

DRAGONS, THE BITS & PIECES

There are few things as exhilarating as defeating a mighty dragon. The mere thought of this game even begs an adventurer to face one in battle. So you defeat one...finally. What do you do now? Carry away the piles of treasure? You sure can...but what about this magical beast that lies dead in front of you. Surely you can make use of it somehow...

Dragon Brain

For the cost of 2,500gp, an alchemist can make a potion of dragon control. This potion will potentially control a dragon of the same type from where the brain came from. The brain can also be sold to an alchemist for about 1,800gp.

Dragon Scales

Although dragon hide can be used to create armor (see Dragon Hide), the scales themselves do very little. The exception to this is the gold dragon scales. Just one pristine gold dragon scale, mixed with 6 different powdered gem stones, can make a potion of treasure finding. An alchemist will buy such a pristine gold dragon scale for about 10gp each. Only about 1d100 gold dragon scales will be found to be pristine, taking about 12 turns to totally search the gold dragon's entire body. If these scales are removed, the gold dragon hide will be useless to create armor later.



Dragon Blood

After a fierce battle, some blood may be collected from a dragon. The Game Master will roll 2d4 to determine how many bottles can be obtained. An alchemist can use dragon blood to make potions of longevity with some treant sap or elf blood, and a fee of 800gp. For the cost of 1,400gp, an alchemist can make a potion of dragon slaying. This potion is not drunk, but simply poured on a weapon. The weapon will have a bonus of +4 to attack for that particular type of dragon (+2 on other types of dragons). The weapon will also cause triple damage to that type of dragon (double damage on other types of dragons). After 1 turn, the blood will dry and become ineffective. It may also require the weapon to make a saving throw or suffer from corrosion. Alchemists and wizards will also buy the blood for 50gp per bottle.

Dragon Bones

Dragon bones can be sold to various people for about 5sp-10sp each. The skull will sell to wizards and tavern keepers for about 300gp-500gp. If one pays a taxidermist 100gp, they may keep the entire dragon head intact, complete with sturdy wall mount. This will bring the selling price to 600gp-800gp for the head. Fortune tellers will often buy the smaller bones for about double the price that others would buy them for...as they are used in their practices. The really large leg bones can be crafted into clubs or staves, while the horns can be crafted into military picks. A weaponsmith will usually require 3,000gp in order to craft one for you. These weapons need an "enchant an item" spell cast on it for the magic to unleash, which the weaponsmith will not do. The weapon produced will provide varying attack bonuses. Roll 1d6 to determine what properties the magical weapon has.

Roll	1-3	4-5	6
Bonus	+1	+2	+3

Whatever the result, the weapon will have an additional +2 toward dragons. So if a 4 is rolled, then the weapon will be a +2, +4 against dragons.

Dragon Teeth

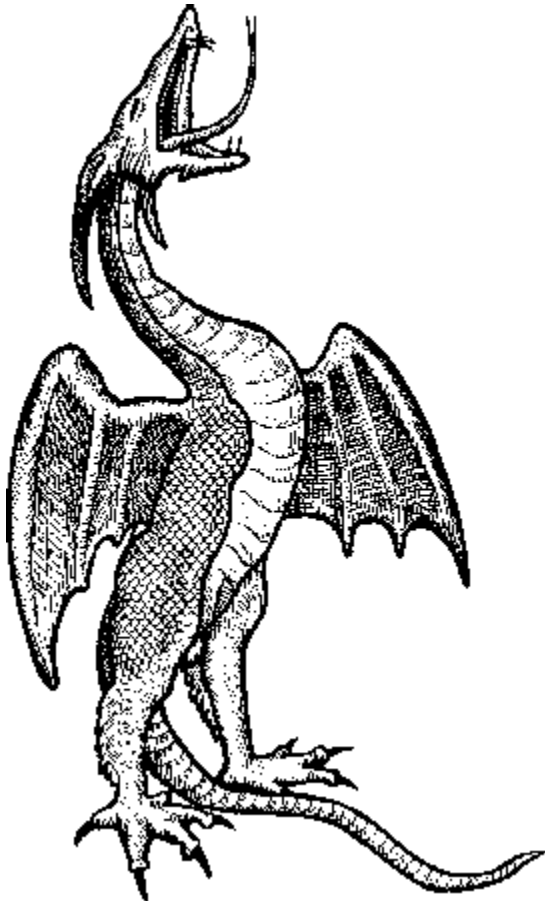
Not all of the teeth in a dragon's mouth are magical. About 3d6 of them will be magical though. A dragon will have between 200-300 teeth. The ones that are not magical sell for about 5sp each. Magical teeth will sell for about 230gp each. Regular dragon teeth sell for about 6sp each. It is commonly illegal to be selling or trading dragon teeth, as some of the magical properties can be perceived as evil. A detect magic spell will show which teeth have magical properties. There are a couple of things that can be done with the magic teeth.



Skeletal Warriors – If one puts a dragon tooth into the ground, it will sprout a skeleton just as the 3rd level cleric spell, “animate dead”. The difference is that it requires no components, other than the tooth itself...nor does it require skeletal bones. These summoned skeletons are not true undead, so they cannot be turned. It has no alignment consequences, but others may view you as sinister. The skeletons will turn to dust after 6 turns. There is a 50% chance that the newly sprouted skeleton turns to dust immediately.

Dragon Necklace – If one can assemble 10 magical dragon teeth (of one type), they may have a jeweler create a necklace at the cost of 5,000gp. This necklace needs a “enchant an item” spell cast on it for the magic to unleash, which the jeweler will not do. The necklace produced will provide varying protection levels. Roll 1d6 to determine how much the amulet protects the wearer. Mixing different types of dragon teeth renders the necklace useless.

Roll	1-3	4-5	6
Protection	+1	+2	+3



Dragon Claws

Dragons have a single claw, on each foot that is long enough to be crafted into a dagger. A weaponsmith will usually require 2,000gp in order to craft one for you. This dagger needs a “enchant an item” spell cast on it for the magic to unleash, which the weaponsmith will not do. The dagger produced will provide varying attack bonuses. Roll 1d6 to determine what properties the magical dagger has.

Roll	1-3	4-5	6
Bonus	+1	+2	+3

Whatever the result, the dagger will have an additional +2 toward dragons. So if a 4 is rolled, then the dagger will be a dagger +2, +4 against dragons.

All of the dragon's claws can be sold to tavern keepers at 50gp each, as they are often made into drinking glasses.

Dragon Hide

If there is enough hide left of the Dragon, one may take it to an armorsmith and have some dragon armor created. The battle may have had been harsh enough where there is not enough useable hide to skin. An armorsmith can create three different types of armor with dragon hide. Each varies in price and quality. A mage will still need to cast an “enchant an item” spell on the armor when it is completed. Each type of dragon armor is similar in one way, but unique in another. The table below shows what types of armor can be made, the cost, and the properties of the armor.



The armor has a general armor class bonus, but also has special properties depending on the dragon from which the hide comes from. Some types of armor may give a saving throw bonus, but some others may also give an additional armor class bonus for a specific type of attack. If the hide is sold, it is commonly worth about 400gp-700gp...depending on the dragon type.

Type	Leather Armor	Studded Leather Armor	Scale Mail Armor	Bonus	Special
Black Dragon	2,000gp	2,500gp	3,000gp	+2	+3 bonuses to Saves/AC against acid and corrosive based attacks...both magical and non-magical.
Blue Dragon	2,500gp	3,000gp	3,500gp	+3	+3 bonuses to Saves/AC against electrical and lightning attacks...both magical and non-magical.
Brass Dragon	2,000gp	2,500gp	3,000gp	+2	+3 bonus to Saving Throws against fear and sleep effects.
Bronze Dragon	2,500gp	3,000gp	3,500gp	+3	+3 bonuses to Saves/AC against electrical and lightning attacks...both magical and non-magical.
Cloud Dragon	3,500gp	4,000gp	4,500gp	+5	Wearer may turn into gaseous form twice per day for 1 turn. Only the armor turns to gaseous form with the wearer...not the other possession.
Copper Dragon	2,000gp	2,500gp	3,000gp	+2	+2 bonuses to Saves/AC against acid, corrosive, and gaseous based attacks...both magical and non-magical.
Gold Dragon	3,000gp	3,500gp	4,000gp	+4	+2 bonuses to Saves/AC against fire, flame, and gaseous attacks...both magical and non-magical.
Green Dragon	2,000gp	2,500gp	3,000gp	+2	+3 bonuses to Saves/AC against poisonous clouds and gases...both magical and non-magical.
Red Dragon	2,500gp	3,000gp	3,500gp	+3	+3 bonuses to Saves/AC against fire and flame attacks...both magical and non-magical.
Shadow Dragon	1,500gp	2,000gp	2,500gp	+1	Wearer may hide in the shadows as a 10th level thief.
Silver Dragon	2,500gp	3,000gp	3,500gp	+3	+2 bonuses to Saves/AC against frost, cold, ice, and paralyzation attacks...both magical and non-magical.
White Dragon	1,500gp	2,000gp	2,500gp	+1	+3 bonuses to Saves/AC against frost, cold, and ice attacks...both magical and non-magical.
Failure Rate	25%	30%	35%	-	If failure occurs, there is a 40% chance that the armor can still be created, but no magical properties or bonuses can be applied to it later.

There is a chance that the hide will be ruined during the armor creation process (see the Failure Rate above). If this is the case, and the hide is totally ruined, most of the fee will be repayed back to the customer...about half of it.

Dragon Eggs

If the dragon is female and slain in her lair, there is a 10% chance that there may be an egg (this only applies to the dragons listed in the table below). These eggs sell for about 5,000gp to many people in the cities of the land. The group may also bring the egg to a dragon master. Dragon masters are similar to animal tamers, except they have learned the many habits and behaviors of dragons. They are often employed by royalty to train dragons as steeds or guards. Dragon masters will train the dragon to the limits of the gold paid by the owner. Dragon masters use a process called “hasting”, which they use to speed up development of the dragon. Instead of waiting years for a mature dragon, one need only wait weeks. They will seek the aid of the local mage to cast an altered haste spell on the newborn dragon. During this hastening period, the dragon ages much quicker and is able to learn things much faster. The owner must specify an alignment that the dragon will be trained in. Prices will often double if the dragon master is instructed to train a dragon in a chaotic or evil manner...if they do it at all. The table below shows various costs and times for dragon training.

Type	Very Young	Young	Sub-Adult	Adult
Black Dragon	4,200gp	8,400gp	12,600gp	16,800gp
Blue Dragon	5,600gp	11,200gp	16,800gp	22,400gp
Brass Dragon	4,200gp	8,400gp	12,600gp	16,800gp
Bronze Dragon	5,600gp	11,200gp	16,800gp	22,400gp
Copper Dragon	4,900gp	9,800gp	14,700gp	19,600gp
Gold Dragon	7,000gp	14,000gp	21,000gp	28,000gp
Green Dragon	4,900gp	9,800gp	14,700gp	19,600gp
Red Dragon	6,300gp	12,600gp	18,900gp	25,200gp
Silver Dragon	6,300gp	12,600gp	18,900gp	25,200gp
White Dragon	3,500gp	7,000gp	10,500gp	14,000gp
Riders	-	S	Sx2/M	Sx3/S+M/Mx2/L
Duration	1 week	2 weeks	3 weeks	4 weeks

Normal subdual rules apply after taking ownership of the dragon. Only certain sized humanoids may be able to ride a dragon, depending on its developed age. Some dragons may carry more than one passenger at a time...depending on age (for example...an adult dragon can carry either 3 small humanoids, a small and medium humanoid, 2 medium humanoids, or 1 large humanoid). The reference to “large” humanoids is for races such as ogres, half-ogres, minotaurs, etc...nothing larger than that. Once training is complete, aging will progress at a normal rate. Dragon masters will care for dragons if adventurers must leave them behind temporarily. The fee is usually about 60gp per day and is often not required up front. If one cannot pay the fee, when they come to collect their dragon, then the dragon master will sell the dragon to another individual (usually to royalty, knights, or cavaliers). If the dragon is to be left behind for more than a month, then the owner must regularly visit and pay some of the fees that have accumulated. Once again, if this does not take place, the dragon master will sell the dragon.

If dragons are allowed as pets in your campaign, take great care. They can imbalance the game quickly if attention is not paid by the Game Master. Some things to keep in mind...

- These are large creatures that cannot enter dungeons or navigate the forest floor effectively.
- Tame dragons are not often allowed in cities or villages.
- Game Masters need to be clever when designing outdoor adventures. Create scenarios where the dragon is unable to assist the character in combat, if you don't want them to.
- Dragons should begin to cultivate adventures where aerial combats can become common.
- Tame dragons are good candidates to protect a character's stronghold.