

## THREATS

Hoards have an entire and unique ecosystem. There are things that have learned to live in close proximity to a dragon, nasty things! There are creatures the dragon has enslaved: walking corpses really, with no will left other than the dragon's. And there are other, weird things, that are born out of the very fabric of the hoard itself!

## DRAGON CRABS

Group, intelligent. Instinct: to get blood-drunk and then nap. Moves: leap and glide, latch on to a hard-to-reach place, drain a vein. Proboscis (d6, 3 piercing), 6 HP, 1 Armor.



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Dragon crabs feed primarily on dragon blood. They range in size from a little smaller than a badger to a little bigger than a fully-grown warhound, and they are every bit as cranky as both of those creatures put together.

To feed, the crabs drill through a dragon's scales with specialized mouth parts and then insert a tube-like proboscis to suck up the blood. Luckily, dragon crabs only need to feed once every few weeks. After feeding, they wander off, fat and happy, to rest under some random pile in the hoard. As feeding time nears again, they become more active and aggressive, scurrying around to find the dragon or waiting to leap on her when she passes. In the meantime, any walking bag of blood will do for a snack.

Dragon crabs are fast, can squeeze through much smaller spaces than you would think, and they have membranous wings that allow them to glide erratically over short distances (making a horrible buzzing sound).

Studying dragon crab behavior may tip you off to the proximity of a dragon. Also, if you are willing to risk handling the things, you can harvest a decent amount of dragon blood from a good-sized crab. Unfortunately, the blood has almost always been contaminated/neutralized by the digestive process. You need one that has just fed to obtain an effective dose.

## DRAGON BLOOD, WHAT'S IT GOOD FOR?

★ When you Spout Lore about dragon's blood, roll+INT.

- ▶ On a 10+, choose 1.
- ▶ On a 7-9 choose 2, the GM secretly decides which is true and which isn't.
  - Anti-toxin: dragons are swarming with diseases, so their blood has developed a natural resistance that benefits any who drink it.
  - Immunity: drinking a dragon's blood will make you immune to its favored form of elemental attack ... for a time.
  - Solvent: dragon's blood is a powerful reactive agent and useful for dissolving slimes, glues, and other substances.
  - Virility Enhancer: as with most exotic, hard-to-obtain substances that come from powerful creatures, dragon blood is reported to inflame the passions and imbue even the most weary and withered individual with potency. Take +1 STR and CHA forward.
  - Other: some other cool, but limited effect that you and the GM agree upon.

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