

DRACOSCION BIOLOGY

Description

If a human drinks a pint of a dragon's blood then he begins the transformation into a dracoscion. The change takes place rapidly, happening over the space of the next eight hours. This can be very disturbing for the recipient - but the blood has a strongly narcoleptic effect on the imbiber, so that the majority sleep through the experience. The skin around the face grows darker and harder and scales quickly develop. The extent of the change is generally an indication of the strength and power of the dragon whose blood is drunk. Many dracoscions eventually grow scales all over their body and some even grow claws and small draconic wings.

Whatever the extent of the change, the colour of the scales will always match those of the dragon that as blooded the human. Internal changes also occur to match the growth of scales, claws and wings. For the most part they are not sexual creatures and, after blooding, they lose interest in matters of the flesh. This is fortunate, for although dracoscions remain physically compatible with all other bipedal Known World races, the gradual scaling of external extremities makes physical contact uncomfortable. All dracoscions are entirely sterile, and seldom pair. Indeed, whatever partnerships they might have had before they became dracoscions are typically forgotten in favour of their new life.

The most important physical change that takes place is the onset of immortality. Although dracoscions remain entirely mortal, they gain exceptional constitution from the change that they undergo and they appear to cease aging. Something in the nature of the blooding process creates a weakness, however, and if the dragon who blooded a dracoscion brood dies then the surviving dracoscions begin to age normally. There are no reliable accounts of dracoscions reaching dotage or dying of natural causes while their dragon is still alive. There are verified accounts of dracoscions who have survived for five hundred years and more.

If a dragon dies then it is possible for their dracoscions to be blooded by a new dragon and restore their immortality. It is extraordinarily rare for a dracoscion to be blooded a second time whilst their dragon is still alive, so rare in fact that reports of the results are inconsistent

Racial rules

- You should not pass these rules on to other players

Please note that the following rules have not been released to the general player base and are only given to those players playing, or intending to play, dracoscion characters. The Maelstrom campaign is enhanced if players are able to discover information about the game through purely IC sources so we ask players not to pass these sheets to other players. We believe that some of the advantages available to you will be lost if these rules become widely known.

Draconic constitution

- You have increased resistance to poison

The strength and vitality of the draconic transformation makes all dracoscion characters able to resist many common poisons and diseases better than an equivalent human character. You may still gain additional resistance to poisons by gaining constitution and great constitution as normal.

Draconic vulnerability

- You are affected differently by some substances

You must show any rip-open lammy to a referee if it has a substance code beginning with D written inside. It is well known that dragons and dracoscions are affected differently by some drugs and preparations. Brandyblend, for instance, is highly poisonous to dragons and dracoscions. All rip-open lammies have a two digit code written inside the lammy. Any substances beginning with a 'D' code will have a different effect on your character. You must ignore the written effect, and show the lammy to a referee within the next 30 minutes.

Claws

- You may have claws up to fifteen centimetres long

If you have suitable, weapon safe, phys-reps for claws may use them to call SINGLE in combat. The rules for using claws are described in chapter four of the Event Rules. Your claws must be no longer than fifteen centimetres.

Draconic Heritage

- If you are blooded by a powerful dragon character then you may receive additional benefits

All dragons are capable of enhancing the potency of their own blood through unknown means. The benefits of this are not felt by the dragon but by the members of the dragon's brood, who usually gain additional draconic features accompanied by increases in body hits, natural armour and more. These benefits are lost if the dragon dies. The benefits of draconic heritage apply to primary characters and men-at-arms in the dragon's brood.