

# 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 domination that would last for 1d6 hours. This potion will 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 seeking (which can find nearby treasure for 2d6 minutes). An alchemist will buy such a pristine gold dragon scale for about 10gp each. Only about 1d6x15 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 1d6+1 to determine how many bottles can be obtained. An alchemist can use dragon blood to make potions of youth (where the drinker becomes 3d6 years younger) with some reaper sap or elf blood, and a fee of 800gp. For the cost of 1,400gp, an alchemist can make a dragon slaying potion. This potion is not drunk, but simply poured on a weapon. The weapon will have double dice and adds when attacking that particular type of dragon (double dice only on other types of dragons). After 1 turn, the blood will dry and become ineffective. 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 a Hocus Pocus (Hocus Focus) 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 (along with the weapon's normal statistics).

Roll	1-3	4-5	6
<b>Bonus</b>	+1 to Dice, +5 to Adds	+2 to Dice, +10 to Adds	+3 to Dice, +15 to Adds

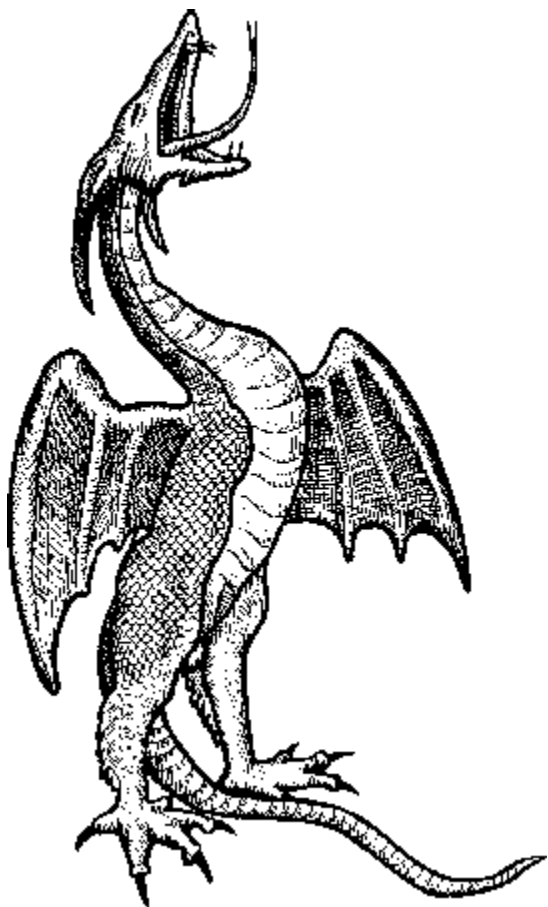
Whatever the result, the weapon will have an additional +2 Dice toward dragons. So if a 4 is rolled, then the weapon will have +2 Dice, +4 Dice against dragons.

## 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 (Undead; MR:25; DICE:3+13; SIZE:M; MOVE:120'; LANGUAGE: NONE STR:25/DEX:16/LCK:5/CON:25/INT:1/CHR:5). The skeletons will turn to dust after 6 turns. If a roll of 1-3 is made on a single die, 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 Hocus Pocus (Hocus Focus) 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.



<b>Roll</b>	1-3	4-5	6
<b>Protection</b>	+5 Hits	+7 Hits	+9 Hits

## 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 Hocus Pocus (Hocus Focus) 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 (along with a dagger's normal statistics).

<b>Roll</b>	1-3	4-5	6
<b>Bonus</b>	+1 to Dice	+2 to Dice	+3 to Dice

Whatever the result, the dagger will have an additional +2 dice toward dragons. So if a 4 is rolled, then the dagger will be a dagger +2 Dice, +4 Dice 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 a Hocus Pocus (Hocus Focus) 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 bonus, but also has special properties depending on the dragon from which the hide comes from. Some types of armor may give an SR bonus, but some others may also give an additional armor 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 Hits	Special
Black Dragon	2,000gp	2,500gp	3,000gp	+8	Immune to acid and corrosive based attacks...both magical and non-magical.
Blue Dragon	2,500gp	3,000gp	3,500gp	+10	Immune to electrical and lightning attacks...both magical and non-magical.
Brass Dragon	2,000gp	2,500gp	3,000gp	+8	Immune to sleep effects.
Bronze Dragon	2,500gp	3,000gp	3,500gp	+10	Immune to electrical and lightning attacks...both magical and non-magical.
Copper Dragon	2,000gp	2,500gp	3,000gp	+8	Immune to acid, corrosive, and gaseous based attacks...both magical and non-magical.
Gold Dragon	3,000gp	3,500gp	4,000gp	+15	Immune to fire, flame, and gaseous attacks...both magical and non-magical.
Green Dragon	2,000gp	2,500gp	3,000gp	+8	Immune to poisonous clouds and gases...both magical and non-magical.
Red Dragon	2,500gp	3,000gp	3,500gp	+10	Immune to fire and flame attacks...both magical and non-magical.
Silver Dragon	2,500gp	3,000gp	3,500gp	+10	Immune to frost, cold, ice, and paralyzation attacks...both magical and non-magical.
White Dragon	1,500gp	2,000gp	2,500gp	+5	Immune to frost, cold, and ice attacks...both magical and non-magical.
<b>Failure Rate</b>	<b>1 in 6</b>	<b>2 in 6</b>	<b>3 in 6</b>	-	<b>If failure occurs, there is a 2 in 6 chance that the armor can still be created, but no magical properties or bonuses can be applied to it later.</b>
<i>Base Stats</i>	<i>5 Hits 2 Str</i>	<i>7 Hits 8 Str</i>	<i>9 Hits 13 Str</i>	-	<i>These are the base statistics for these types of armor before adding the abilities listed above.</i>

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 1 in 6 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 wizard to cast an altered Omniflex spell on the newborn dragon. During this hastening period, the dragon ages much quicker and is able to learn things much faster. The table below shows various costs and times for dragon training.

<b>Type</b>	<b>Very Young</b>	<b>Young</b>	<b>Adult</b>	<b>Old</b>
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
<b>Riders</b>	<b>-</b>	<b>S</b>	<b>Sx2/M</b>	<b>Sx3/S+M/Mx2/L</b>
<b>Duration</b>	<b>1 week</b>	<b>2 weeks</b>	<b>3 weeks</b>	<b>4 weeks</b>

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, trolls, 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 or knights). 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.

# DRAGON PLAYER CHARACTERS

When a character finally gets a tamed dragon, they make an actual dragon character for the group. This character does not have a class but will otherwise be treated as such. They will gain *Adventure Points*. They will carry items. They cannot use any weapons or armor. In fact, they can't really use any items due to their size and claws. Their scales can absorb an amount of hits as though it was armor, and their claws and bite have a combined *Dice* total for attacking with. Their *Adds* come from their attributes just like other characters do, and they gain levels just like them as well. Although dragons differ in physical attributes and abilities, the chart below is used for any type of dragon character. Simply roll up attributes, weight, and height and multiply them with the values below.

Dragon	STR	CON	DEX	INT	LCK	CHR	WIZ	HGT	WGT	Dice	Hits	Move
Very Young	2	4	1	1	0.5	1	1	3	5	10	14	90'/Fly 180'
Young	3	6	2	2	1	1.25	1.5	5	8	12	20	90'/Fly 240'
Adult	4	8	3	3	1.5	1.75	2	7	11	14	28	120'/Fly 240'
Old	5	10	4	4	2	2	2.5	9	14	16	40	120'/Fly 300'

As dragons age, they do not re-roll any attributes (gaining *Adventure Points* should accomplish this), but they will re-roll for their height and weight. Their combat *Dice* will increase as shown in the table above, along with their *Hits* their scales can take. They will also be able to *Move* quicker. A *very young* dragon is between 4 to 10 years old. A *young* dragon is between 11 to 20 years old. An *adult* dragon is between 21 to 50 years old. An *old* dragon is between 51 to 100 years old.

They begin their journey knowing how to speak both Common and Dragon, as the dragon master will teach them to speak Dragon. A dragon's bite and claws behave as magical weapons in regards to opponents that require that condition. Each dragon has a unique breath weapon that they can use a number of times each day base on their age. A *very young* dragon can use their breath weapon once per day. A *young* dragon can use their breath weapon twice per day. An *adult* dragon can use their breath weapon three times per day. An *old* dragon can use their breath weapon four times per day. The breath weapon is considered as an attack similar to a magic spell and thus follows those rules in combat. The breath affects everyone in front of the dragon and does damage equal to the dragon's STR.

Dragon	Breath Attack
Black	They have an acid breath that can melt and corrode other objects like doors and weapons.
Blue	They have a lightning breath attack that can do double damage if opponents are in water or wearing metal armor.
Brass	Their gas breath does not do damage, but will put opponents to sleep with MR's equal to the damage value.
Bronze	They have an electrical cloud breath attack that can do double damage if opponents are in water or wearing metal armor. Also the cloud reduces visibility for 1d6 combat turns.
Copper	They have an acid cloud breath that can melt and corrode other objects like doors and weapons. Also the cloud reduces visibility for 1d6 combat turns.
Gold	They will use their cloud breath that also reduces visibility for 1d6 combat turns.
Green	They will use their fire breath which does double damage to trolls.
Red	They will use their fire breath which does double damage to trolls.
Silver	They will use their freezing blizzard breath that will also reduce opponents' dice they can use for combat by half.
White	They will use their ice shard breath, cutting into opponents.