

13TH AGE
BESTIARY
PREVIEWWHITE
DRAGON

©2013 Fire Opal Media and Pelgrane Press Ltd. All rights reserved ■ Published by Pelgrane Press Ltd. under license from Fire Opal Media ■ Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, icons, place names, new deities, etc.), dialogue, banter and comments from Jonathan, Rob, Ken and whoever else banters, plots, story elements, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.) ■ Open Content: Except for

material designated as Product Identity (see above), the game mechanics of this Fire Opal Media game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. ■ 13th Age and the 13th Age Bestiary are published by Pelgrane Press under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. 13th Age is a trademark of Fire Opal Media. ©2013 Fire Opal Media. All rights reserved.

WHITE DRAGON

People whisper that white dragons are weak, wannabe monsters, not true threats. They whisper because people who say these things loudly often die of frost and dragon-bites.



Blizzard Dragon

EVIL BUT DESPERATE

White dragons live in the shadow of the death of their iconic patron, the White, slain by the Wizard King before the founding of the Dragon Empire. White dragons that are more than brutes may live convoluted lives. Of all the evil dragons, whites are the most likely to work as mercenaries for anyone sketchy or desperate enough to employ them. Occasionally, they're capable of suppressing their evil nature to ingratiate themselves into situations that promise more security than the life of an undersized dragon that's unable to stand up for its hoard against the bullying of other dragons.

KEEPERS OF THE DEAD

Two of the white dragon options in this entry belong in campaigns that can handle shades of gray. The cenotaph dragon and the mausoleum dragon are most easily phrased as enemies of the Lich King who nevertheless take up residence within the Empire's graveyards. They enforce proper sacrifices and religious

observances in areas where priests of the Gods of Light are not strong enough to ensure that the Lich King is placated by the proper ceremonies and formulas.

These "keepers" start as devout enemies of the Lich King. They're taking advantage of a loophole in the Imperial infrastructure to perform a task that many "good" beings find distasteful. Meanwhile, in their heart they're plotting revenge upon the Lich King. Performing the ceremonies to the letter of the law is ironically a way of keeping that dread lord pacified.

The loyalties and associations of these white dragons can become unusually twisted. Are they de facto agents of the Emperor? Are they somehow related to the Three? Do they have their own strange bands of human followers or do they occasionally work side-by-side with followers of the Priestess? Are they really entitled to consume the semi-holy by-products of the most serious rituals? Are they telling the truth when they mark graves as unnecessary or offensive to the Lich King, or is that part of their own self-interested plundering? How many innocent people have to be consumed before the authorities or the adventurers decide that the white dragon gravekeepers are no longer the lesser evil? Are they acquiring some connection with holy power through the "proper" channels or are they eating holy relics they shouldn't be allowed near? How often does one of

"They can handle cold but they can't master fear. I ran a mission that depended on a white dragon delivering a treasure chest to the hellhole south of Spider Wood, the one that used to be run by Zhred when it had all those burning elf parts. Instead of flying into the hellhole, the dragon dropped the chest and flew for home. Well, of course we burned the beast when we caught it years later, but by then that ruined chest had cost me fifty souls."

*—unnamed hellmouth torturer/
procurement agent*

these creatures fall under the power of the Lich King—and if one did, would anyone notice?

GIVEN TO THE MOON

Moon dragons call those white dragons who mourn for the past *"the old bones."* They call themselves the *"light of the future"* and believe that great deeds could raise one of their kind to the level of an icon, replacing the fallen White. If they're right, the future looks like Moonwreck: a frozen impact zone shimmering in moonlight.

WHITE DRAGON HATCHLING

Somehow it's born with the innate ability to consume meals larger than its own body in a single sitting. In case you're wondering, that means you.

1st level troop [DRAGON]

Initiative: +5

Vulnerability: fire

Claws and bite +6 vs. AC (2 attacks)—4 damage

Natural 16+: The hatchling can make an *ice breath* attack as a free action.

[Special trigger] **C: Ice breath +6 vs. PD—4 cold damage**

Natural odd miss: The hatchling takes 1d3 damage.

Freezing vapors: When the hatchling scores a critical hit, it prevents the escalation die from increasing at the start of the next round.

Resist cold 12+: When a cold attack targets this creature, the attacker must roll a 12+ on the attack roll or the dragon takes half damage.

AC 15
PD 12
MD 8

HP 28

CENOTAPH DRAGON

In retrospect, the Lich King wishes that the original gravepacts had specified that dragons were not proper officiants.

3rd level troop [DRAGON]

Initiative: +8

Vulnerability: fire

Claws and bite +7 vs. AC (2 attacks)—6 damage

Natural 16+: The cenotaph dragon can make an *infused ice breath* attack as a free action.

[Special trigger] **C: Infused ice breath +7 vs. PD (1d3 nearby enemies)—6 cold damage**

Natural 20: The target also takes 5 ongoing holy damage (in addition to double damage for crit).

Natural odd hit or miss: The dragon takes 1d6 damage.

Resist cold and negative energy 12+: When a cold or negative energy attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 18
PD 18
MD 14

HP 48

MAUSOLEUM DRAGON

A larger white dragon that no longer fits in a cenotaph moves on to take up residence in a mausoleum. There haven't been any complaints from the previous occupants, so far.

Large 5th level troop [DRAGON]

Initiative: +9

Vulnerability: fire

Claws and bite +9 vs. AC (2 attacks)—16 damage

Natural 16+: The mausoleum dragon can make an *infused ice breath* attack as a free action.

[Special trigger] **C: Infused ice breath +9 vs. PD (1d3 nearby enemies)—14 cold damage**

Natural even hit: The target also takes 7 ongoing holy damage.

Natural odd hit or miss: The dragon takes 2d6 damage.

Infused blood: When an enemy scores a critical hit against the mausoleum dragon, the dragon gains the following ability until the end of the battle: When an enemy is engaged with the dragon at the start of its turn, it takes 5 holy damage.

Resist cold and negative energy 16+: When a cold or negative energy attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 20
PD 20
MD 16

HP 140

BLIZZARD DRAGON

When ice falls from the sky and you hear the distant beating of wings somewhere above, you really need to search for cover now.

Large 6th level wrecker [DRAGON]

Initiative: +10

Vulnerability: fire

Claws and bite +10 vs. AC (2 attacks)—18 damage

Natural 16+: The blizzard dragon can make a *blizzard breath* attack as a free action.

[Special trigger] **C: Blizzard breath +10 vs. PD (each nearby creature)**—20 cold damage, and 5 ongoing cold damage

Natural 18+: The target takes 10 ongoing cold damage instead of 5.

Natural odd hit or miss: The dragon takes 2d6 damage.

Continuous breath: A blizzard dragon can use *blizzard breath* as its standard action during the round after it uses the breath as a free action. Blizzard breath doesn't deal miss damage to the dragon when used as a standard action.

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

Wreathed in snow and cold: When an enemy is engaged with the blizzard dragon at the start of its turn, it takes 5 cold damage.

AC 22

PD 19

MD 15

HP 175

"Their slide is irreversible. Give them four more ages and they will no longer remember that they were dragons."

—Yorlon Elumaneth, high elf sage

LUNAR CYCLE

Don't know what phase the moon is in? Roll a d4. 1: It's within seven days of a full moon; 2–3: It's not near a full moon or new moon; 4: It's within seven days of a new moon.

MOON DRAGON

If this is the true face of the moon, pray the sun will remain the stronger.

Huge 7th level troop [DRAGON]

Initiative: +12

Claws and bite +12 vs. AC (2 attacks)—40 damage

Natural 16+: The moon dragon can make an *ice breath* attack as a free action.

Both attacks miss: If the full moon is within seven days, or if the battle is in Moonwreck, the moon dragon's next *ice breath* attack this battle will deal double damage.

[Special trigger] **C: Ice breath +12 vs. PD (1d3 nearby enemies)**—32 cold damage

Lunar resonance: A moon dragon gains a +1 bonus to attacks when the full moon is within seven days. A moon dragon takes a –1 penalty to all defenses and gains *vulnerability: fire* when the new moon is within seven days. For moon dragons in Moonwreck, the power of the full moon is always with them, so many of them lair there.

Resist cold 18+: When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 23

PD 21

MD 17

HP 324

BUILDING BATTLES

Blizzard dragons sometimes hire themselves out to frost giant jarls as muscle against other clans or for attacks against fire giant holds in exchange for particularly valuable treasures.

While cenotaph dragons and mausoleum dragons find purpose in putting down the undead servants of the Lich King, that doesn't mean that the PCs might not get caught up in a cleansing effort while fighting such creatures in a graveyard or old battlefield. Some isolated dwarven clans also work with those dragons to maintain the rites and protections upon the crypts of their ancestors in the deep mountains, making sure the spirits remain at peace. They will be very suspicious of any adventurers snooping around.

During harvest moons, moon dragons become infused with power and are more aggressive. During lunar eclipses, they either hide away in agony, or are overcome by short-term insanity, attacking anyone or anything that comes near their territory. Moon dragons will work with any creature they believe can further their goals and are often encountered with other moon-fixated beings such as lycanthropes, members of the Elven Court, and lunatics.

WHITE DRAGONS AND THE ICONS

As noted, all but the most heroic icons might make occasional use of a white dragon's abilities.

Archmage: If moon dragons leave Moonwreck, the Archmage expects his followers to be able to handle them. But Moonwreck itself is a no-fly zone for most mainstream wizards, so there may be opportunities for adventurers who aren't afraid of a bit of chaotic turbulence.

Great Gold Wyrn: An evil dragon is an evil dragon. What part of evil dragon are you failing to slay?

Orc Lord: Black dragons occasionally work with orcs from a position of power, turning the orcs toward the Three. White dragons have no such leverage.

Priestess: Cenotaph dragons and mausoleum dragons aren't welcome at the Cathedral, but the Empire's graveyards are a gray zone that the Priestess can't entirely control. There may be voices in her soul that counsel patience, and that the white dragons might learn more than they expect by ingesting holy relics.

ADVENTURE HOOKS

White dragons make great filler villains, working at least temporarily for most any evil master, or perhaps two or three at a time.

Grave Questions—Look at the list of questions that ended the Keepers of the Dead section above. Every question could turn into an adventure.

Premature Hatchery—The PCs are tipped off to a ship that's carrying illegal evil artifacts toward Shadow Port. When the hunt is over and the PCs catch the smugglers, the contraband hatches: a large clutch of white dragon eggs. And those hatchlings are hungry!

Winter is Walking—A Koru behemoth seems unperturbed by the blizzards rolling off its back to cover the lands it passes through. A pair of blizzard dragons aren't disturbing the behemoth, but the sudden winter they bring and their raids for food and treasure require a response. If the PCs appreciate the cold and want to parley, cue an intervention led by forces of the High Druid.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

13th Age. Copyright 2013, Fire Opal Media; Authors Rob Heinsoo, Jonathan Tweet, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

13th Age Bestiary. Copyright 2013, Fire Opal Media and Pelgrane Press Ltd; Authors Ryven Cedyrlle, Rob Heinsoo, Kenneth Hite, Kevin Kulp, ASH LAW, Cal Moore, Steve Townshend

13 True Ways. Copyright 2013, Fire Opal Media; Authors Rob Heinsoo, Jonathan Tweet, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Castles & Crusades, Copyright 2004, Troll Lord Games; Authors: Davis Chenault, Mac Golden.