber within deep caverns amongst their ancestral nesting places. They are old and tired; few hatchlings have appeared within the last thousand years, and the Dragons that remain may well feel that their time has passed. Some have grown greedy or malicious, and jealously sit atop piles of treasures amassed centuries ago and long forgotten in the outside world.

Dragons are huge and powerful reptiles with scaly hides. They are all winged quadrupeds, but tend to vary in almost all aspects of appearance (size, colour, even shape). Their body can be from aquatic types (that survive and move well in the water) to more snakelike worms (eastern Dragons are known to be thinner and longer) to normal look with different types of formations covering the mighty scales (ice, rock, fungus...etc.). Dragon scales come with many colours including metals, which are detailed more in this document. Different types (sub-species) of Dragons seem to have certain types of colouring and other characteristics common.

Most Dragons of old were good and noble, but now surviving ones have become more neutral (or selfish) and even turned to evil and to Chaos, which has corrupted them inside out. These creatures are terrible nemesis against the order. One of the most sinister stories of Dragon corruption is among the Dark Elves who nurtured stolen Dragon eggs from Caledor. Dark Elves used dark spells to corrupt these unborn Dragons and they finally became the deadly and most evil Black Dragons. If that wasn't enough they also bred new species of Sea Dragon, the twisted Helldrakes.



The Fall of Galrauch, the Gold Drake

Text is taken from the *WFB: Warriors of Chaos* (Warhammer Fantasy Battle sourcebook)

In the time of Aenarion, when the Elves fought their great wars against the tides of Chaos, the elder race of Dragons fought at their side. These great wyrms were the nemesis of the armies of the Dark Gods, diving from the skies upon the scions of Chaos and crushing or incinerating them in their thousands. The might of the Dragons could only be matched by the greatest of Daemons that had invaded the Elven lands. The epic clashes between these mighty creatures were events of such magnitude that the mortal warriors could only witness them in awe, later recording them as songs and legends that survive to this day. The most renowned of these epic tales tells of a titanic duel where Lord Aenarion and Indraugnir, his Dragon, fought against four Greater Daemons, one sent by each of the Dark Gods.

During that same battle, Galrauch the Gold Drake was leading the left flank of the Elven host against a vast force of Daemons of Tzeentch. A million points of light reflected from his beautiful gold scales, lit red by the searing flame he poured onto the usurpers below. Great was the slaughter on both sides that day. As the skies turned crimson in the twilight, Galrauch came upon Fateclaw, the bird-headed Lord of Change that coordinated the attacks of the Daemons. Galrauch fell upon the Daemon, determined to exact revenge for his fallen kin. As Galrauch descended from the heavens like an avenging golden thunderbolt, the avian Daemon-thing below did nothing more than bare its teeth in a sinister expression of glee. Galrauch's great jaws snapped shut around Fateclaw's head, ripping it clean away in a multicoloured spray of ichor. Within a heartbeat, the broken body of the Greater Daemon had dissolved into a scintillating mist that enveloped the exultant Dragon and sank into his flesh.

Galrauch, resplendent in victory, flew high into the air, and the Elf warriors below him raised cries of triumph. But their cheers died away when the Dragon's body became wracked by violent convulsions. The mighty drake froze in mid-air, and an evil, iridescent light appeared in its eyes. To their horror, the Dragon turned his fiery breath against the astonished Elves below, but instead of burning them alive the flames brought mutation and madness. The skin of the mighty wyrm flowed like water, and within it evil faces formed, cackling maniacally and singing the praise of Tzeentch. Foul tentacles and wicked spikes emerged from the Dragon's flesh, and finally the once-noble head of Galrauch split into two all the way down to his neck. Where there was once one head there were now tow. The heads were governed by the same will at first, but soon they started to tear at each other with hatred, a sure sign that the spirit of the great Dragon had not been completely destroyed. The mind of the Lord of Change managed to wrest control of the powerful body once again, but not before the Elves and Dragons had broken the back of the Daemon armies.

Galrauch withdrew from the lands of mortals and slept for centuries, many times throughout history emerging from his slumber to wreak havoc on the lands of Elves, Dwarfs and Men. Legend has it that he was first of the Dragons of Chaos, and that many were the dark creatures born of his blood and of his evil sorcery. It was Galrauch who slaughtered King Thurgrim Rockarm and all his kin and sacked their ancient halls. It was he who singlehandedly destroyed the city of Languerre de Lac and plunged its ruins into eternal night. Hundreds of noble heroes have tried to slay him, but they have all failed, and their remains hang high in Galrauch's lair as a testament to the witch-dragon's sorcerous might.



Dragon Life Cycle

Dragons seem to live forever, but this is not actually true. They do live for centuries, but eventually they can get tired of extremely long life and finally become venerable and die in old age. This is called "Departure". Also, Dragons commonly enter deep slumber few times during their life and may sleep for centuries. This slows their metabolism and aging. Dragons of Caledor (Ulthuan) are known to be in a deep slumber where they can be awakened only by the mages and princes of Caledor, but this is not an easy task and may require powerful magic.

Departure and Venerable Dragons: Dragons (Old or Ancient) that enter Departure state, start to become weaker physically and mentally. They are still huge and powerful creatures, but old age starts to show. Venerable Dragons may start losing their senses and even become demented (as any old human for example). If you want to create stats for Venerable Dragon, just add a first -10 penalty to all Main Characteristics. Later this may become even -20. But keep **Attacks, Wounds** and also **Magic** Characteristics the same.

Hatchling

Wyrmling (Age: 0+ years old)

The Dragon eggs take about a century to hatch. For random time roll 4d10+80 years. A newly hatched Dragon emerges from its egg cramped and sodden. After about an hour, it is ready to fly, fight, and reason. It inherits a considerable body of practical knowledge from its parents, though such inherent knowledge often lies buried in the wyrmling's memory, unnoticed and unused until it is needed. A newly hatched wyrmling almost immediately searches for food. The first meal for a wyrmling left to fend for itself is often the shell from its egg, but many times the parent Dragon is there to provide the food. In Elven lands (both Ulthuan and Naggaroth) this sometimes is someone signed to take care of the new-born Dragons. Dragons soon learn to hunt their own food even if not guided. Wyrmling left alone to fend for itself has only 10% chance to die.

A newly hatched is very small in size (about the size of a hawk), smaller than actual Hatchling whose stats are given in this document. Divide the Hatchling Dragons Characteristics by two, if you want newly hatched Wyrmling. But Dragon will grow very fast and in months it will be the size of a pony and uses Hatchling stats. Then it will continue to grow at a slower rate. It will also find its own lair and start building territory acting as any older Dragon.

Hatchlings seem to be too young to understand about the Winds of Magic and manipulating them. They do not learn to handle the magic yet.

Juvenile

Youngling (Age: 100+ years old)

Juvenile Dragons are well on their way to adulthood, even though this will take a very long time. Dragon is still nowhere near the physical power of an adult, but it does have an adult's body proportions.

Some Dragons exhibit the first of their magical powers at this stage learning to manipulate the Winds of Magic.

Already in this stage of life Dragon may become slumberous and eventually enter deep slumber sleeping for decades, even centuries. Even this will slow its growth physically it will still keep growing more than other stages of its life.





Adult

Sun Dragon (Age: 3000+ years old)

When Dragon finally enters Adult age, its physical growth begins to slow. Yet its mental capacity keeps rising and it learns more and more skills and possibly magic. Also, Dragon is now ready to mate. To attract a breeding partner Dragon tries to collect huge hoard, so its prospects would be better.

Adult Dragon are still more hot-headed than elder of their kind. They are aware of their physical and mental power and ready to act if needed. Elves call Adult Dragons as **Sun Dragons**, in reference to their hot tempers and the rich, warm hue of their scales. To them they are now ready for war (even Juvenile are known to join wars also, they are still more protected).

Even Dragons are commonly loners that do not trust easily other “lesser” races, it is not unheard that fully-grown Dragon has “collected” group of “servitors”. These are usually lesser races that could be easily intimidated and bribed by the Dragon. Like Greenskins, primitive Humans, Mutants, Lizardmen, even Beastmen (most Dragons do not like creatures of Chaos) and other monsters. Undead could be possible and Dragon may learn Necromancy also, but this is very rare. These servitors are used to guard Dragons domain and also its nest, scout information and even do other tasks for Dragons.

It is common that in this stage of life Dragon becomes slumberous and eventually enters deep slumber sleeping decades, even centuries.

Old

Moon Dragon or Great Dragon (Age: 6000+ years old)

Old wyrms are truly old and very respected and feared not only by their own kin, but also other races. Old Dragons are very self-confident and become more careful thinking before acting. More selfish Dragons, very aware of their physical and mental strength, can become very arrogant and use this against other “lesser” races. Dragons usually control themselves by entering deep and long slumber for time to time. But it is not uncommon that long life can affect them mentally either turning them mad or drive them to suicide. Elves call Wurm Dragons as **Moon Dragons**. Moon Dragons have lived in the time of Aenarion and fought in the wars against the Daemons. Sometimes Old wyrms are also referred as **Great Dragons**.

It is very common that in this stage of life Dragon becomes slumberous and eventually enters deep slumber sleeping decades, centuries, even millennium.

During this stage of Dragons life, it is possible (20%) in every millennium that Dragon just gets tired of its long life and enters Departure stage. In this stage its growth stops and degenerations start. Dragon just starts to become weaker physically and mentally becoming finally venerable. Dragons Departure takes max few hundred years and then Dragon just dies old age. Legend says they will travel to Dragon Graveyard and die there.

Ancient

Star Dragon or Emperor Dragon (Age: 9000+ years old)

Not many Dragons actually survive this long, but those that do, have truly seen the all the history and are mighty creatures physically and mentally. They are so powerful physically that they can battle against the Greater Daemons of Chaos and prevail. They are awed by their own kin and also by other races, which usually cannot even understand the incredible age of these drakes. It is speculated that Dragons can actually live forever and they just die from violence or if they get tired of life. Elves call these oldest and most powerful Dragons as **Star Dragons**, for they are truly as ancient as the very stars of the firmament. Sometimes Ancient wyrms are also referred as **Emperor Dragons**.

It is very common that in this stage of life Dragon becomes slumberous and eventually enters deep slumber sleeping decades, centuries, even millennium.

During this stage of Dragons life, it is possible (20%) in every century that Dragon just gets tired of its long life and enters Departure stage. Check other details from Old description.





Dragon Graveyards

Dragon Graveyards are legendary and ancient places where Dragons have come to die for millenniums. Both Dragons that have been mortally wounded and those that have entered Departure and become venerable. These graveyards are usually situated in the places where entering is very difficult, unless you can fly (mountaintops, hidden valleys, middle of deserts, remote islands). Most famous, largest and feared is The Plain of Bones (check below).

Dragon Graveyards are full of huge Dragons skeletons and bones. Some can be from the ancient times beyond history of any living race. These Dragons were gargantuan compared to the wyrms of current age. With Dragon bodies, there have come huge amounts of valuables swallowed by the Dragons and finally left there when Dragons body rots away.

Usually there is one, even few, Spectral Dragons in the graveyard. They have become guardians of the place. But there can also be other Undead drakes resurrected by the Dark Magic (Zombie Dragon or Skeleton Dragon) and living there without any purpose, but hatred against any life. Graveyards are legendary places to find ancient treasures and for the mighty necromancers to find Dragon remains to animate.

Dragon graveyards have strong presence of magical power and those with Magical Sense ("Witchsight") can feel this power when they are closing the place. Dragon's natural magical essence, freed by its death, causes small whirlwind of Aethyr. Make that whirlwind hundred times bigger (or more) and you have Dragon Graveyard. In GM decision Dragon Graveyard, maybe powerful nexus for any magic-use. All the Arcane spell-casters gain +5 bonus in their Casting Rolls in the Dragon Graveyard.

The Plain of Bones

Text is taken from the *WFB: Vampire Counts* (Warhammer Fantasy Battle sourcebook)

North of the Kingdom of the Death, east of the Worlds Edge Mountains, lies the Plain of Bones. The northern and eastern edges of this awful place about the empire of the Chaos Dwarfs where the dread tower of Gorgoth looks out over the Desolation of Azgorh. The southern boundary lies on beaches of poisoned sand along the shores of the Sea of Dread. This is a desert land, despoiled by windblown pollutants carried from the furnaces and factories of the Chaos Dwarf empire and ravaged by centuries of abuse by wandering tribes of Orcs and Goblins.

The Plain of Bones is a desert of multi-coloured refractive sand from which rear huge rib-cages many times larger than a man. For this is the place where Dragons came to die, to rest their bones amongst those of their ancestors as they had done for millions of years, before any other sentient being walked the world.

Here lie the bones of the great ancestral Dragons: rib-cages as large as hills mingle with skulls the size of castle towers and leg-bones larger than mighty oak trees. These bones date from the great days of the draconic race. Today's Dragons are a lesser breed, still incomparably mightier than other races, but mere pygmies compared to their ancestors.

Here the Dragons of old came to rest. This continued until the time of Nagash the Black. When the Great Necromancer performed his unholy Ritual of Awakening, dark powers entered the monstrous corpses. The frames of the dead Dragons stirred once more and their empty skulls filled with glowing ghost lights as their rotting carcasses began to prowl the Plain of Bones, insane and insatiably hungry for the souls of all living things. When Nagash was defeated, the Dragons returned to their eternal slumber.





Elves are Dragons Best Friends

Text are taken from the *WFB: Dark Elves*, *WFB: High Elves* and *WFB: Wood Elves* (Warhammer Fantasy Battle sourcebooks)

Story of Dragons by Asur

Text is taken from the *WFB: High Elves* (Warhammer Fantasy Battle sourcebook)

In days long gone there were many Dragons to be seen, riding the thermals of the mountain ranges and fighting alongside the heroes of the age. The largest nests of Dragons were in the mountainous Caledor, and the Asur of that realm were known as Dragon Princes. Rightly so, as they rode these majestic and fearsome creatures to war and vanquished all who opposed them.

Now the Great Hall of Dragons lies almost silent. It is still filled with great forms of wyrms, but all are deep in slumber, the sound of their rasping breath filling the air. When times of danger are upon the Asur of Caledor they try to rouse a few from their sleep, but it is an ever-greater task. "Not in a Dragon's age" is a common phrase among our people, and it has been many years since more than a handful rode the skies to battle.

However, when they can be awoken they are terrible to behold. The light catches their glistering scales before they spread their great wings to blot out the sun and light the world with their fiery breath. They are huge and terrifying monsters with a cold, alien intelligence which fills sane folk with dread.

On Ulthuan, Dragons are the subject of legends quite different to the terrifying folk tales of the Old World. Without the Dragons of Ulthuan, the High Elves would have been annihilated thousands of years ago. The Dragons are the oldest and greatest allies of the Elves, and the fates of both races are forever intertwined. Within Ulthuan, the realm of Caledor is the home of the Dragons and in ancient days those noble beasts could always be seen riding the thermals of the mountain ranges there. But times have changed. Now, in colossal caverns found deep within the Dragonspine Mountains, the Dragons sleep away the centuries. A mysterious languor that began in the earliest years of Tethli's reign has caused more and more Dragons to enter a slumber from which only the mages and princes of Caledor can wake them. To ride into battle upon the back of a mighty Dragon is an ancient tradition in the realm of Caledor that sings in the blood of the Elves. It has been known for a prince to spend months if not years giving voice to the ancient songs of awakening, pleading with the slumbering form of an ancient Dragon to rouse and aid the Elves of Ulthuan.

Dragon Mages

The first known Dragon mage was Caelith Fireheart. Born in the last year of Aethis the Poet's reign, Caelith was little more than a child in the eyes of the High Elves when he claimed one of the famed Sunstaffs from the Caves of Dreaming and awoke the Sun Dragon Rilgaur.

In every generation since, a handful of Dragon Mages have emerged from the aspirant Mages studying the Winds of Magic at the Tower of Hoeth. They are found among the most impetuous and fiery students, and almost without exception they are of Caledorian descent. Once they begin to study the Lore of Fire, the first of the Lores taught at the Tower, their aggressive and warlike nature becomes even more apparent. Each is plagued by dreams of fire and blood, in which they ride upon Dragons the colour of the setting sun. Soon the only desire of these youths is to seek out their destiny as a Dragon Mage. Indeed, once they have been approved as competent with Fire magic by their tutors at the Tower, they set off on the long journey back to Caledor and the caves below the Dragonspine Mountains.

To awaken a Dragon from slumber is a process that can take months, or even years, and yet these impetuous Mages from Caledor take to the task as if born to it. No sooner does a Dragon Mage enter the sulphur-clogged caverns below the Dragonspine than the dormant Sun Dragons grow restive. Instinctively, and with no instruction, the Dragon Mage will approach one of the sleeping beasts and call it by name – awakening the Sun Dragon fully. Only a Sun Dragon (or younger) will hear the call of a Dragon Mage and rise for battle – the older and wiser Dragons of the Moon and Stars are not given to such passion and recklessness, awaiting a steadier mind to rouse them.





The Dark Elves

The Dark Elves both covet and hate the Dragons who fight beside the High Elves in equal measure, and Malekith's followers would willingly butcher every one of Ulthuan's Dragons just to deny them to their cousins. In the past, raids have been launched against Caledor by Dark Elf Shades, with the intention of stealing unhatched eggs for their depraved masters. Thankfully such attacks are rare and successes are rarer still, but there has been success also.

Like all intelligent creature, Dragons are prone to acts of good or ill depending upon their nature and upbringing. When Malekith began his plotting to usurp the Phoenix Crown, his agents stole Dragon eggs from their nests in Caledor. These were secretly nurtured in Nagarythe by Malekith, and enchanted with dark spells to corrupt the unborn Dragons within. The fiercest Black Dragons from this first clutch was Sulekh, the mount of the Witch King. Since Sulekh's death at the hands of the High Elves, Sulekh's children have continued to fight ferociously alongside the Dark Elves, in revenge for their slain ancestor.

Seraphon - Witch King's Dragon

Text is taken from the *White Dwarf* (Warhammer Fantasy Battle magazine)

Seraphon is the terrifying Black Dragon which the Witch King rides to battle. After a band of Shades found a clutch of unguarded eggs, deep within the Spiteful Peak mountain range, Malekith ordered them brought back to Naggarond. There they were ritually tended by the priestesses of Khaine for almost a century until they hatched. Seraphon was the first to emerge, and before the Witch Elves could stop him, he had destroyed many of the other eggs. Malekith was impressed by the Dragon's ruthless instincts and decided that he would take the Dragon as his own mount. Now the Witch King has abandoned his chariot in favor of Seraphon.

The few remaining Dragon hatchlings were all given to Malekith's most favored generals. These nobles have spent many decades training to fight with these monstrous beasts in preparation for the Witch King's next assault on Ulthuan.

Forest Dragons of Athel Loren

Nothing dwells in Athel Loren without being changed, and the Forest Dragons are no exception. Like certain groups of Wood Elves, the Dragons have slowly been made over into an aspect of the forest, and can almost no longer be considered beings in their own right, but an extension of the forest's will to survive and prosper. Though still voracious predators, the Dragons hunt only when the forest has need of them, resting in a state of hibernation the remainder of the time. Should a foe too mighty for Athel Loren's Tree Spirits intrude upon the sanctity of the wood, the forest will awaken one, or sometimes several, of these great beasts to serve as a steed for a worthy Wood Elven Highborn. Such a creature is as one-sided as it is savage, for few creatures can resist the breath of a Forest Dragon – a cloying green vapour that includes a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Their duty done, and their appetites satisfied by the flesh of the foe, the Dragons then return once more to their silent slumbers until called upon once again.





Chapter II: Dragon Species

Dragons can be divided to multiple sub-species that share certain characteristics. Magic type is one of the most common. Colouring, breath weapon, nature... these are all also similar inside sub-species. But, it is also possible that they may learn other types of magic (of course Bright Magic is unheard by Ice Dragons and Ice Magic by Fire Dragons...etc.). This is GM decision.

Most Common name is given in the headline. After that is most common name for Ancient (usually Emperor Dragon size) Dragon. Under them other names.

Black Dragon (Nightmare Dragon)

Dark Dragon, Marauder Dragon, Naggaroth Dragon

Black Dragons were nurtured from the stolen Dragon eggs from Caledor by the Dark Elves. Dark Elves also used Dark Sorcery to corrupt these unborn Dragons. After their birth, they are violently trained to obey. And this tradition finally created the most deadly and nastiest of all the Dragon species.

Habitat: Mountains, Plains, Tundra, Underground; Cold to Temperate.

Range: Eastern Steppes (east), The Land of Chill, New World.

Colour: From jet black over bluish black to coal grey. Some scales appear to be dull, some gleam like polished metal.

Nature: Maybe nastiest and the most brutal of all the Dragon-kind. All are truly evil, and always ranked amongst the most malevolent of creatures, and most connected to the Dark Elves.

Breath Type: Acid, Corrosive Smoke, Fire (rare)

Magic: Amethyst Magic (The Lore of Death) or any Dark Lore.

Immunities: Add *Resistance to Acid* or *Fire-blooded* Trait.

Special:

- ❖ Add also *Warrior Born* Talent. Black Dragons are fiercely trained by the Dark Elves to become deadly fighters.

Carmine Dragon (Great Encarmine Dragon)

Encarmine Dragon, Spectre of Death

Carmine, or Encarmine Dragons as they are sometimes known to dark legends, are strange and rare beasts even among their storied kind. They are born, it is said according to arcane lore, when a dragon lair in which it is spawned has become saturated by *Shyish*, the Amethyst Wind of Death, which is gathered and magnified within the hearth and soul of the dragon to be born.

Habitat: Swamps, Ancient Battle-sites, Ruins, Underground; Any temperature.

Range: Any.

Colour: From deep ruby red to dark purple so deep as to be almost black.

Nature: Sinister, clever and deadly. Drawn to places of death and considered as bad omen and presages disaster. Their wrath is truly terrible to behold. Carmine Dragons rarely submit to an alliance, let alone to be ridden.

Breath Type: Coruscating Blast

Magic: Amethyst Magic (The Lore of Death).

Immunities: Add *Resistance to Acid* or *Fire-blooded* Trait.

Special:

- ❖ Add also *Sixth Sense* Talent. This gives idea of the strange nature of these "death" dragons.





Chaos Dragon (Emperor Chaos Dragon)

Change Dragon (Tzeentch), Corrupted Dragon, Great Horned Dragon (Slaanesh), Nightmare Dragon, Plague Dragon (Nurgl), Skull Dragon (Khorne)

Once the proud and noble rulers of the skies, now split, changed and corrupted by the forces of change. The terrible Dragons of Chaos are nightmarish and malevolent predators. Wicked creatures that are loyal to the destruction and to the Dark Gods. Even common kind of Chaos Dragon is offspring of another Chaos Dragon, also other Dragon species maybe corrupted, mutated and finally change to become Chaos Dragon. Most powerful of the Champions of Chaos may use these mighty creatures as mounts. Some Chaos Dragons have become Champions of Chaos themselves.

Habitat: Any.

Range: Chaos Wastes, Eastern Steppes, The Land of Chill, Norsca

Colour: Anything from original colouring to mixture of any colours. Most commonly scales are mix of coal black, sickly greenish and blue-violet, and blood red. Scales and Dragons body usually becomes corrupted as it ages and more mutations appear.

Nature: Chaotic and evil.

Breath Type: Acid, Corrosive Smoke, Fire, Poison + possibility for *Breath of Change*

Magic: Chaos Magic. If you have *Tome of Corruption* (WFRP2 sourcebook) you may choose Dark Lore based on the certain Chaos God (Nurgl, Slaanesh or Tzeentch).

Immunities: Add *Resistance to Acid* or *Fire-blooded* Trait.

Special:

- ❖ Chaos Dragon has a number of mutations. Roll 1d10. On a 1-4: 1 mutation; 5-8: 2 mutations; 9-10: 3 mutations. Roll on the tables found from the *Old World Bestiary* (WFRP2 sourcebook) or more expanded from *Tome of Corruption* (WFRP2 sourcebook). There is 50% chance that first mutation is *Multiple Heads* mutation. Most Chaos Dragons has second head. With second head Dragon also gains second Breath Weapon (different than first one). Some Chaos Dragons gain *Breath of Change* as this extra breath weapon.
- ❖ Chaos Dragons may become Champions of Dark Gods gaining *Rewards of Chaos*. If any of those doesn't suit Dragon (Chaos Weapon, Chaos Armour, Chaos Steed...etc.) change Reward to corrupting *Breath of Change* (below).

Earth Dragon (Stone Dragon)

Land Dragon, Sand Dragon, Stone Dragon

Earth Dragons are species that have adapted the life on the land and below, in the vast underground caverns of the Under-Empire. They possess the ability of flight, but their sleek bodies are adapted to movement in the ground and in the caves. Earth Dragons like to burrow through the land (or sand) and hide in these caves. They adapt colder climates of high mountains, but also like warmth of hot deserts. And with their strength they can dig even through stone. Earth Dragons are the species that Dwarfs fear most in their deep holds. Some say Shard Dragons are close relatives to Earth Dragons.

Habitat: Mountains, Deserts, Underground; Temperate to Hot.

Range: Araby, Cathay, The Dark Lands, New World, Nippon, Ogre Kingdoms, Old World.

Colour: From nuances of dark brown and green to combined black, brown and green to metallic nuances of green and grey. Some have blue colour and can easily be mixed for Storm Dragons. Those who live in the sand deserts have sand coloured, brighter, scales.

Nature: Very neutral. If provoked may attack brutally (especially inside their territory), but usually observer and quiet. Yet, they are greedy and like to raid Dwarfen holds for valuables.

Breath Type: Acid, Dragon-Bolt, Fire

Magic: Gold Magic (The Lore of Metal).

Immunities: Add *Resistance to Acid*, *Storm Rage* or *Fire-blooded* Trait.

Special:

- ❖ Add also *Very Strong* Talent. Earth Dragons are very strong and with their sharp claws can easily dig through the toughest of materials (even stone).





Fire Dragon (Doomfire Dragon)

Red Dragon

Fiery sky wyrms that have adapted life in the hottest places of the world. Wyrms that souls are as fierce and hot as their magic and Breath Weapon. These wyrms like the high places, but they do not like cold. They look the warm of sun in the mountain cliffs. Fire Dragons may also look for the warm sun in the open places like hot deserts.

Habitat: Mountains (volcanoes), Deserts; Temperate to Hot.

Range: Araby, Cathay, Ind, Old World, Ulthuan.

Colour: Different colours of red, usually copper-red. Some older Dragons may even have almost black scales with flaming/glowing red skin between them making magma look. These commonly have rough scales that are stone like.

Nature: Neutral and very loyal. Also, very aggressive and hot-tempered (quick to anger), passionate and predatory. They can be very brutal.

Breath Type: Fire

Magic: Bright Magic (The Lore of Fire).

Immunities: Add *Fire-blooded* Trait.

Special:

- ❖ Add also *Frenzy* Talent. Fire Dragons are naturally more fierce and aggressive than most their kin.

Forest Dragon (Venom Dragon)

Elven Dragon, Green Dragon

At first thought, it seems incredible that a creature as vast as a Dragon could make its home in the dense forests. Yet, in the deepest forests lurks a distinct species of great sky wyrms who long ago adapted to life amongst the greenwood. Most strangest of these are the Forest Dragons of Athel Loren. Nothing dwells in Athel Loren without being changed, and the Forest Dragons are no exception. Forest Dragons are torpid and somnolent creatures given to slumbering under forest canopies, wound about the gnarled boughs of mighty trees.

Habitat: Forests, Hills, Jungles; Temperate to Hot.

Range: Albion, Cathay, Ind, Lustria, Khuresh, Old World, Southlands.

Colour: All shades of green to brown and yellow colours of fallen leaves. Scales may have some vegetation (vines, moss...etc.).

Nature: Good, but elusive and secretive. Can be brutal if angered.

Breath Type: Corrosive Smoke, Fire (rare), Poison

Magic: Jade Magic (The Lore of Life).

Immunities: Add *Resistance to Acid* Trait.

Special:

- ❖ Add also *Rover* Talent. Forest Dragons learn to move and hide well in the wilderness.





Frost Dragon (Ice Dragon)

White Dragon, Winter Dragon

In the cold and dark north, and in the highest of peaks, lives Dragons that love the coldness found from those places. They are comfortable in the places where most of the races would die for cold. Ice Dragons try to stay above the snowline during the warm summer months, but in the winter, they descent even to the sea level, if it is cold enough. Ice Dragons are known to be seen in the drifting Icebergs on the northern seas. Ice Dragons love Aurora Polaris, which are common sight in the northern winter sky. They seem to be mesmerized by the sight of these lights and gather to watch this phenomenon.

Habitat: Mountain Peaks (above snowline), Tundra; Cold.

Range: Chaos Wastes, Eastern Steppes, Kislev, Norsca, Ogre Kingdoms, Old World, Ulthuan.

Colour: Pure white with bluish-white to a white-greyish like sluggish snow. Some have rough ice-looking scales, some more mirror-like gleaming and very polished scales.

Nature: Manipulative, cunning and cruel. "Cold as frozen north" is common saying among the people of Kislev and also the Norse, about the Dragons of North. Chill of midwinter given vengeful and scaly form, yet they are slow to anger. Some may become more neutral and have even become loyal steeds for the Elves in their battles against evil and Chaos (even still manipulative and cunning). Very intelligent and like contest of wits and knowledge (riddles).

Breath Type: Chill/Frost

Magic: Ice Magic (The Lore of Ice), which can be found from *Realm of the Ice Queen* (WFRP2 sourcebook).

Immunities: Add *Ice-blooded* Trait.

Special:

❖ Add also *Very Resilient* Talent. Extremely harsh cold climate has made these Dragons very tough.

Gold Dragon (Light Dragon)

Metallic Dragon

Legends tell that Gold Dragons were the first of the mighty Dragons. They were the favourites of the Old Ones, those that would not be corrupted. When Chaos finally came, they were the first ones to go to battle next to Elves. And then mightiest of them, Galrauch the Gold Drake, was corrupted by the Chaos and became first of the Dragons of Chaos. Still remaining Gold Dragons are devoted enemies of Chaos and like to watch carefully, but hidden, the affairs of the lesser races. There are stories that Gold Drakes have actually taken part of affairs of "lesser races", but these are commonly considered just legends and fairy-tales.

Habitat: Any.

Range: Araby, Cathay, Ind, The Mountains of Mourn, Nippon, Old World, Ulthuan.

Colour: From magnificent array of golden colours to deep rich corn yellow to metallic orange. Possibly even bronze or copper colouring. Scales are usually gleaming metallic.

Nature: Good, wise, noble, but elusive and secretive. Usually tries to hide their presence. Gold Dragons are very intelligent.

Breath Type: Corrosive Smoke, Dragon-Bolt, Fire

Magic: Light Magic (The Lore of Light).

Immunities: Add *Resistance to Acid, Storm Rage or Fire-blooded* Trait.

Special:

❖ Add both *Savvy* and *Suave* Talents. Gold Dragons are more wise and charismatic than most of Dragon kin.





Magma Dragon (Brimstone Dragon)

Ash Dragon

Magma Dragons lairs usually found within many volcanic regions of the World, the most prominent of which is the Blackspine Mountain in Naggaroth and the volcanic ranges of the Dark Lands. What they lack in numbers, they make up with juggernaut strength and the ability to hunt down some of the largest predators to roam the land. When on the rare occasions that these Dragons venture out of their volcanic environments, their favored prey are great beast such as Manticore and Chimera, but if food is scarce, these Dragons have been known to hunt smaller prey such as Elves and Man, but such prey are thankfully not enough to fill their appetite.

Habitat: Mountains (volcanoes) volcanic regions; Temperate to Hot.

Range: Dark Lands, The Mountains of Mourn, Naggaroth.

Colour: Extremely thick obsidian (magma stone-like) scales which radiate a constant glow of white-hot heat. Later age these may turn more grey and lifeless stone.

Nature: Most malevolent and reclusive of the Dragon race. They are primordial and ferocious.

Breath Type: Fire

Magic: Bright Magic (The Lore of Fire).

Immunities: Add *Fire-blooded* Trait.

Special:

- ❖ Their horrific flames cause extra +2 Damage.
- ❖ *Dragon Regeneration* Trait.
- ❖ *Aura of Heat* Trait.

Hadgar, Scourge of the Dark Lands

Text is taken from the *WFB: Monstrous Arcanum* (Warhammer Fantasy Battle sourcebook)

Hadgar, scourge of the Dark Lands. One of the oldest Dragons to exist in that desolate and polluted wasteland. Once a Fire Dragon, he was taken captive many centuries ago by the Chaos Dwarfs of the Tower of Gorgoth. Binding him securely with chains made from ensorcelled iron, the Sorcerer Lords turned him into a living vessel capable of sustaining possession by Daemon, their experiments undoubtedly a forerunner to those that would eventually create the Chaos Dwarf K'daai. Hadgar eventually escaped his bounds and wreaked a terrible vengeance upon the Chaos Dwarfs, destroying much of the Tower of Gorgoth and its surrounding slave encampment in a ferocious assault.

The Magma Dragon is rarely seen now, and only ventures forth from his lair below the Ash Ridge Mountains when challenged by some rival beast or summoned to war by mighty wizards. When he does fly forth, the Chaos Dwarf patrols who keep a wary eye on him have observed that his once white hot flesh is now turning in places to grey, lifeless stone. It will be many years before the terrible curse he shares with the sorcerers of that dark race subsides Hadgar completely, and until then the massive slave caravans replenishing Gorgoth's still depleted work force continue to stay well clear of his lair.





Sea Dragon (Great Sea Dragon)

Aquatic Dragon, Helldrake, Sea Serpent

Legends tell that first Sea Dragon was actually normal Dragon shot down to the sea by the Dark Elves. True or false, but Sea Dragons have mutated to adapt the underwater environment. Sea Dragons spend most of their life in the aquatic environment; even they survive well above water also. Helldrakes are vicious and twisted version of the original Sea Dragons (even very much similar) corrupted by the Dark Elves. Sea Dragons are known for their scream: "Hoog!"

Habitat: Deep Sea; Cold to Hot.

Range: Any sea. Helldrakes are known to live in the Western Ocean.

Colour: Colour of sea from all shades of green to all shades of blue, from dark to very light. Other colouring (like red) is possible, but this comes from mixing of sub-species. Some may have more rough scales covered with sea-shells and similar sea plants.

Nature: Neutral. Usually very proud, but can be little rush. Some, especially mixed races, became more towards selfish or even evil. Helldrakes are more twisted, nasty and brutal. Truly evil.

Breath Type: Corrosive Smoke (Steaming Water)

Magic: Sea Magic (The Lore of Manann). And even this is a Divine Lore, use it here as any Arcane Lore.

Immunities: Add *Resistance to Acid* Trait.

Special:

- ❖ Add also *Amphibious* Trait. Natural environment is water and Sea Dragon survives well underwater. Most do not have wings anymore, so take *Flier* Trait away. Again, mixed species offspring may have them.
- ❖ Dark Elf Corsairs make their famous *Sea Dragon Cloaks* from the scales of Sea Dragons and also protective Slime needed to keep these cloaks good (check rules from the Dragon Hide Armour chapter from this same document).
- ❖ Twisted and corrupted version of the true Sea Dragons are called Helldrakes. They were originally bred by the Dark Elves with their dark sorcery. Helldrakes (as also some true Sea Dragons) are poisonous and gain *Poison Bite* Trait. This poison is called *Dark Venom* and can be cultivated. Details can be found from the *Core Rulebook*.





Skeleton Dragon (Bone Dragon)

Undead Dragon*

Skeleton Dragons are easiest of Undead Dragons to re-animate. Even they possess least of their former powers, they are still very powerful re-animated servants.

Far to the south lies the forbidden *The Plain of Bones*. It is a lifeless desert filled with titanic Skeletons from an earlier age, for there the Dragons of old came to rest when their long lives were coming to an end. Story of Undead Dragons starts from the time of Great Necromancer Nagash the Black. When he performed his unholy *Ritual of Awakening*, dark powers entered the monstrous corpses of Dragons also. The frames of the dead Dragons stirred once more and their empty skulls filled with glowing ghostlights as their rotting carcasses began to prowl the Plain of Bones, insane and insatiably hungry for souls of all living things. Later only the greatest of the Princes of Undead and Necromancers have been able to awaken one of these huge and terrifying creatures.

Habitat: Any.

Range: Where Restless Dead and powerful necromancers roam. The Plains of Bones.

Colour: Bones.

Nature: Mindless

Breath Type: None

Magic: None.

Immunities: Undead immunities

Special:

- ❖ No Dragonarmour can't be taken from the Skeleton Dragon because they have lost their hide/scales and are just bones.
- ❖ Skeleton Dragon doesn't possess anymore ability to flight, Breath Weapon or magic. A Skeleton Dragons claws and sword-like teeth remain as sharp and deadly as they were in life.

* Undead like Spectre Dragon and Zombie Dragon. Details and stats for others are also in this document.

Spectre Dragon (Ghost Dragon)

Spirit Dragon, Undead Dragon*

It is said that Dragons may also become lost Undead Spirits. Yet, this is very rare. But if their essence remains, trapped in the mortal world for some reason, it becomes Spectre type of spirit entity.

Spectre Dragons many times guard the places where Dragons go to die – Dragon Graveyards (like *The Plain of Bones*). Few times their Spirits have also remained where their body has died, like some ancient battlefield. But then there are stories of more vile uses of Dark Magic, where Dragon Spirits have been cursed, by the users of powerful Necromancy, to serve evil.

Habitat: Any.

Range: Where Restless Dead and powerful necromancers roam. The Plains of Bones.

Colour: Ghostly spirits.

Nature: Angry, evil, but also in some cases neutral, even good.

Breath Type: Chilling Breath

Magic: None.

Immunities: Undead immunities

Special!

- ❖ No Dragonarmour can be taken from the Spectre Dragon because they are ethereal spirits.
- ❖ Spectre Dragon doesn't possess anymore magical abilities it might have had. Dragon also loses its former Breath Weapon, but gains ability to breath noxious deadly *Chilling Breath* (this is more of a magical attack similar to Spectre's *Chilling Touch* Trait, than physical attack). Also, Spectre Dragons other attacks are powerful Chilling Touches similar to any Spectre.

* Undead like Skeleton Dragon and Zombie Dragon. Details and stats for others are also in this document.





Storm Dragon (Great Storm Dragon)

Blue Dragon, Cloud Dragon, Sky Dragon, Lighting Dragon

True sky wyrms that like to fly and live in the high places where they can easily jump to skies. They also like the storms that "light them up". Storm Dragons usually gather in the high places during the thunderstorms and fly trying to get hit by the lighting. Storm Dragon will gather their hoard in the caves as any Dragon, but they still rarely stay inside any cave very long preferring outside and the open sky. Scholars have speculated that Storm Drakes are the Dragon kin, which Dragon Ogres are related. Still not even the Elves seem to know the truth about matter.

Habitat: Mountains, Hills, Plains, Tundra; Cold to Hot.

Range: The Dark Lands, The Eastern Steppes, The Mountains of Mourn, New World, Old World, Ulthuan.

Colour: Different colours of blue from azure to electric blue.

Nature: Neutral, but loyal. Usually very proud, but can be little rush.

Breath Type: Dragon-Bolt

Magic: Celestial Magic (The Lore of Heavens).

Immunities: Add *Storm Rage* Trait.

Special:

❖ Add also *Lighting Reflexes* Talent. Storm Dragons are sometimes said to be "As fast as lighting" by the Elves.

Swamp Dragon (Shadow Dragon)

Black Dragon*, Shadow Dragon**

It is speculated, that Swamp Dragons are more related to Forest Dragons than Sea Dragons. Yet one might still think them as freshwater Dragons. They are just Dragon species that have adapted living in the wet and humid forested areas, which has mutated their body to suit better for the movement on the water. Even Swamp Dragons survive in the water, as well as Sea Dragon, it probably only spends less than third of its life there. Swamp Dragons also have wings and like to fly as any other species of Dragons. Not all the Swamp Dragons live in the swamps. Some like to stay close to pools of fresh water, like ponds, lakes, rivers.

Habitat: Swamps/Marshes, Jungle, ponds, lakes, rivers; Temperate to Hot.

Range: Albion, Badlands, Ind, Khuresh, Lustria, Old World, Southlands.

Colour: From deep bluish black to very dark green. Scales are commonly dull and have different vegetation (fungus, moss...etc.).

Nature: Sneaky and cunning. Commonly want to be left alone and live very hermit life. May recruit other swamp creatures to defend the territory (example Trolls).

Breath Type: Acid, Corrosive Smoke, Poison

Magic: Shadow Magic (The Lore of Shadow).

Immunities: Add *Resistance to Acid* Trait.

Special:

❖ Add also *Amphibious* Trait. These Dragons survive well underwater and spend much time there.

* Even Dragons from Naggaroth (see Black Dragon) are called Black Dragons, sometimes also Swamp Dragons are known as Black Dragons. But these are different species.

** Common name for magic using Swamp Dragons, that like to hide themselves with the spells of Shadow Magic, like *Shadowcloak*, *Pall of Darkness*, *Shroud of Invisibility* and *Illusion*. Many times, those who have faced these Dragons think they are just shadows, if not even ethereal ghosts.





Warpfire Dragon (Warpstorm Dragon)

Daemon-Dragon

The fell beasts named by scholars as Warpfire Dragons are hateful and ruinous creatures, albeit thankfully a rare sight in the Old World. Their long, charred-black bodies constantly twitch and shudder as if tormented by unseen blades, and clusters of strange crystals mar their scaled hides. The very air about them throbs with tainted power, and their breath is like no other dragon's; a coruscating blast of scintillating red-black lightning that can scorch even ethereal spirits and other creatures of magic. The destructive power and twisted form of a Warpfire Dragon is fueled and maintained by devouring pure warpstone. Only the mighty constitution of a dragon could withstand the effects of so much concentrated power without it being torn to pieces, although the violent death of such a creature often leads to a spectacular and explosive end. The scarcity of warpstone often brings a Warpfire Dragon into conflict with the Skaven, and it is with the promise of this immensely powerful material that the most arrogant (or insane) of wizards will seek to strike a bargain with the creature; although it is said that even the legendary Binding Scrolls of Kadon are not enough to fully control such a malign and wicked beast.

Habitat: Any.

Range: Southern Wastes? Any.

Colour: Charred-black bodies, with clusters of crystals. Their scales also radiate sickly green light.

Nature: Chaotic, evil and destruction. Haunted by the desire find Warpstone.

Breath Type: Warpfire Blast

Magic: Warp Magic (The Lore of Warp), which can be found from *Children of the Horned Rat* (WFRP2 sourcebook).

Immunities: Mutation

Special:

- ❖ Remember, tainted scales of Warpfire Dragon cause Dragonarmour radiate similar effect as *Warpfire Aura*.
- ❖ *Warpfire Aura* Trait.
- ❖ *Dragon Regeneration* Trait.
- ❖ *Explosive Demise* Trait.
- ❖ Warpfire Dragons natural weapons are considered to be magical.

Zombie Dragon (Carcass Dragon)

Death Dragon, Undead Dragon*

Zombie Dragons can be the powerful steeds of very powerful Necromancers and Vampires. The Zombie Dragon still has some remains of their body left even it is just re-animated servant beast. Very strong Necromantic magic (Greater Necromancy) is needed to re-animate Zombie Dragon.

See more about the story of Undead Dragons, from the Skeleton Dragon above.

Habitat: Any.

Range: Where Restless Dead and powerful necromancers roam. The Plains of Bones.

Colour: Bones and rotting flesh.

Nature: Mindless

Breath Type: Pestilential Breath

Magic: None.

Immunities: Undead immunities

Special:

- ❖ No Dragonarmour can be taken from Zombie Dragon and their scales wither and turn to dust as soon as they are separated from the Zombie Dragon or Dragon is destroyed finally.
- ❖ Zombie Dragon doesn't possess anymore magical abilities it might have. But Dark Magic, that has animated Dragon, also gives great tattered wings that give *Flight* or *Hoverer* Trait (GM decision). Dragon also loses its former Breath Weapon, but gains ability to breath noxious deadly *Pestilential Breath*. Zombie Dragons claws and sword-like teeth remain as sharp and deadly as they were in life.

* Undead like Skeleton Dragon and Spectre Dragon. Details and stats for others are also in this document.





Mixing Species

If different species of Dragons mate (Undead can't off course), which is not common, the offspring will take characteristics of either one of the parents. Patch of Dragons hatchlings may be different, some like their mother, some like their father. But interracial mating has caused also, again this is rare, mixing of races and creating Dragons that get some characteristics from both parents. For example, Sea Dragons, do not have wings anymore, but still some have been seen, that do have wings also. This is the results of Sea Dragon and some winged Dragon mating.

Note that any Dragon may become corrupted by the forces of Chaos and eventually start gaining mutations and becomes Chaos Dragon. These Dragons are not born Chaos Dragons; they are other Dragons turned to Chaos.

Other Dragon Kin

There are many races that are related to Dragons, but not true Dragons. They are offshoots created by some incident, magic or even Chaos. These include Cloud Dragons (Mistwyrms), Dragon Ogres, Dragon Turtles, Merwyrms, Shard Dragon, Thunder Dragons, Toad Dragons, Wyverns...etc.





Chapter III: Dragon Hide Armour

Dragon hide is covered with extremely strong scales, that become harder and harder as Dragon ages. These scales are tough, but also very light. Talented armourers may use them to make light, but strong, pieces of armour. But everything starts from skinning the death Dragon.

Skinning Dragon Hide

- ❖ Dragon must have died maximum 2 days ago or hide is rotting and scales are losing fast their toughness.
- ❖ If Dragon is badly damaged (half burn into ashes by some powerful spell...etc.), then full amount of Dragonarmour cannot be harvested (GM decision) because hide/scales are badly damaged.
- ❖ The amount of hide/scales is measured by Dragonarmour, which is based on the Dragons age.
- ❖ To skin hide/scales you must succeed either **hard (-20) Trade (Weaver) Test, challenging (-10) Outdoor Survival Test or Trade (Tanner) Test.**
- ❖ Two skinning test must be made (not necessarily by same person). Both give half the amount of Dragonarmour that can be harvested from that Dragon. If both tests fail, then skin/scales are ruined for good.
- ❖ Successfully skinned scales must “processed” by armourer inside a week or they will corrode and fall to dust. Protective Slime (detailed below) extends this time by protecting the Dragon hide/scales.

Value of Hide/Scales

One ready, skinned, piece of Dragonarmour (hide/scales) is worth of 50 gc and weighs about 25 Enc. So, amount of ten pieces of Dragonarmour (or hide/scales) is worth of 500 gc and weights 250 Enc. Piece of Dragonarmour (hide/scales) means many smaller scales connected.

Abilities and Value of Dragonarmour

- ❖ Armour made from Dragon hide/scales is Scale (Medium) Armour.
- ❖ The Armour is considered automatically to be Best craftsmanship (halve the Encumbrance value). Also, these light weight scales do not cause the normal penalty to **Agility** (normal Scale Armour gives -10 penalty), but there is still penalty (-1) to the Movement (if you use Encumbrance system then forget this penalty).
- ❖ Dragonarmour also gives high resistance to its user against Dragon Breath Attack. User gains +10 bonus to any Test and +2 bonus to **Toughness Bonus**, against attacks/damage similar than the Dragons Breath Attack, which hide/scales were used. Note that even multiple different types of hide/scales are used to Armour only one resistance must be chosen for Armour. For example, Scale Armour made from the hide/scales of an Ice Dragon gives resistance against cold damage done by magic, creature or even nature. Note that Armour only protects certain location of body. Only Full Armour protects user totally. For example, Ice Dragon Scale Armour mentioned here protects its user against cold weather or larger cold attack (area effect) if full Armour is used. Only part of Armour protects single location against any cold attack giving the bonuses.
- ❖ Shields (or Bucklers) made from hide/scales do not give any resistance as described above.
- ❖ More details and prices of Scale Armour are given in *Old World Armoury* (WFRP2 sourcebook), but stats for Dragonarmour can be found also in this document Dragon Products.
- ❖ Dragonarmour is considered to be magical and any person with Magical Sense skill will see slight magical aura.
- ❖ Price for ready-made of Dragonarmour piece (Scale Armour) is usually x12 times normal price of Scale Armour.





Making the Dragonarmour

Making the Dragonarmour is very difficult operation that must be done very soon. Inside a week Dragon hide/scales corrode and fall to dust. There is Protective Slime, which is alchemical mixture and very rare. Details are given below. This mixture is more common among the Dark Elves, but some human Alchemists (Gold Wizards) are known to produce this mixture also. With this mixture scales, can "survive" longer to reach the armourer (or Alchemist) that can shape them into the armour. Making of the Dragonarmour is done in two parts:

Step I: Enchantment

First, the hide/scales must be enchanted successfully so they won't corrode anymore. This can be done by Gold Magic or Dwarfen Rune Magic. One possibility, that Dark Elves usually use, is just continue treat the Dragonarmour with Protective Slime, but this can be very expensive in the Old World.

- ❖ **Gold Magic:** With the spell of *Transformation of Metal* Spell-caster (commonly Gold Wizard or Alchemist) can protect the hide/scales and turn them ready for forging. Spell-caster must succeed on Casting Test and also **Very Hard (-30) Channelling Test.** This spell affects maximum of 10 pieces of hide/scales. If either one of the tests is failure, then 1d10 pieces of Dragonarmour is lost permanently. Spell-caster may try to cast the spell on any amount of hide/scales from 1 to 10.
- ❖ **Dwarfen Rune Magic:** Runesmith may empower and protect the hide/scales by making **Hard (-20) Runecraft Test.** This is not easy task and must be done to each and every piece of hide/scale separately. Each test will take an hour and failure means that there is 40% chance that piece of hide/scale is corrupted and lost.
- ❖ **Chaos Magic:** It is also possible that twisting Chaos Energies can do the needed Enchantment for the hide/scales.

Step II: Forging the Armour

After the pieces of hide/scale is enchanted to ready pieces of Dragonarmour, they can be forged into the shape of armour chosen. This is not easy task and requires one of the following tests: **Challenging (-10) Armourer Test** or **Very Hard (-30) Blacksmithing Test.** Here are list how much different pieces of normal human sized Armour consumes Dragonarmour:

❖ Buckler	1/5 piece (halve the encumbrance)
❖ Scale Coif (Head)	1 piece
❖ Scale Shirt (Body)	4 pieces
❖ Sleeved Scale Shirt (Body, Arms)	6 pieces
❖ Scale Coat (Body, Legs)	6 pieces
❖ Sleeved Scale Coat (Body, Arms, Legs)	8 pieces
❖ Scale Leggins (Legs)	2 pieces
❖ Shield	1 piece (halve the encumbrance)

Here is list how much different pieces of normal horse sized Armour consumes Dragonarmour:

❖ Half Scale Armour	12 pieces
❖ Full Scale Armour	20 pieces

Step III: Further Enchantments

When armour is ready, it is possible to make further enchantments to it, like adding also Armour Runes. Further powering of Dragonarmour is easier than average material. Subtract 2 from any Casting Rolls or Rune Inscription Numbers.





Chapter IV: Other Values of Dragon

Because Dragons are naturally very magical and channel the raw energy of Winds of Magic, their bodies are valuable in many strange ways. Here are some uses for their "parts":

- ❖ **Blood.** Dragon's blood is poisonous and can be used as effective poison. Details below in the Dragon Products. But it has also other more sinister power in it for the Vampire. Check below Vampire Bonuses.
- ❖ **Dark Venom.** Poisonous Helldrakes produce this poison and it can be cultivated. Rules are given in the *Core Rulebook* (WFRP2) or *Old World Armory* (WFRP2 sourcebook).
- ❖ **Eyes.** Can be used also as ingredient for *Eye of Beholder* (The Lore of Shadow) spell. This can be found from the *Realms of Magic* (WFRP2 sourcebook).
- ❖ **Heart.** Can be used for Fire Elemental summoning. Rules for Elementals and Elemental magic can be found same site as this document.
- ❖ **Hoard.** Dragons gather huge hoards of treasures. But these are usually hidden deep in their caverns and also protected. Most common resting cavern of Dragon may not even be its main hoard cavern. Dragons are very good to evaluate valuables and recognize magical items, but anything is good for them. They will not waste even copper coin (Dragons are usually very greedy). Biggest Dragon hoards are truly king's treasures.
- ❖ **Horns.** Elves are known to produce magical Dragonhorns out of small horns of Dragons. This is not easy task and known by the Elves only.
- ❖ **Scales.** Their hide/scales are valuable as Dragonarmour if one knows how to work them. Details above. Dragonarmour is specially very common among the Elves. Parts of scales can be used also as ingredient for *Breath Fire* (The Lore of Fire) spell.
- ❖ **Teeth.** Can be used for *Rebirth in Blood* ritual. This can be found from the *Night's Dark Master* (WFRP2 sourcebook). Also to *The Awakening of the Slumbering Earth Dragon* ritual. And also as ingredient for *Conflagration of Doom* (The Lore of Fire) spell.
- ❖ **Valuables.** To aid their digestion Dragons swallow vast amounts of gold and gems. These line their stomach, the grinding action helping to break down the vast meals that Dragons devour. When Dragons die their glittering, carcasses contain a king's ransom for those bold or fool enough to claim it. Also, Dragons like to gather huge hoards of treasures that they hide in their lairs.

Vampire Bonuses

For Vampires, Night's Dark Masters, the blood of the Dragon gives special powers unlike any other blood. They are not affected by the poison effects in the blood, but they are affected by the magical power of the blood. Vampires gain following powers from the blood:

Every time Vampire drinks Dragons blood:

- ❖ Vampire becomes filled with unholy power and gains +10 bonus to any Casting Rolls for a week.

If Vampire kills Dragon drinking all its blood (even this may take weeks):

- ❖ Vampire becomes filled with unholy power and gains +10 bonus to any Casting Rolls for a year.
- ❖ Vampire becomes free of the thirst of blood for $1d10 \times 10$ years. If it rolls 10, then this will last forever.
- ❖ Vampire is free from two of its Weaknesses for $1d10 \times 10$ years. If it rolls 10, then this will last forever.

Check details from the *Night's Dark Masters* (WFRP2 sourcebook).





Dragon Products

Dragon Blood Poison

Every Dragons blood is poisonous. But it has bitter smell and taste (almost sulphur kind), making it difficult to use in foods unless the food is rancid or heavily spiced with garlic or onions. Drinking/Eating Dragon Blood forces the victim to succeed on an **Average Toughness Test** or die in a number of hours equal his **Toughness Bonus** suffering all that time in pain. If this test is successful, then victim only suffers $1d10+1$ **Wounds** minus **Toughness Bonus**. This poison cannot be coated in the weapons, because it dries and loses fast its potency (unlike Dark Venom).

Cost: 10gc (Dark Elves, Naggaroth), 20gc (Everywhere else)

Market Availability: Scarce (Dark Elves, Naggaroth), Very Rare (Everywhere else)

Dragonarmour (Full Scale Armour)

Cost: 4320gc

Enc.: 260

Group: Armour

Damage/Armour Points: 3 (AP)

Qualities/Protection: Head, Body, Arms, Legs (Protection)

Availability: Scarce (Dark Elves, Naggaroth, High Elves, Ulthuan), Very Rare (Everywhere else)

Description: Full set of Dragonarmour (Scale). Full set of Dragonarmour also gives magical bonus of +10 to any Test against the elements similar of Dragons Breath Attack, that hide/scales were used for the Armour. Also, it provides +2 bonus to **Toughness Bonus** against any damage caused by same element. Full human-sized Dragonarmour takes 9 pieces of hide/scales. Too heavy and cumbersome to be combined with plate or mail. But can be combined with Leather (though not Studded Leather).

Special: Considered to be magical.

Sea Dragon Cloak

Cost: 500gc (Dark Elves), 700gc (Everywhere else)

Enc.: 100

Group: Armour

Damage/Armour Points: 2 (AP)

Qualities/Protection: Body (Protection)

Availability: Scarce (Dark Elves, Naggaroth), Rare (High Elves, Ulthuan)

Description: Dark Elf (Druchii) Corsairs invariably sport a long cloak derived from the skin of a Sea Dragon as a sign of their position in their twisted society. These protective garments count as Medium Armour (basic method), providing 2 Armour Points to the Body location (advanced method). Sea Dragon Cloak takes 3 pieces of hide/scales. Sea Dragon Cloaks must be continually treated with a protective slime, unless magically protected. Unprotected and untreated cloaks corrode and fall to dust within a week (8 days) of going untreated. Cloak is considered to be Light Armour and can be combined with other types of armour.

Special: Must be treated with Protective Slime or corrode and fall to dust within a week.

Protective Slime

This is strange alchemical mixture, done from plants found from the sea. This Slime keeps metals from rusting and also protects them otherwise. Dark Elves use this substance to protect their Dragonarmour. One amount of Slime will cover about 10 pieces of Dragonarmour and protect it for a week (8 days).

Cost: 10s (Dark Elves, Naggaroth), 1gc (High Elves, Ulthuan), 2gc (Everywhere else)

Market Availability: Common (Dark Elves, Naggaroth), Average (High Elves, Ulthuan), Very Rare (Everywhere else)





Chapter V: Dragon Grimoire

Dragon Related Magic, magical items, rituals, runes...etc.

Greater Awakening

Note! This ritual is expansion on the rules of Greater Necromancy found from the *Night's Dark Masters* (WFRP2 sourcebook). Ritual detailed here is needed to raise creatures with Slaughter Margin of Impossible, like Dragons. Requirements are similar as found in the rules of Greater Necromancy. One exception to rules in the book is, that all Dragon age-categories, must be raised with this same ritual, even Hatchling.

Type: Arcane

Arcane Language: High Nehekharan

Magic: 3

XP: 300

Ingredients: Remains of the dead creature with Slaughter Margin of Impossible, that is been animated. An ounce of Warpstone for every Wound possessed in life by the creature being animated.

Conditions: You must have the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform the ritual. To do the rites of re-animation following skills are needed: Arcane Knowledge (Necromancy), Speak Arcane Language (High Nehekharan) and Read/Write. Ritual must be done all during the night time. *Vampire Blood Gift: Mastery Over Flesh*, gives bonuses to this ritual.

Consequences: If you fail the Casting Roll, the carcass and the Warpstone are consumed permanently.

Casting Number: 30

Casting Time: 4 hours

Description: The ritual brings a deceased greater creature back to un-life. This mighty creature will be Zombie-type of Undead, but may possess some special powers (like if they had Wings, they might still have *Flier* or *Hoverer* Trait). Some may have *Hideous Strength*, *Natural Weapons*, *Pestilential Breath*, *Scales*, *Unstoppable Blows*, *Very Small Attacks*...etc. It is GM decision per individual creature. Creature raised in this way will still lose all Intelligence, Will Power, and Fellowship and can never take or fail test based on them (this includes any magical abilities). They also lose any skills, Talents, Traits or other special rules that depend on these attributes. But any other Traits...etc. may remain (again this is GM decision). Also, because creature is Undead, it will gain following penalties and bonuses (due to the inherent weaknesses of dead flesh) to Characteristics and some new Traits as featured in the template below. Creature also gains *Frightening* Trait or keeps either that or *Terrifying* Trait if it had either one already.

Type: Undead (Corporal)

Size: Any

Habitat: Any

Range: Any

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-1d10**	*	*	*	-2d10**	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-1**	*	*	*	-1**	0	*	*

Skills: -

Talents: -

Traits: Cloud of Flies****, Frightening or Terrifying***, Hideous Strength***, Mindless, Natural Weapons, Not All There, Scales***, Shambling, Thick Skin***, Undead, Unstoppable Blows***, Very Small Attack***

* These remain same as they were, when creature or person died. Some Characteristics may have bonuses from the Talents or Traits that Undead version will not have, but let those bonuses remain.

** These Characteristics will always be least 5 or 1.

*** If creature or person that died had these Traits, they remain. It is GM decision in every case for any special traits will it remain as Zombie.





**** Any body smaller than Medium (human-sized) will have so little flies, so they will not bother during fight. Medium sized Zombies are GM decision.





Runes



Master Rune of Dragonbane

Note: This rune is another optional version for the *Master Rune of Dragon Slaying*. This rune is inspired by Felix Jaeger runeword *Karaghul* from *Gotrek and Felix* saga stories (various writers).

Type/Form: Weapon

Ingredients: Iron ore from the lost hold of Karak Azgal, and the blood of a dragon

Inscription Number: 35

Empowerment: 12

Description (Permanent): Any weapon bearing this rune protects its wielder from any dragon breath weapon (no damage) and dragon inflicted fear and terror. Also, all allies within 48 yards (24 squares) gain protection against the fear and terror. Weapon bearing Dragonbane rune also ignores dragons armour (scales) and Toughness Bonus characteristic. When this rune gets close to any dragon it faintly glows. This happens about 1000ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons. *Optional Rule:* Master Rune can be so powerful, that it's hate against certain creature type will cause sudden rage (use *Frenzy Trait*) to wielder of weapon, when creature is 1000ft radius.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 5 minutes and for missiles it only lasts one shot.



Rune of Bane (Dragon)

Type/Form: Weapon

Inscription Number: 14

Empowerment: 4

Description (Permanent): Any weapon bearing this rune gains an extra +4 bonus on damage rolls against Dragons. When rune gets close to its enemy type it will also faintly glow. This happens about 100ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute, but for missiles it only lasts one shot.

Multiple Runes:

- ❖ **Two Runes:** Two Runes of Bane causes' +8 bonus on damage rolls (see above). When rune gets close to its enemy type it will also faintly glow. This happens about 500ft range.
- ❖ **Three Runes:** Three Runes of Bane causes' +12 bonus on damage rolls (see above). When rune gets close to its enemy type it will also faintly glow. This happens about 1000ft range.





Rune of Dragon Protection

Type/Form: Talismanic

Inscription Number: 20

Empowerment: 8

Description (Permanent): A character bearing an item inscribed with this rune is immune to any Dragon Breath Weapon, including Undead Dragons also.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 hour.





Magical Items & Grimoires

There are many items forged to battle the Dragons, but also from the remains of Dragons (like bones, teeth, horns, scales...etc.). Also, most of them have different legendary tales behind them, and magical abilities. Here are few famous items lost in the history.

Hagmar Wyrmschlager

Text is taken from the *White Dwarf* (Warhammer Fantasy Battle magazine)

A legendary hero who appears in the sagas of Norsca and the Wasteland. He slew a dragon that was laying waste to the Forest of Shadows/Southern Coast of Norsca. Hagmar, son of a blacksmith, volunteered to go and slay the beast. He filled a gutted carcass of a deer with stones and set it to roast. The dragon swallowed the carcass and the stones shattered inside the furnace-hot belly of the dragon, killing it instantly. Hagmar looted the dragon's cave and became rich. He forged several items of note: The Dagger of Hagmar, The Chainmail of Hagmar, the Talisman of Hagmar, and The Buckle of Hagmar.

Dragonhorn of Ulthuan

Academic/Common Knowledge: Elves (Average), History (Average)

Item Description: Enchanted and beautifully ornamental Dragon Horn. Enc 20.

Powers: Enchanted Elven Artefact. When user blows (Full Action) in the horn all friendly persons and creatures (user included) that hear the mighty sound of horn gain *Fearless* Trait for a duration of one minute. Can be used continuously, but one user may only blow Toughness Bonus times in the horn and must then rest for a minute.

History: It is said that Dragon Horns are enchanted by the dying flames of an ancient Fire Dragon. And the sound of horn hardens wavering hearts and strengthens resolve. There are many Dragonhorns among the High Elven armies. But during the battles, through the history, some have been lost and fell in the hands of other races also.

Fang of Iivakh

Academic/Common Knowledge: Chaos Wastes (Hard), Daemonology (Challenging)

Item Description: Cruel looking long spear, which blade is made of long sharp tooth of a Dragon. Tooth glows with awful green energy. Fang of Iivakh is Best Craftsmanship Spear; +5% to WS; Enc 45; Fast, Precise (Chaos Weapon Property).

Powers: Chaos Weapon. Spear has following Chaos Weapon Properties: *Creature (Dragon)*, *Leadership* and *Piercing*. Details can be found from the *Tome of Corruption* (WFRP2 sourcebook).

History: It was Kurgan warrior Iivakh from the tribe of Hastlings, who went to kill Chaos Dragon to prove himself worthy Champion to Lord Tchar. He succeeded and took one tooth from the Dragon. Later he travelled in the Dark Lands of Chaos Dwarfs. There, this tooth was forged in the mighty spear type weapon by the Dark Dwarfs and blessed by the Lord Tchar. This spear Iivakh named Fang. Iivakh was among the Asavar Kul's horde, when they attacked Praag, but during this invasion he was killed by the champions of the Old World. After Iivakh's death, the Fang was taken by another warrior among the Kurgans who knew it was weapon of dark blessing. And the spear was known after this as the Fang of Iivakh. Fang has changed owners many times during the centuries, always finding a suitable Champion. Commonly among the Kurgans or the Norse.

Liber Draconis, the "Tome of Dragons"

Academic/Common Knowledge: History (Challenging)

Item Description: Large iron-bound book written in Classical, Eltharin and Arcane Elf.

Powers: Grimoire. Reading this book requires 30 days of careful study. Average Intelligence Test, where each degree subtracts or adds days to that time. After finishing the volume reader may buy Common Knowledge (Dragons) and Common Knowledge (Elves) with 100xp each. If already has these skills may buy skill mastery.

History: The original Tome of Dragons was written by a group of High Elven scholars with the help of few Loremasters of Hoeth, during the reign of Caradryel the Peacemaker. It was millenniums later that human scholars got their hands on the copy of this book and with the help of Elven scholar translated the book to Classical. Copies of book are still rare and only in Classical and Elven languages in the Old World.





Taal's Cloak

Academic/Common Knowledge: History (Challenging), Theology (Average)

Item Description: Simple looking large Black Bear Skin Cloak. Very warm. Enc 15.

Powers: Holy Relic. Cloak creates protecting field that shields the user and his/her equipment on any Dragon Breath weapon (including Undead Dragon Breath also).

History: It was during the first centuries of Sigmar's Empire, when great Forest Dragons roamed still in the woods of Empire. A mighty priest of Taal known as Talecht Stronghand started hunt for a Dragon that was terrorizing human villages and ravaging forest. First he had group of tribal warriors with him, but at the end he was alone as Dragon had killed all the others. After the dead of last of his men, Talecht prayed long for Taal. And it is said that Taal himself came to him and blessed his Bear Cloak, so he would be protected against the Dragon. And Talecht did kill the Dragon. His cloak became legend and holy relic. Cloak has been used by many priests of Taal and Rhya, but also some other champions of good. Because it is usually in the possession of wandering characters it is not really known, who owns the Taal's Cloak any given time. Sometimes it seems to disappear for centuries always surfacing somewhere. Last known sighting for the cloak was with Jade Wizard hundred years ago, but many believe he died during a Beastman raid in the Drakwald.

Wurmsting "Drakk Pick"

Academic/Common Knowledge: Dwarfs (Average), History (Hard)

Item Description: Beautiful Military Pick with runes and Dragon pictures carved into it. Wurmsting is Best Craftsmanship Great Pick; Enc 180; +5% to WS; Armour Piercing, Impact, Slow.

Powers: Dwarfen Runeweapon. Pick has permanent *Master Rune of Dragonbane* [NEW].

History: Dwarf annals tell that grim human warrior named Ulfred came to the Dwarf realms wounded in the Imperial Year 876. He was healed by the Dwarfs and he remained among them for almost a year. This human was member of unknown tribe, but he was from the Empire of Sigmar. Great Fire Dragon named Furixdrak had destroyed Ulfred's home village and his family. He had travelled to the mountains to slain this Dragon. It is not written what Ulfred did among his time with the Dwarfs, but so great it was, that famous Dwarf Runesmith Morek Furrowbrow forged rune pick for him. Pick which he could use to hunt the Furixdrak down. In this pick was inscribed the mighty *Master Rune of Dragonbane*.

Legends tell that Ulfred succeeded on killing Furixdrak with the help of Dwarf Slayers, but legend do not tell what happened to his legendary pick, Wurmsting, after this. And so, it disappeared in the history.





Chapter VI: Dragon Stats

This chapter details the actual stats of Dragons in different age categories. This meaning their Characteristics, skills, Traits, Talents, combat abilities, Breath Weapon damages and also other information.

Dragon Senses

Dragon has, like any predatory creature, acute senses. These senses become even better as a Dragon grows and ages, mostly because a Dragon's mind becomes ever more perceptive as the centuries pass. Only when Dragon enters Departure state and becomes Venerable its senses lose their touch. Venerable Dragons may become almost blind or deaf.

Dragons have vision superbly adapted to hunting. They enjoy excellent depth perception, which allows them to judge distances with great accuracy, and they have outstanding peripheral vision as well. Dragon eyes adapt quickly to harsh light and glare. A Dragon can stare at the sun on a clear summer day and suffer no loss of vision. Birds of Prey can perform similar visual feats, but often have poor night vision. Dragons have perfect Night Vision and see in the dim light as well as they can in sunlight. Dragons can even see with no light at all.

A Dragon's sense of smell and taste are nearly as well developed as its vision. This refined sense of smell is only partly dependent on the Dragon's sensitive nose; it also uses its forked tongue to sample the air, just as a snake does. Dragons can note the slightest variations in the taste of water or food.

Dragon's hearing is very similar as humans. They can recognize important sounds for what they are and filter out background noise and focus on significant sounds.

Because Dragons heightened senses and its Magical Sense, Dragons can more easily sense things that are not seen by normal vision (Ghosts, persons hidden by magic, Illusions...etc.). If there are penalties to sense unseen creature you should divide these penalties to half.

Dragon Flight

Even there is speculation that Dragon's ability to fly is partly magical, truth is that they truly can fly. A Dragon weight much less than a terrestrial creature of the same size and its muscles are exceptionally strong, giving the Dragon's wings enough power to lift the Dragon into the air. In air Dragons are very fast fliers. A Dragon's biggest problem in flight is just getting aloft.

Even older Dragon become slower and less agile they are still masters of skies, when they fly. If any manoeuvrability tests in the air is needed and based on the **Agility** Characteristic give following bonuses:

- ❖ Hatchling +0%
- ❖ Juvenile +20%
- ❖ Adult +30%
- ❖ Old +40%
- ❖ Ancient +50%





Special Talents & Traits

Following traits are used in this document.

Amphibious [Trait]

Description: Amphibious creatures are suited for life in and out of water. They can either breathe underwater or hold their breath for sufficiently long periods that, as far as the rules are concerned, they cannot drown. Further, they may take actions as normal while underwater, and do not halve their statistics (including Movement) while swimming.

Aura of Heat [Trait]

Description: The creature radiates extremely strong heat. Touching it skin may even cause damage (half Toughness Bonus). This distraction causes fatigue, tears and even burns, anyone in melee combat with this creature and they take a -10 to all the skill tests and -2 penalty to any Casting Rolls.

Bones [Trait]

Description: Because there is no meat (or anything else) around the skeleton it is actually harder to hit skeleton. Most missiles, the small ones (arrows, bolts, bullets, sling stones...etc.) have -10% penalty to hit (they just go easier through the skeleton).

Breath Weapon [Trait]

Description: A creature can breathe deadly breath as a full action. This can be done every 1d5 rounds (or every second round. GM decision) and creature usually uses it as first attack. This attack ignores any armour points. The Breath attack hits automatically, yet it can be dodged (difficulty varies from the size, check below Size of the Breath Attack), but not parried. Breath Weapon may be in various types, which will feature the actual damage and even cause extra damage which is featured in the creatures' template. Also, Breath Weapons size depends on the size of the creature, this is mentioned in the creatures' template, but here is comparison table and difficulty to avoid attack.

Avoiding a Breath Attack:

- ❖ *Gigantic:* Victims are extremely small (under one tenth in size or 10%) compared to the attacker. Also, the Breath Weapon is large and very difficult to avoid. Make **Very Hard (-30) Dodge Test**. Victims also take possible extra damage to every Hit Location. Example Medium (Human, Dwarf) compared to Gigantic (Dragon, Giant, Hydra) creature.
- ❖ *Huge:* Victims are very small (less than one fourth or 25%) compared to the attacker. Also, the Breath Weapon is large and very difficult to avoid. Make **Hard (-20) Dodge Test**. Victims also take possible extra damage to every Hit Location. Example Medium (Human, Dwarf) compared to Huge (Griffon, Manticore, Wyvern) creature.
- ❖ *Very Large:* Victims are small (less than half or 50%) compared to the attacker. Also, the Breath Weapon is large and very difficult to avoid. Make **Challenging (-10) Dodge Test**. Victims also take possible extra damage to four different Hit Locations. Example Medium (Human, Dwarf) compared to Very Large (Ogre, Rat Ogre, Troll) creature.
- ❖ *Large:* Victims are smaller (from 90% to 50%) compared to the attacker. Also, the Breath Weapon is large and very difficult to avoid. Make **Average Dodge Test**. Victims also take possible extra damage to two different Hit Locations. Example Medium (Human, Dwarf) compared to Large (Black Orc, Centigor, Minotaur) creature.
- ❖ *Average or Smaller:* Victims are about same sized, or larger, compared to the attacker. Also, that is why the Breath Weapon is smaller and easier to avoid. Make **Average Dodge Test**. Victims will take possible extra damage to one Hit Location.

Size of the Breath Attack (Templates found originally from the Core Rulebook):

- ❖ *Huge Cone:* 24 yards (12 squares) long and roughly 2-yard-wide at its starting point and 10 yards' widest point.
- ❖ *Average Cone:* 16 yards (8 squares) long and roughly 1 yard wide at its starting point and 5 yards' widest point.
- ❖ *Small Cone:* 8 yards (4 squares) long and roughly 1 yard wide at its starting point and 4 yards' widest point.
- ❖ *Huge Explosion Circle:* 14 yards (7 squares) diameter. Up to 20 yards (10 squares) away.
- ❖ *Large Explosion Circle:* 10 yards (5 squares) diameter. Up to 16 yards (8 squares) away.
- ❖ *Small Explosion Circle:* 6 yards (3 squares) diameter. Up to 10 yards (5 squares) away.

Critical Hit from Breath Weapon:

If Breath Weapon causes Critical Hit to a limb, then roll Sudden Death is the limb lost (burned, amputated because frostbite, corrupted by poisonous or toxic fumes...etc.). If the hit is to the Head or Body, roll Sudden Death. Failure means that character dies. In the case of Poison Breath this causes automatic coma. In either case Fate Point, can be used.





Chilling Touch - Revised [Trait]

Description: Unlike most Spirits, a Spectre can injure an opponent with its touch alone. This causes same Damage as creatures or persons **Strength Bonus**. Attack ignores all Armour Points (including natural Armour); it can be dodged, but not parried. Furthermore, a Spectre that hits its opponent also paralyzes him with horror for 1 round unless a successful **Average Will Power Test** is made. This paralysis effect applies whether or not the Spectre's touch inflicts any damage. Paralyzed characters can take no actions and are considered to be helpless. A Spectre must become visible for the round to use this ability.

Cloud of Flies [Trait]

Description: The creature is constantly surrounded by a black cloud of flies that buzz incessantly. When fighting, the cloud flies into the eyes, mouth, and nostrils of their opponents. This terrible distraction causes anyone in melee combat with this creature to take a -10 to their Weapon Skill.

Dragonarmour [Trait]

Description: Some master Armourers, Runesmiths and Gold Wizards (Alchemists) can create masterful scale-armours from Dragon hide. Check rules from the Dragon Hide Armour chapter from this same document. Dragon hide/scales are hard, but light in weight. Most of these scales are too large, but there are some amounts of smaller scales also. Different sizes of Dragons produce different amount of scales:

- ❖ Ancient 20
- ❖ Old 16
- ❖ Adult 12
- ❖ Juvenile 8
- ❖ Wyrmling 4

Note: It is GM decision how much armour is actually available if Dragon is killed based on the damage done to the Dragon.

Dragon Regeneration [Trait]

Description: At the start of its turn the creature regenerates 1d10 Wounds, until it dies.

Ethereal [Trait]

Description: An ethereal creature is insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. An ethereal creature partially hidden inside an object gains a +30% bonus on Concealment Tests. An ethereal creature that wishes to be completely silent doesn't need to make Silent Move Tests. An ethereal creature is also immune to normal weapons, which simply pass through its body as if it wasn't there. Daemons, spells, other ethereal creatures, and an opponent armed with magic weapons may all injure ethereal normally. An ethereal creature can't normally affect the mortal world, and thus can't damage non-ethereal opponents unless it has a suitable special Trait or Talent.

Explosive Demise [Trait]

Description: When a creature is finally killed it suddenly explodes. This causes great blast of magical energy. This explosion causes creatures Toughness Bonus of damage. Armour doesn't protect against the explosion and it cannot be Dodged or Parried.

Size of the Explosion (Templates found originally from the Core Rulebook):

- ❖ **Ancient & Old:** *Huge Explosion Circle:* 14 yards (7 squares) diameter. Up to 20 yards (10 squares) away.
- ❖ **Adult & Juvenile:** *Large Explosion Circle:* 10 yards (5 squares) diameter. Up to 16 yards (8 squares) away.
- ❖ **Hatching:** *Small Explosion Circle:* 6 yards (3 squares) diameter. Up to 10 yards (5 squares) away.

Fire-Blooded [Trait]

Description: A creature with this trait is very resistant to any effects from heat or fire. It will not suffer on any effects of heat (fatigue, thirst, uncomfortable feeling...), and actually feels home in warm (or hot) environment. Also, it is immune to most heat damage and subtracts 10 points on any fire-based attacks (this doesn't include **Toughness Bonus**). As for a rule creature is not affect by any normal fire (even large ones), exception extreme, like lava. But creature can be affected by magically created fire even highly resistant to that too (subtract those extra 10 points).





Hideous Strength [Trait]

Description: All the attacks done by these creatures count as having the Armour Piercing and Impact Qualities.

Ice-Blooded [Trait]

Description: A creature with this trait is so at home with the frozen north that they are immune to any effects from cold, including magically created cold effects.

Inured to Chaos [Trait]

Description: If you have a mutation, you gain a +10% bonus to tests made to resist gaining additional mutations.

Invisible [Trait]

Description: A Spirit can become invisible as a free action. While invisible, a Spirit can't be targeted with ranged attacks, including magic missiles. Because they are ethereal and silent, they also can't be attacked in melee.

Mindless [Trait]

Description: These creatures are animated with no mind or spirit of their own. They have no **Intelligence**, **Will Power**, or **Fellowship**, and can never take or fail Tests based on these Characteristics.

Natural Magic [Trait]

Description: Some rare creatures are just naturally extremely sensitive to the Winds of Magic and can easily, or with little help, learn the full use of magic. They get automatically Channelling and Magical Sense skills, as also *Aethyric Attunement* talent. Any other magical skills or talents must be learned and bought separately. Creatures with *Natural Magic* trait may buy their Magic Characteristic up to 4. They may also buy Petty Magic, Lesser Magic, Lore and Rituals (these must be bought in right order, first one Petty Magic, then Lore...etc.). Petty Magic, Lesser Magic and Lore spells can be learned without the skills Speak Arcane Language or Academic Knowledge (Magic), because creature can basically learn just to manipulate the winds directly, rather than learn basics of some spells from some magical tomes. Rituals are created effects that usually need Speak Arcane Language. Creature can still learn these skills if it so chooses and also Rituals. It is GM decision how fast can Naturally Magical creature actually can learn to manipulate the winds, what magic it may learn, and even the extend of creatures learning (GM may rule that this kind of creature will never learn to use more than Petty Magic).

Note: Some creatures like this may still never learn the use of magic. Yet, they are very sensitive to it, even never wield the magic themselves. Also, this Special Trait should be extremely rare ability, and this level of natural magical use can never be used by most of the humanoid races inhabiting the Warhammer World.

Not All There [Trait]

Description: The creature is incomplete or does not have a normal anatomy. Use rules for Sudden Death Critical Hits to see if the Undead just collapses. But if you want to use variant Criticals, then check hit location also before the Sudden Death. If it is Head or Body, then Undead just collapses. If it Arm or Leg, then Undead loses that limb.

Poison Bite [Trait]

Description: The creatures' saliva is powerfully toxic. This poison causes almost electric jolts of raw agony coursing through the victim's body. An attack that deals at least 1 **Wound** deals 6 additional **Wounds** unless the target succeeds on an **Average Toughness Test**.

Resistance to Acid [Trait]

Description: A creature hide is naturally resistant to the acid and poisonous toxins and corrosive (or acidic) fumes/gas. These creatures are totally immune to any effects from acid (or corrosive toxins), including magically created ones. They also gain a +20% bonus on **Toughness** Tests to resist any poison (or poisonous gas).

Scales [Trait]

Description: The creature has tough scales that protect it like armour. This trait provides the creature with a number of Armour Points on all locations equal to the number noted in parenthesis.





Shambling [Trait]

Description: Skeletons are relentless but slow. They cannot take the run action.

Speed of Attack [Trait]

Description: The creature has so many ways to attack – teeth, claws, tail even wings – that it can attack twice with the standard attack action instead of the normal once.

Storm Rage [Trait]

Description: The creature is immune to all lighting and electrical attack, magical or otherwise. If the creature is hit with such an attack it gains +10% to its **Strength** and +1 **Attack** Characteristics for 1d10 rounds. Multiple exposures to these attacks increase the duration of these bonuses.

Tail Sweep [Trait]

Description: A creature with long, agile and powerful tail can use it for a Sweep attack. This attack does lesser damage, but knocks smaller enemies off their feet (even throws them for a short distance). Sweep attack is a full action. Sweep causes -2 to normal Damage, but victims are thrown to ground and loose next round. If Sweep hits victims head, then it causes same effect as *Strike to Stun* Talent.

Size of the Tail Sweep Attack:

- ❖ **Gigantic:** Victims are extremely small (under one tenth in size or 10%) compared to the attacker. Sweep is very wide and very difficult to avoid. It hits 1d10 enemies. Make **Challenging (-10) Dodge Test or Very Hard (-30) Agility Test** to avoid. Victims are thrown 2d10 yards. Example Medium (Human, Dwarf) compared to Gigantic (Dragon, Giant, Hydra) creature.
- ❖ **Huge:** Victims are very small (less than one fourth or 25%) compared to the attacker. Sweep is wide and difficult to avoid. It hits 1d10/2 enemies. Make **Average Dodge Test or Hard (-20) Agility Test** to avoid. Victims are thrown 1d10 yards. Example Medium (Human, Dwarf) compared to Huge (Griffon, Manticore, Wyvern) creature.
- ❖ **Very Large:** Victims are small (less than half or 50%) compared to the attacker. Sweep is challenging to avoid. It hits 1d10/3 enemies. Make **Routine (+10) Dodge Test or Challenging (-10) Agility Test** to avoid. Example Medium (Human, Dwarf) compared to Very Large (Ogre, Rat Ogre, Troll) creature.
- ❖ **Large:** Victims are smaller (from 90% to 50%) compared to the attacker. It hits 1 enemy. Make **Easy (+20) Dodge Test or Average Agility Test** to avoid. Example Medium (Human, Dwarf) compared to Large (Black Orc, Centigor, Minotaur) creature.
- ❖ **Average or Smaller:** Victims are about same sized, or larger, compared to the attacker. It hits 1 enemy. Make **Very Easy (+30) Dodge Test or Easy (+10) Agility Test** to avoid.

Thick Skin [Trait]

Description: Due to their unusually thick skin, reduce the Critical Values of Critical Hits against them by 1.

Undead - Revised [Trait]

Description: You are a creature of undeath, hideously reanimated by necromantic magic. You are immune to Fear, Terror, stunning, poison, disease, suffocation/drowning and all spells, skills, and effects that involve the manipulation of emotions and the mind. Also, undead missing all or most of their insides (skeletons, zombies or ethereal) see without eyes. They “feel” the living and surroundings in a about 100ft range. Most of these undead cannot speak, because they do not have working lungs, tongues...etc. But it is possible that the spirit, keeping the remains alive, may speak depending on magic used to create the Undead.

Unstoppable Blows [Trait]

Description: A creature with this Trait is so large and strong that its attacks are incredibly difficult to parry. Opponents take a -30 penalty to parry attempts.



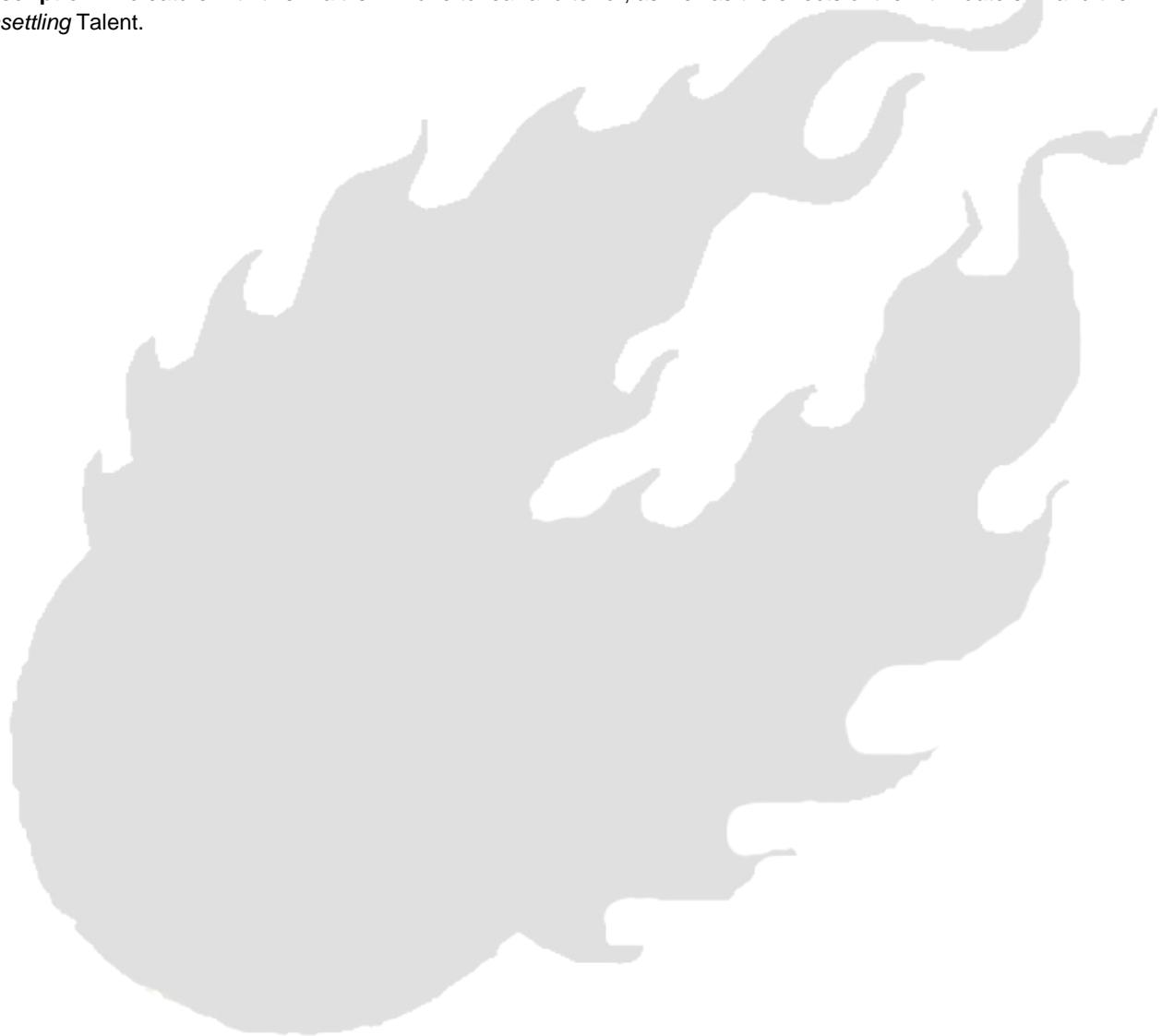
Warpfire Aura [Trait]

Description: A baleful radiation that can kill by mere proximity, and distorts and deranges the flow of the Winds of Magic in its vicinity. Causes following effects in a melee range:

- ❖ Any creature must make **Average Toughness Test** or suffer $1d10/2$ Wounds. Armour doesn't protect and this damage cannot be Dodged or Parried.
- ❖ Any creature that is damaged, must also make **Routine (+10) Toughness Test** or gain mutation.
- ❖ Any creature doing Casting Roll, must roll extra d10 die, which only counts for *Tzeentch Curse*.

Will of Iron [Trait]

Description: A creature with this Trait is immune to fear and terror, as well as the effects of the Intimidate skill and the *Unsettling* Talent.





Dragon, Hatchling

Type: Monster

Size: Large (Black Orc, Centigor, Minotaur...)

- Dragon, Hatchling Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	0	35 (3)	38 (3)	60	42	59	19

Skills: Channelling (WP), Common Knowledge (Dragons, Dwarfs, Elves, Any one (Int), Concealment (Ag), Dodge Blow (Ag), Evaluate (Int +10), Follow Trail (Int), Intimidate (S), Magical Sense (WP), Navigation (Int), Outdoor Survival (Int), Perception (Int), Scale Sheer Surfaces (S), Search (Int), Silent Move (Ag), Speak Arcane Language (Any one) (Int), Speak Language (Any two) (Int), Swim (S)

Talents: Aethyric Attunement, Orientation, Resistance to Disease, Resistance to Poison, Strike Mighty Blow*, Strike to Injure**, Strike to Stun, Strong-minded

Traits: Breath Attack (various), Dragonarmour, Excellent Vision, Flier, Frightening, Inured to Chaos, Keen Senses, Natural Magic, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Night Vision, Scales (2), Speed of Attack, Thick Skin***, Will of Iron

Combat

Attacks: 3; **Movement:** 4 / Swim 2 or 4 (Amphibious) / Fly 8; **Wounds:** 25

Magic: 0

Armour: Natural Scales (Head 2, Arms/Legs 2, Body 2, Legs 2, Wings 2; CV-1***)

Weapons: Natural Weapons (1d10+4*; CV+1**), Breath Attack (1d10+Damage below; Special), Tail Sweep (1d10+2*; CV+1**; Special)

Slaughter Margin: Hard

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes. Type of Breath Attack is based on the type of Dragon.

- ❖ *Acid:* Extremely corrosive burst of burning acid. Acid burns and scars pale skin and burns bodily hair. Also, it is deadly to most materials (not including magical items). Uses Small Cone template. Causes Damage 2 hit and after that Damage 1 hit for 3 rounds.
- ❖ *Breath of Change:* Deadly burst of sickly green vapour. Effect is very similar as Warpstone and corrupts any living creature. Uses Small Cone template. Breath of Change doesn't cause Damage, but victim must make **Easy (+20) Toughness Test** or gain mutation. Dragon may choose to use this or it's normal Breath Weapon.
- ❖ *Chill/Frost:* A burst of milky white sub-zero mist filled with tiny fragments of solid ice. This easily causes cold damage including even deadly frostbites. Metal is dangerous when it becomes too cold and touched by bare skin. Also, some materials may suffer from extreme cold. Everyone affected also must make **Easy (+20) Toughness Test** or they are frozen. This causes anyone to move slowly. First round they cannot do anything. Then following 1D5 rounds this causes -10 to all actions. Uses Small Cone template. Causes Damage 2.
- ❖ *Corrosive Smoke:* Cloud type burst of sulphurous, corrosive fumes (acidic gas). Victims get extremely painfully blisters that may even leave scarring. Everyone affected also must make **Easy (+20) Toughness Test** or they have -10 penalty to all actions for 1D5 rounds, because they are partly blinded by tears and choking the fumes. Uses Small Explosion Circle template. Causes Damage 3.
- ❖ *Coruscating Blast:* Sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. Blast hits only one opponent within 36 yards (18 squares) front of the creature. Any non-magical metal items have 10% (5% Good Craftsmanship, 1% Best Craftsmanship) chance to become rusted and Poor Craftsmanship (those that are Poor Craftsmanship are withered to pieces). Causes Damage 3.
- ❖ *Dragon-Bolt:* Large lightning bolt of energy. Victim can be scarred by burning electricity and parts of their bodily hair may burn away. Extreme amount of metal (metal armour) adds extra 2 points to Damage. Leaping energy hits only one opponent within 36 yards (18 squares) front of the creature. Causes Damage 4.
- ❖ *Fire:* Extremely hot burst of fire and smoke. Fire burns and scars skin and burns bodily hair. Also, flammable materials may catch fire. *Core Rulebook* tells more about fire damage. Most flammable materials may catch fire. Uses Small Cone template. Causes Damage 3.



❖ *Poison*: a cloying corrosive green vapour that includes a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Uses Small Explosion Circle template. The victim must succeed on an **Easy (+20) Toughness Test** or gain similar feverish disease as Weevil Cough (Core Rulebook). If this happens victim must make second **Routine (+10) Toughness Test** or fall into a coma. From Coma, only a powerful healing magic can wake victim. For example, Shallya spell *Cure Insanity*. Causes Damage 1.

❖ *Warpfire Blast*: Destructive energy of a Warpfire unleashed. Uses Small Explosion Circle template. Causes Damage 1. Also, victim must make **Very Easy (+30) Toughness Test** or gain mutation.

Skeleton Dragon, Hatchling

Type: Undead (Corporal)

Size: Large (Black Orc, Centigor, Minotaur...)

- Skeleton Dragon, Hatchling Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	40 (4)	40 (4)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Frightening, Mindless, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Not All There, Shambling, Undead

Combat

Attacks: 1; Movement: 3; Wounds: 16

Armour: - (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Natural Weapons (1d10+4), Tail Sweep (1d10+2; Special)

Slaughter Margin: Average

Spectre Dragon, Hatchling

Type: Undead (Ethereal)

Size: Large (Black Orc, Centigor, Minotaur...)

- Spectre Dragon, Hatchling Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	0	35 (3)	38 (3)	60	32	69	14

Skills: Common Knowledge (Dragons, Dwarfs, Elves, Any one) (Int), Concealment (Ag), Perception (Int), Speak Arcane Language (Any one) (Int), Speak Language (Any two) (Int)

Talents: -

Traits: Breath Attack (Chilling), Chilling Touch, Ethereal, Invisibility, Not All There, Terrifying, Undead, Will of Iron

Combat

Attacks: 3; Movement: Fly 6 (Ethereal); Wounds: 25

Armour: None - Ethereal (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Chilling Touch (1d10+3; Special), Breath Attack (1d10+4; Special)

Slaughter Margin: Very Hard (Impossible without a magic weapon or spells)

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

❖ *Chilling*: Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Similar attack as Chilling Touch, more magical, than physical. Uses Small Cone template. Causes Damage 4.



Zombie Dragon, Hatchling

Type: Undead (Corporal)

Size: Large (Black Orc, Centigor, Minotaur...)

- Zombie Dragon, Hatchling Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	0	35 (3)	38 (3)	50	-	-	-

Skills: -

Talents: -

Traits: Breath Attack (Pestilential), Cloud of Flies, Flier or Hoverer, Frightening, Mindless, Not All There, Shambling, Scales (2), Thick Skin*, Undead

Combat

Attacks: 2; Movement: 3 / Swim 1 or 3 (Amphibious) / Fly 7; Wounds: 25

Armour: Natural Scales (Head 2, Arms/Legs 2, Body 2, Legs 2, Wings 2; CV-1*)

Weapons: Natural Weapons (1d10+3), Breath Attack (1d10+4; Special), Tail Sweep (1d10+1; Special)

Slaughter Margin: Hard

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ Pestilential: Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Uses Small Cone template. Causes Damage 4.





Dragon, Juvenile

Type: Monster

Size: Very Large (Ogre, Rat Ogre, Troll...)

- Dragon, Juvenile Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49	0	45 (4)	48 (4)	50	47	69	24

Skills: Academic Knowledge (Daemonology, History, Magic) (Int), Channelling (WP), Charm (Fel), Command (Fel), Common Knowledge (Dragons, Dwarfs, Elves, Any two) (Int), Concealment (Ag +10), Dodge Blow (Ag), Evaluate (Int +20), Follow Trail (Int +10), Gossip (Fel), Intimidate (S), Magical Sense (WP), Navigation (Int), Outdoor Survival (Int +10), Perception (Int +10), Scale Sheer Surfaces (S +10), Search (Int), Silent Move (Ag +10), Speak Arcane Language (Daemon, Magic, Any one) (Int), Speak Language (Any three) (Int), Swim (S +10)

Talents: Aethyric Attunement, Orientation, Resistance to Disease, Resistance to Poison, Seasoned Traveller, Strike Mighty Blow*, Strike to Injure**, Strike to Stun, Strong-minded

Traits: Breath Attack (various), Dragonarmour, Excellent Vision, Flier, Frightening, Inured to Chaos, Keen Senses, Natural Magic, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Night Vision, Scales (3), Speed of Attack, Thick Skin***, Will of Iron

Combat

Attacks: 4; **Movement:** 5 / Swim 3 or 5 (Amphibious) / Fly 9; **Wounds:** 35

Magic: 0 or 2; Petty Magic (Arcane, Chaos+ or Hedge); Lesser Magic (Any Four); Arcane Lore (Any one) or Dark Lore (Any one) & Dark Magic

+ Can be found from *Tome of Corruption* (WFRP2 sourcebook)

Armour: Natural Scales (Head 3, Arms/Legs 3, Body 3, Legs 3, Wings 3; CV-1***)

Weapons: Natural Weapons (1d10+5*; CV+1**), Breath Attack (1d10+Damage below; Special), Tail Sweep (1d10+3*; CV+1**; Special)

Slaughter Margin: Very Hard

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes. Type of Breath Attack is based on the type of Dragon.

- ❖ *Acid:* Extremely corrosive burst of burning acid. Acid burns and scars pale skin and burns bodily hair. Also, it is deadly to most materials (not including magical items). Uses Small Cone template. Causes Damage 4 hit and after that Damage 2 hit for 3 rounds.
- ❖ *Breath of Change:* Deadly burst of sickly green vapour. Effect is very similar as Warpstone and corrupts any living creature. Uses Small Cone template. Breath of Change doesn't cause Damage, but victim must make **Routine (+10) Toughness Test** or gain mutation. Dragon may choose to use this or it's normal Breath Weapon.
- ❖ *Chill/Frost:* A burst of milky white sub-zero mist filled with tiny fragments of solid ice. This easily causes cold damage including even deadly frostbites. Metal is dangerous when it becomes too cold and touched by bare skin. Also, some materials may suffer from extreme cold. Everyone affected also must make **Routine (+10) Toughness Test** or they are frozen. This causes anyone to move slowly. First round they cannot do anything. Then following 1D5 rounds this causes -10 to all actions. Uses Small Cone template. Causes Damage 4.
- ❖ *Corrosive Smoke:* Cloud type burst of sulphurous, corrosive fumes (acidic gas). Victims get extremely painfully blisters that may even leave scarring. Everyone affected also must make **Routine (+10) Toughness Test** or they have -10 penalty to all actions for 1D5 rounds, because they are partly blinded by tears and choking the fumes. Uses Small Explosion Circle template. Causes Damage 5.
- ❖ *Coruscating Blast:* Sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. Blast hits only one opponent within 36 yards (18 squares) front of the creature. Any non-magical metal items have 20% (10% Good Craftsmanship, 5% Best Craftsmanship) chance to become rusted and Poor Craftsmanship (those that are Poor Craftsmanship are withered to pieces). Causes Damage 5.
- ❖ *Dragon-Bolt:* Large lightning bolt of energy. Victim can be scarred by burning electricity and parts of their bodily hair may burn away. Extreme amount of metal (metal armour) adds extra 2 points to Damage. Leaping energy hits maximum of two opponents within 36 yards (18 squares) front of the creature. Causes Damage 6.



- ❖ *Fire*: Extremely hot burst of fire and smoke. Fire burns and scars skin and burns bodily hair. Also, flammable materials may catch fire. *Core Rulebook* tells more about fire damage. Most flammable materials may catch fire. Uses Small Cone template. Causes Damage 5.
- ❖ *Poison*: a cloying corrosive green vapour that includes a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Uses Small Explosion Circle template. The victim must succeed on a **Routine (+10) Toughness Test** or gain similar feverish disease as Weevil Cough (*Core Rulebook*). If this happens victim must make second **Average Toughness Test** or fall into a coma. From Coma, only a powerful healing magic can wake victim. For example, Shallya spell *Cure Insanity*. Causes Damage 2.
- ❖ *Warpfire Blast*: Destructive energy of a Warpfire unleashed. Uses Small Explosion Circle template. Causes Damage 2. Also, victim must make **Easy (+20) Toughness Test** or gain mutation.

Skeleton Dragon, Juvenile

Type: Undead (Corporal)

Size: Very Large (Ogre, Rat Ogre, Troll...)

- Skeleton Dragon, Juvenile Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	50 (5)	50 (5)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Frightening, Mindless, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Not All There, Shambling, Undead

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 26

Armour: - (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Natural Weapons (1d10+5), Tail Sweep (1d10+3; Special)

Slaughter Margin: Hard



Spectre Dragon, Juvenile

Type: Undead (Ethereal)

Size: Very Large (Ogre, Rat Ogre, Troll...)

- Spectre Dragon, Juvenile Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49	0	45 (4)	48 (4)	50	37	59	19

Skills: Common Knowledge (Dragons, Dwarfs, Elves, Any two (Int), Concealment (Ag +10), Perception (Int +10), Speak Arcane Language (Daemonic, Magic, Any one) (Int), Speak Language (Any three) (Int)

Talents: -

Traits: Breath Attack (Chilling), Chilling Touch, Ethereal, Invisibility, Not All There, Terrifying, Undead, Will of Iron

Combat

Attacks: 4; **Movement:** Fly 6 (Ethereal); **Wounds:** 35

Armour: None - Ethereal (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Chilling Touch (1d10+3; Special), Breath Attack (1d10+6; Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Chilling:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Similar attack as Chilling Touch, more magical, than physical. Uses Small Cone template. Causes Damage 6.

Zombie Dragon, Juvenile

Type: Undead (Corporal)

Size: Large (Black Orc, Centigor, Minotaur...)

- Zombie Dragon, Juvenile Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	0	45 (4)	48 (4)	40	-	-	-

Skills: -

Talents: -

Traits: Breath Attack (Pestilential), Cloud of Flies, Flier or Hoverer, Frightening, Mindless, Not All There, Shambling, Scales (3), Thick Skin*, Undead

Combat

Attacks: 3; **Movement:** 4 / Swim 2 or 4 (Amphibious) / Fly 8; **Wounds:** 35

Armour: Natural Scales (Head 3, Arms/Legs 3, Body 3, Legs 3, Wings 3; CV-1*)

Weapons: Natural Weapons (1d10+4), Breath Attack (1d10+6; Special), Tail Sweep (1d10+2; Special)

Slaughter Margin: Very Hard

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Pestilential:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Uses Small Cone template. Causes Damage 6.





Dragon, Adult

Type: Monster

Size: Huge (Griffon, Manticore, Wyvern...)

- Dragon, Adult Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	0	55 (5)	58 (5)	40	52	79	29

Skills: Academic Knowledge (Daemonology, History, Magic) (Int +10), Channelling (WP +10), Charm (Fel), Command (Fel +10), Common Knowledge (Dragons, Dwarfs, Elves, Any three (Int +10), Concealment (Ag +20), Dodge Blow (Ag +10), Evaluate (Int +20), Follow Trail (Int +20), Gossip (Fel), Intimidate (S +10), Magical Sense (WP +10), Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +20), Scale Sheer Surfaces (S +20), Search (Int), Silent Move (Ag +10), Speak Arcane Language (Daemonic, Magic, Any one) (Int +10), Speak Language (Any four) (Int +10), Swim (S +20)

Talents: Aethyric Attunement, Orientation, Resistance to Disease, Resistance to Poison, Seasoned Traveller, Strike Mighty Blow*, Strike to Injure**, Strike to Stun, Strong-minded

Traits: Breath Attack (various), Dragonarmour, Excellent Vision, Flier, Hideous Strength, Inured to Chaos, Keen Senses, Natural Magic, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Night Vision, Scales (4), Speed of Attack, Terrifying, Thick Skin***, Unstoppable Blows, Will of Iron

Combat

Attacks: 5; **Movement:** 6 / Swim 3 or 6 (Amphibious) / Fly 10; **Wounds:** 45

Magic: 0 or 4; Petty Magic (Arcane, Chaos+ or Hedge); Lesser Magic (Any Four); Arcane Lore (Any one) or Dark Lore (Any one) & Dark Magic; Ritual (Any Two)

+ Can be found from *Tome of Corruption* (WFRP2 sourcebook)

Armour: Natural Scales (Head 4, Arms/Legs 4, Body 4, Legs 4, Wings 4; CV-1***)

Weapons: Natural Weapons (1d10+6*; CV+1**; Armour Piercing, Impact), Breath Attack (1d10+Damage below; Special), Tail Sweep (1d10+4*; CV+1**; Impact, Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes. Type of Breath Attack is based on the type of Dragon.

- ❖ *Acid:* Extremely corrosive burst of burning acid. Acid burns and scars pale skin and burns bodily hair. Also, it is deadly to most materials (not including magical items). Uses Average Cone template. Causes Damage 6 hit and after that Damage 3 hit for 3 rounds.
- ❖ *Breath of Change:* Deadly burst of sickly green vapour. Effect is very similar as Warpstone and corrupts any living creature. Uses Average Cone template. Breath of Change doesn't cause Damage, but victim must make **Average Toughness Test** or gain mutation. Dragon may choose to use this or it's normal Breath Weapon.
- ❖ *Chill/Frost:* A burst of milky white sub-zero mist filled with tiny fragments of solid ice. This easily causes cold damage including even deadly frostbites. Metal is dangerous when it becomes too cold and touched by bare skin. Also, some materials may suffer from extreme cold. Everyone affected also must make Average Toughness Test or they are frozen. This causes anyone to move slowly. First round they cannot do anything. Then following 1D5 rounds this causes -10% to all actions. Uses Average Cone template. Causes Damage 6.
- ❖ *Corrosive Smoke:* Cloud type burst of sulphurous, corrosive fumes (acidic gas). Victims get extremely painfully blisters that may even leave scarring. Everyone affected also must make Average Toughness Test or they have -10% penalty to all actions for 1D5 rounds, because they are partly blinded by tears and choking the fumes. Uses Large Explosion Circle template. Causes Damage 7.
- ❖ *Coruscating Blast:* Sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. Blast hits only one opponent within 36 yards (18 squares) front of the creature. Any non-magical metal items have 30% (20% Good Craftsmanship, 10% Best Craftsmanship) chance to become rusted and Poor Craftsmanship (those that are Poor Craftsmanship are withered to pieces). Causes Damage 7.
- ❖ *Dragon-Bolt:* Large lightning bolt of energy. Victim can be scarred by burning electricity and parts of their bodily hair may burn away. Extreme amount of metal (metal armour) adds extra 2 points to Damage. Leaping energy hits maximum of three opponents within 36 yards (18 squares) front of the creature. Causes Damage 8.



- ❖ **Fire:** Extremely hot burst of fire and smoke. Fire burns and scars skin and burns bodily hair. Also, flammable materials may catch fire. *Core Rulebook* tells more about fire damage. Most flammable materials may catch fire. Uses Average Cone template. Causes Damage 7.
- ❖ **Poison:** a cloying corrosive green vapour that includes a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Uses Large Explosion Circle template. The victim must succeed on an Average Toughness Test or gain similar feverish disease as Weevil Cough (*Core Rulebook*). If this happens victim must make second Challenging (-10%) Toughness Test or fall into a coma. From Coma, only a powerful healing magic can wake victim. For example, Shallya spell *Cure Insanity*. Causes Damage 3.
- ❖ **Warpfire Blast:** Destructive energy of a Warpfire unleashed. Uses Large Explosion Circle template. Causes Damage 3. Also, victim must make **Routine (+10) Toughness Test** or gain mutation.

Skeleton Dragon, Adult

Type: Undead (Corporal)

Size: Huge (Griffon, Manticore, Wyvern...)

- Skeleton Dragon, Adult Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	0	60 (6)	60 (6)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Mindless, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Not All There, Shambling, Terrifying, Undead

Combat

Attacks: 3; **Movement:** 5; **Wounds:** 36

Armour: - (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Natural Weapons (1d10+6), Tail Sweep (1d10+4; Special)

Slaughter Margin: Hard



Spectre Dragon, Adult

Type: Undead (Ethereal)

Size: Huge (Griffon, Manticore, Wyvern...)

- Spectre Dragon, Adult Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	0	55 (5)	58 (5)	40	42	69	24

Skills: Common Knowledge (Dragons, Dwarfs, Elves, Any three (Int +10), Concealment (Ag +20), Perception (Int +20), Speak Arcane Language (Daemonic, Magic, Any one) (Int +10), Speak Language (Any four) (Int +10)

Talents: -

Traits: Breath Attack (Chilling), Chilling Touch, Ethereal, Invisibility, Not All There, Terrifying, Undead, Unstoppable Blows, Will of Iron

Combat

Attacks: 5; **Movement:** Fly 6 (Ethereal); **Wounds:** 45

Armour: None - Ethereal (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Chilling Touch (1d10+5; Special), Breath Attack (1d10+8; Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Chilling:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Similar attack as Chilling Touch, more magical, than physical. Uses Average Cone template. Causes Damage 8.

Zombie Dragon, Adult

Type: Undead (Corporal)

Size: Huge (Griffon, Manticore, Wyvern...)

- Zombie Dragon, Adult Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49	0	55 (5)	58 (5)	30	-	-	-

Skills: -

Talents: -

Traits: Breath Attack (Pestilential), Cloud of Flies, Flier or Hoverer, Hideous Strength, Mindless, Not All There, Shambling, Scales (4), Terrifying, Thick Skin*, Undead, Unstoppable Blows

Combat

Attacks: 4; **Movement:** 5 / Swim 2 or 5 (Amphibious) / Fly 9; **Wounds:** 45

Armour: Natural Scales (Head 4, Arms/Legs 4, Body 4, Legs 4, Wings 4; CV-1*)

Weapons: Natural Weapons (1d10+5; Armour Piercing, Impact), Breath Attack (1d10+8; Special), Tail Sweep (1d10+3; Impact, Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Pestilential:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Uses Average Cone template. Causes Damage 8.



Dragon, Old

Type: Monster

Size: Gigantic (Dragon, Giant, Hydra...)

- Dragon, Old Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
59	0	65 (6)	68 (6)	30	47	89	34

Skills: Academic Knowledge (Daemonology, History, Magic) (Int +20), Channelling (WP +20), Charm (Fel +10), Command (Fel +20), Common Knowledge (Dragons, Dwarfs, Elves, Any three (Int +20), Concealment (Ag +20), Dodge Blow (Ag +20), Evaluate (Int +20), Follow Trail (Int +20), Gossip (Fel), Intimidate (S +20), Magical Sense (WP +20), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Scale Sheer Surfaces (S +20), Search (Int +10), Silent Move (Ag +10), Speak Arcane Language (Daemonic, Magic, Any one) (Int +20), Speak Language (Any four) (Int +20), Swim (S +20)

Talents: Aethyric Attunement, Orientation, Resistance to Disease, Resistance to Poison, Seasoned Traveller, Strike Mighty Blow*, Strike to Injure**, Strike to Stun, Strong-minded

Traits: Breath Attack (various), Dragonarmour, Excellent Vision, Flier, Hideous Strength, Inured to Chaos, Keen Senses, Natural Magic, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Night Vision, Scales (5), Speed of Attack, Terrifying, Thick Skin***, Unstoppable Blows, Will of Iron

Combat

Attacks: 6; **Movement:** 7 / Swim 4 or 7 (Amphibious) / Fly 11; **Wounds:** 55

Magic: 0 or 4; Petty Magic (Arcane, Chaos+ or Hedge); Lesser Magic (Any Four); Arcane Lore (Any one) or Dark Lore (Any one) & Dark Magic; Ritual (Any Four)

+ Can be found from *Tome of Corruption* (WFRP2 sourcebook)

Armour: Natural Scales (Head 5, Arms/Legs 5, Body 5, Legs 5, Wings 5; CV-1***)

Weapons: Natural Weapons (1d10+7*; CV+1**; Armour Piercing, Impact), Breath Attack (1d10+Damage below; Special), Tail Sweep (1d10+5*; CV+1**; Impact, Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes. Type of Breath Attack is based on the type of Dragon.

- ❖ *Acid:* Extremely corrosive burst of burning acid. Acid burns and scars pale skin and burns bodily hair. Also, it is deadly to most materials (not including magical items). Uses Average Cone template. Causes Damage 8 hit and after that Damage 4 hit for 3 rounds.
- ❖ *Breath of Change:* Deadly burst of sickly green vapour. Effect is very similar as Warpstone and corrupts any living creature. Uses Average Cone template. Breath of Change doesn't cause Damage, but victim must make **Challenging (-10) Toughness Test** or gain mutation. Dragon may choose to use this or it's normal Breath Weapon.
- ❖ *Chill/Frost:* A burst of milky white sub-zero mist filled with tiny fragments of solid ice. This easily causes cold damage including even deadly frostbites. Metal is dangerous when it becomes too cold and touched by bare skin. Also, some materials may suffer from extreme cold. Everyone affected also must make **Challenging (-10) Toughness Test** or they are frozen. This causes anyone to move slowly. First round they cannot do anything. Then following 1D5 rounds this causes -10 to all actions. Uses Average Cone template. Causes Damage 8.
- ❖ *Corrosive Smoke:* Cloud type burst of sulphurous, corrosive fumes (acidic gas). Victims get extremely painfully blisters that may even leave scarring. Everyone affected also must make **Challenging (-10) Toughness Test** or they have -10 penalty to all actions for 1D5 rounds, because they are partly blinded by tears and choking the fumes. Uses Large Explosion Circle template. Causes Damage 9.
- ❖ *Coruscating Blast:* Sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. Blast hits only one opponent within 36 yards (18 squares) front of the creature. Any non-magical metal items have 40% (30% Good Craftsmanship, 20% Best Craftsmanship) chance to become rusted and Poor Craftsmanship (those that are Poor Craftsmanship are withered to pieces). Causes Damage 9.

- ❖ *Dragon-Bolt*: Large lightning bolt of energy. Victim can be scarred by burning electricity and parts of their bodily hair may burn away. Extreme amount of metal (metal armour) adds extra 2 points to Damage. Leaping energy hits maximum of three opponents within 36 yards (18 squares) front of the creature. Causes Damage 10.
- ❖ *Fire*: Extremely hot burst of fire and smoke. Fire burns and scars skin and burns bodily hair. Also, flammable materials may catch fire. *Core Rulebook* tells more about fire damage. Most flammable materials may catch fire. Uses Average Cone template. Causes Damage 9.
- ❖ *Poison*: a cloying corrosive green vapour that includes a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Uses Large Explosion Circle template. The victim must succeed on a **Challenging (-10) Toughness Test** or gain similar feverish disease as Weevil Cough (*Core Rulebook*). If this happens victim must make second **Hard (-20) Toughness Test** or fall into a coma. From Coma, only a powerful healing magic can wake victim. For example, Shallya spell *Cure Insanity*. Causes Damage 4.
- ❖ *Warpfire Blast*: Destructive energy of a Warpfire unleashed. Uses Large Explosion Circle template. Causes Damage 4. Also, victim must make **Average Toughness Test** or gain mutation.

Skeleton Dragon, Old

Type: Undead (Corporal)

Size: Gigantic (Dragon, Giant, Hydra...)

- Skeleton Dragon, Old Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	0	70 (7)	70 (7)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Hideous Strength, Mindless, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Not All There, Shambling, Terrifying, Undead, Unstoppable Blows

Combat

Attacks: 4; **Movement:** 6; **Wounds:** 42

Armour: - (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Natural Weapons (1d10+7; Armour Piercing, Impact), Tail Sweep (1d10+5; Impact, Special)

Slaughter Margin: Very Hard



Spectre Dragon, Old

Type: Undead (Ethereal)

Size: Gigantic (Dragon, Giant, Hydra...)

- Spectre Dragon, Old Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
59	0	65 (6)	68 (6)	30	37	79	29

Skills: Common Knowledge (Dragons, Dwarfs, Elves, Any three (Int +20), Concealment (Ag +20), Perception (Int +20), Speak Arcane Language (Daemonic, Magic, Any one) (Int +20), Speak Language (Any four) (Int +20)

Talents: -

Traits: Breath Attack (Chilling), Chilling Touch, Ethereal, Invisibility, Not All There, Terrifying, Undead, Unstoppable Blows, Will of Iron

Combat

Attacks: 6; **Movement:** Fly 6 (Ethereal); **Wounds:** 55

Armour: None - Ethereal (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Chilling Touch (1d10+6; Special), Breath Attack (1d10+10; Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Chilling:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Similar attack as Chilling Touch, more magical, than physical. Uses Average Cone template. Causes Damage 10.

Zombie Dragon, Old

Type: Undead (Corporal)

Size: Gigantic (Dragon, Giant, Hydra...)

- Zombie Dragon, Old Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	0	65 (6)	68 (6)	20	-	-	-

Skills: -

Talents: -

Traits: Breath Attack (Pestilential), Cloud of Flies, Flier or Hoverer, Hideous Strength, Mindless, Not All There, Shambling, Scales (5), Terrifying, Thick Skin*, Undead, Unstoppable Blows

Combat

Attacks: 5; **Movement:** 6 / Swim 3 or 6 (Amphibious) / Fly 10; **Wounds:** 55

Armour: Natural Scales (Head 5, Arms/Legs 5, Body 5, Legs 5, Wings 5; CV-1*)

Weapons: Natural Weapons (1d10+6; Armour Piercing, Impact), Breath Attack (1d10+10; Special), Tail Sweep (1d10+4; Impact, Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Pestilential:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Uses Average Cone template. Causes Damage 10.





Dragon, Ancient

Type: Monster

Size: Gigantic (Dragon, Giant, Hydra...)

- Dragon, Ancient Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
64	0	75 (7)	78 (7)	20	52	99	39

Skills: Academic Knowledge (Daemonology, History, Magic) (Int +20), Channelling (WP +20), Charm (Fel +10), Command (Fel +20), Common Knowledge (Dragons, Dwarfs, Elves, Any three (Int +20), Concealment (Ag +20), Dodge Blow (Ag +20), Evaluate (Int +20), Follow Trail (Int +20), Gossip (Fel), Intimidate (S +20), Magical Sense (WP +20), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Scale Sheer Surfaces (S +20), Search (Int +10), Silent Move (Ag +10), Speak Arcane Language (Daemonic, Magic, Any two) (Int +20), Speak Language (Any five) (Int +20), Swim (S +20)

Talents: Aethyric Attunement, Orientation, Resistance to Disease, Resistance to Poison, Seasoned Traveller, Strike Mighty Blow*, Strike to Injure**, Strike to Stun, Strong-minded

Traits: Breath Attack (various), Dragonarmour, Excellent Vision, Flier, Hideous Strength, Inured to Chaos, Keen Senses, Natural Magic, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Night Vision, Scales (6), Speed of Attack, Terrifying, Thick Skin***, Unstoppable Blows, Will of Iron

Combat

Attacks: 7; **Movement:** 7 / Swim 4 or 7 (Amphibious) / Fly 11; **Wounds:** 65

Magic: 0 or 4; Petty Magic (Arcane, Chaos+ or Hedge); Lesser Magic (Any Four); Arcane Lore (Any one) or Dark Lore (Any one) & Dark Magic; Ritual (Any Six)

+ Can be found from *Tome of Corruption* (WFRP2 sourcebook)

Armour: Natural Scales (Head 6, Arms/Legs 6, Body 6, Legs 6, Wings 6; CV-1***)

Weapons: Natural Weapons (1d10+8*; CV+1**; Armour Piercing, Impact), Breath Attack (1d10+Damage below; Special), Tail Sweep (1d10+6*; CV+1**; Impact, Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes. Type of Breath Attack is based on the type of Dragon.

- ❖ **Acid:** Extremely corrosive burst of burning acid. Acid burns and scars pale skin and burns bodily hair. Also, it is deadly to most materials (not including magical items). Uses Huge Cone template. Causes Damage 10 hit and after that Damage 5 hit for 3 rounds.
- ❖ **Breath of Change:** Deadly burst of sickly green vapour. Effect is very similar as Warpstone and corrupts any living creature. Uses Huge Cone template. Breath of Change doesn't cause Damage, but victim must make **Hard (-20) Toughness Test** or gain mutation. Dragon may choose to use this or it's normal Breath Weapon.
- ❖ **Chill/Frost:** A burst of milky white sub-zero mist filled with tiny fragments of solid ice. This easily causes cold damage including even deadly frostbites. Metal is dangerous when it becomes too cold and touched by bare skin. Also, some materials may suffer from extreme cold. Everyone affected also must make **Hard (-20) Toughness Test** or they are frozen. This causes anyone to move slowly. First round they cannot do anything. Then following 1D5 rounds this causes -10 to all actions. Uses Huge Cone template. Causes Damage 10.
- ❖ **Corrosive Smoke:** Cloud type burst of sulphurous, corrosive fumes (acidic gas). Victims get extremely painfully blisters that may even leave scarring. Everyone affected also must make **Hard (-20) Toughness Test** or they have -10 penalty to all actions for 1D5 rounds, because they are partly blinded by tears and choking the fumes. Uses Huge Explosion Circle template. Causes Damage 11.
- ❖ **Coruscating Blast:** Sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. Blast hits only one opponent within 36 yards (18 squares) front of the creature. Any non-magical metal items have 50% (40% Good Craftsmanship, 30% Best Craftsmanship) chance to become rusted and Poor Craftsmanship (those that are Poor Craftsmanship are withered to pieces). Causes Damage 11.
- ❖ **Dragon-Bolt:** Large lightning bolt of energy. Victim can be scarred by burning electricity and parts of their bodily hair may burn away. Extreme amount of metal (metal armour) adds extra 2 points to Damage. Leaping energy hits maximum of three opponents within 36 yards (18 squares) front of the creature. Causes Damage 12.



- ❖ **Fire:** Extremely hot burst of fire and smoke. Fire burns and scars skin and burns bodily hair. Also, flammable materials may catch fire. *Core Rulebook* tells more about fire damage. Most flammable materials may catch fire. Uses Huge Cone template. Causes Damage 11.
- ❖ **Poison:** a cloying corrosive green vapour that includes a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Uses Huge Explosion Circle template. The victim must succeed on a **Hard (-20) Toughness Test** or gain similar feverish disease as Weevil Cough (*Core Rulebook*). If this happens victim must make second **Very Hard (-30) Toughness Test** or fall into a coma. From Coma, only a powerful healing magic can wake victim. For example, Shallya spell *Cure Insanity*. Causes Damage 5.
- ❖ **Warpfire Blast:** Destructive energy of a Warpfire unleashed. Uses Huge Explosion Circle template. Causes Damage 5. Also, victim must make **Challenging (-10) Toughness Test** or gain mutation.

Skeleton Dragon, Ancient

Type: Undead (Corporal)

Size: Gigantic (Dragon, Giant, Hydra...)

- Skeleton Dragon, Ancient Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50	0	75 (7)	75 (7)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Hideous Strength, Mindless, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Not All There, Shambling, Terrifying, Undead, Unstoppable Blows

Combat

Attacks: 4; **Movement:** 6; **Wounds:** 48

Armour: - (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Natural Weapons (1d10+7; Armour Piercing, Impact), Tail Sweep (1d10+5; Impact, Special)

Slaughter Margin: Very Hard



Spectre Dragon, Ancient

Type: Undead (Ethereal)

Size: Gigantic (Dragon, Giant, Hydra...)

- Spectre Dragon, Ancient Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
64	0	75 (7)	78 (7)	20	42	89	34

Skills: Common Knowledge (Dragons, Dwarfs, Elves, Any three (Int +20), Concealment (Ag +20), Perception (Int +20), Speak Arcane Language (Daemonic, Magic, Any two) (Int +20), Speak Language (Any five) (Int +20)

Talents: -

Traits: Breath Attack (Chilling), Chilling Touch, Ethereal, Invisibility, Not All There, Terrifying, Undead, Unstoppable Blows, Will of Iron

Combat

Attacks: 7; **Movement:** Fly 6 (Ethereal); **Wounds:** 65

Armour: None - Ethereal (Head 0, Arms/Legs 0, Body 0, Legs 0, Wings 0)

Weapons: Chilling Touch (1d10+7; Special), Breath Attack (1d10+12; Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Chilling:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Similar attack as Chilling Touch, more magical, than physical. Uses Huge Cone template. Causes Damage 12.

Zombie Dragon, Ancient

Type: Undead (Corporal)

Size: Gigantic (Dragon, Giant, Hydra...)

- Zombie Dragon, Ancient Statistics - Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
59	0	75 (7)	78 (7)	10	-	-	-

Skills: -

Talents: -

Traits: Breath Attack (Pestilential), Cloud of Flies, Flier or Hoverer, Hideous Strength, Mindless, Not All There, Shambling, Scales (6), Terrifying, Thick Skin*, Undead, Unstoppable Blows

Combat

Attacks: 6; **Movement:** 6 / Swim 3 or 6 (Amphibious) / Fly 10; **Wounds:** 65

Armour: Natural Scales (Head 6, Arms/Legs 6, Body 6, Legs 6, Wings 6; CV-1*)

Weapons: Natural Weapons (1d10+7; Armour Piercing, Impact), Breath Attack (1d10+12; Special), Tail Sweep (1d10+5; Impact, Special)

Slaughter Margin: Impossible

Breath Attack

More info about Breath Attack check above Special Talents & Traits. Here is damage and the size that Breath Attack causes.

- ❖ *Pestilential:* Deadly burst of black vapour. Any flesh or plant-life that this vapour touches shrivels and dies. Uses Huge Cone template. Causes Damage 12.

