

SINISTER SERPENTS

NEW FORMS
OF DRAGONKIND



DEREK HOLLAND

Labyrinth Lord
Compatible Product

SINISTER SERPENTS

NEW FORMS OF DRAGONKIND

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INTRODUCTION

Dragons are *the* iconic creatures for most fantasy games. They come in all shapes and sizes, can fill almost every niche that a game master can imagine and are usually highly magical. They can be monstrous fiends, wise oracles, sources of insanity or keys to reality. Here are 38 new species using *Labyrinth Lord* statistic blocks. They can be used in most other OSR games with little difficulty in conversion.

ARMORY DRAGON

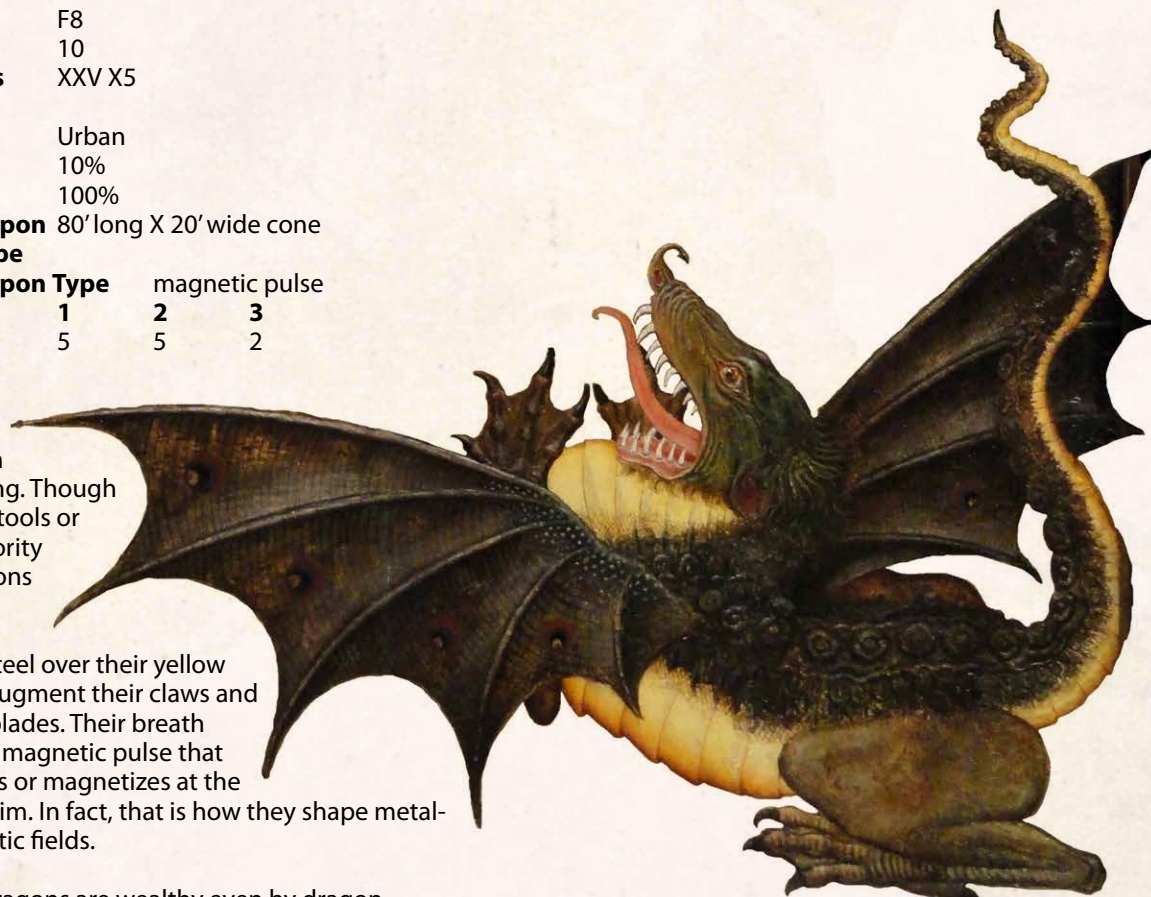
No. Enc.	1d2 (1d6)						
Alignment	Lawful						
Movement	120' (40') fly 180' (60')						
AC	3						
HD	8						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d6+6/1d6+6/2d12						
Save	F8						
Morale	10						
Hoard Class	XXV X5						
Habitat	Urban						
% Sleep	10%						
% Speech	100%						
Breath Weapon	80' long X 20' wide cone						
Range/Shape							
Breath Weapon Type	magnetic pulse						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>5</td><td>2</td></tr></table>	1	2	3	5	5	2
1	2	3					
5	5	2					

Armory dragons are specialists in metalworking. Though a few make tools or art, the majority make weapons and armor. They have a thin lair of steel over their yellow scales and augment their claws and fangs with blades. Their breath weapon is a magnetic pulse that pushes, pulls or magnetizes at the dragon's whim. In fact, that is how they shape metal with magnetic fields.

Armory dragons are wealthy even by dragon standards. Their lairs are massive buildings that have

cavernous basements. Room after room is filled with trophies, art, coins, pets, servants, and ingots of iron, steel and more valuable magnetic metals. The center room in each lair is the foundry, filled with magic items that the dragon uses to speed its shaping. The youngest armory dragons and those outside their foundries can make five swords or a suit of armor per week. The most powerful dragons can do that per round. High quality objects take five times as long and cost five times as much. Magical items take a day or longer to create, are twice as tough, and cost ten times the standard.

Most servants of armory dragons are sellers. They take the worked good and hawk them in the building, throughout the city and in nearby cities. The farther away, the more powerful and trusted the servant is. Governments are the biggest buyers and trade magic or raw materials for finished weapons and armor. No city, much less nation, with an armory dragon family can be sieged successfully. If the people start to starve, the dragons will send out some of their own to break the blockade. Their lifeblood isn't so much their work, but the results thereof. They pick the people they want to not only survive, but also conquer and spread their culture beyond their borders.



ASH DRAGON

No. Enc.	1 (1d4)
Alignment	Chaotic
Movement	60' (20') fly 210' (70')
AC	-2
HD	12
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d8+1/1d8+1/4d8+8
Save	F12
Morale	10
Hoard Class	XXV

Habitat	Volcanoes						
% Sleep	20%						
% Speech	5%						
Breath Weapon	80' long X 60' wide cloud						
Range/Shape							
Breath Weapon Type	ash						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>3</td><td>3</td><td>-</td></tr></table>	1	2	3	3	3	-
1	2	3					
3	3	-					

Some dragon hunters targeting red dragons have a nasty surprise waiting for them. These are environmental morphs, dragons that have been warped by substances or energies they encounter. The most common for red dragons is the ash dragon. These creatures are larger, have grey tinge to their scales and are much less intelligent than the typical red. Their breath weapon is a cloud of hot ash that does half normal damage (save for a quarter) per round for d4+1 rounds. Those in the cloud also need to save versus poison or be blinded for 3d6 rounds. Being larger and less intelligent, these dragons may find themselves stuck in their lairs and do foolish things to escape, such as bring the roof down when burrowing out.

Ash dragons are the result of reds inhaling volcanic ash rich in yellow granite. This is a magical mineral that brain lashers use to decrease slave intelligence while increasing their body (and brain) mass. The dragons need three days of exposure before transforming and two weeks free of the ash to revert. Some reds like the change and use stored ash as a drug. Others find the loss of intelligence appalling and use a first level spell of their own design to filter the ash out of the air they breathe.

BLACK VEIN

No. Enc.	1d4 (1d8)
Alignment	Neutral
Movement	60' (20') fly 180' (60')
AC	2
HD	15
Attacks	2 or 1 (claws or breath weapon)
Damage	1d8+1/1d8+1
Save	F15
Morale	10
Hoard Class	XV

Habitat	Any except Underwater						
% Sleep	10%						
% Speech	25%						
Breath Weapon	80' long by 30' wide/ Cone						
Range/Shape							
Breath Weapon Type	spore blast						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>2</td><td>-</td></tr></table>	1	2	3	4	2	-
1	2	3					
4	2	-					

Black veins are massive dragons that feed on the ever-present fungal spores found in the air. They are dull white with large veins of black covering their heads, torsos, and wings. Instead of a mouth, they have large pores covering the bottom half of their face. These are used to inhale their food as well as exhale the altered spores that make up their breath weapon. Anything killed by the altered spores becomes a fungal mass that releases yet more spores that are toxic (though only for 24 hours). Any living creature coming within 50' of an active mass must save versus poison or suffer 3d12 points of damage. This save must be made every round the creature is within the spore cloud. Those characters and creatures that die from these spores rot away in a few minutes (2d4). The only way to preserve such a corpse is with a Cure Disease spell.

If well fed, black veins can be very powerful, if reluctant, allies. They lair underground where the high humidity and spore content makes breathing difficult for most living creatures. Those failing a save versus poison die of suffocation within 1d6 rounds. The exception in most lairs is a single chamber meant to allow surface dwellers to communicate with the great serpents. Getting the dragons to leave their lairs is difficult. New kinds of fungi or alchemy to provide new "tastes" are pretty much the only way to do so. When roused to anger, black veins can be horrific opponents, as they prefer to capture opponents rather than kill them and drag them down into the lair for use as fertilizer (some GMs might want to use the subdual rules on those the dragons attack). Apparently living flesh provides a different taste from dead flesh. Those that can use magic do so to confuse and immobilize enemies rather than make a kill.

The one thing that makes them so dangerous is that black veins can be found just about anywhere and will ally with just about anyone. They don't like cold conditions but their lairs can be heated, nor do they not like dry conditions so they are always humid. A group of adventurers can attack an orc tribe in the middle of a mountain range or mantis warriors in some badlands and suddenly find themselves under attack from their draconic ally.



BRANCH WALKER

No. Enc.	1d4 (1d4)
Alignment	Neutral
Movement	150' (50') climb 120' (40')
AC	4
HD	4
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d3/1d3/2d4
Save	F4
Morale	10
Hoard Class	XVIII

Habitat	Temperate and Tropical Forests		
% Sleep	30%		
% Speech	70%		
Breath Weapon	50' long X 40' wide / Cloud		
Range/Shape			
Breath Weapon Type	plant growth		
Spells	1	2	3
	4	4	2

Branch walkers are small dragons, rarely getting over 20' long. Their scales look like bark and this allows them to hide in plain sight while on a tree (surprises 1-7 on a d8). They have no wings but can climb and phase through wood. In fact they keep their treasure hoards within trees. Anyone killing and removing such a tree earns the wrath of the dragon. Its morale increases to 12 and it does not stop until it retrieves all of the stolen goods and coins.

Their breath weapon causes normal plants to grow out of control. It does not affect magical or monstrous plants such as treants. Anything in the cloud that fails a save versus breath weapon is captured by the quickly growing vegetation. Only those who are free can cut the entangled out. This requires 25 points of damage with a bladed weapon per captured person. Otherwise they can wait as the extra vegetation will die back in an hour. This leaves a short lived dead spot in the forest, and thus a clear sign of a nearby branch walker. The dead spot will take a month to return to normal.

Branch walkers are intelligent and assist treants and others who defend their forest homes. They fear green dragons and hide within trees whenever a green is sighted. Some take adventurers under their wing and can be the source of new and unusual spells. This magic will have a cost, one that will increase the dragon's hoard. The typical price is 500 gold piece per spell level if coins or goods are accepted or 300 gp if other magic (potions, wands and other stuff the dragon can use) is the payment.

CRIMSON STALK

No. Enc.	1d4 (1d4)						
Alignment	Chaotic						
Movement	90' (30') "swim" 480' (160')						
AC	1						
HD	9						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d6/1d6/3d6						
Save	F9						
Morale	10						
Hoard Class	XV						
Habitat	Grasslands						
% Sleep	10%						
% Speech	5%						
Breath Weapon	100' long X 5' wide / Line						
Range/Shape							
Breath Weapon Type	flesh acid						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>3</td><td>-</td><td>-</td></tr></table>	1	2	3	3	-	-
1	2	3					
3	-	-					

Crimson stalkers are huge dragons that "swim" in seas of grass at astounding speeds. They are shaped like snakes with horns and crests, have no wings and can not fly above the stalks of grass. They are so named because of their feral nature- they attack everything that remotely seems like food and leave large blood sprays on the grass. Even red and green dragons avoid their territories, as crimson stalks hate other dragons above all other creatures. Their morale increases to 12 when they detect another dragon or dragonkin. Their breath weapon is an acid that only burns flesh. If a crimson stalk encounters a creature made of other material, its morale is reduced to 5.

These dragons lair underground within a small complex of tunnels and chambers. They cover the entrance with a mat of dead grass, though there are usually an assortment of traps to protect their hoard if intruders find the entrance. They use multiple false lairs, each with an alarm and some traps, to keep thieves confused and give the dragon time to find and slay them.

DIAMONDSCALE

No. Enc.	1 (1)						
Alignment	Chaotic						
Movement	90' (30')						
AC	-6						
HD	8						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d6/1d6/5d4						
Save	F8						
Morale	12						
Hoard Class	XV (special)						
Habitat	Any						
% Sleep	10%						
% Speech	0%						
Breath Weapon	100' long X 40' wide / Cone						
Range/Shape							
Breath Weapon Type	polymorph						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>-</td><td>-</td><td>-</td></tr></table>	1	2	3	-	-	-
1	2	3					
-	-	-					

Diamondscales are alchemical dragons and walking disasters. They have an aura that transforms things near them. Any specific object or creature weighing between 5 and 1000 pounds within 20' of the dragon has a 1% chance per round of being altered into a random object or creature (50/50 chance, and see chart below). A save versus breath weapon negates this. The only substance that is immune to this aura is diamond. Creatures and objects over 500 tons are also immune.

Diamondscales were the result of a magical accident involving a nest of black dragon hatchlings. They lost their wings but gained scales that provide them protection from the aura. If a diamondscale is reduced to less than 5 hit points by physical damage, it must make a save itself or be polymorphed into a random object or creature. As much as the aura is a hazard, it is the dragon's breath weapon that makes it horrendously dangerous. Every item and creature in the cone must save versus breath weapon or be polymorphed into d8 insane, random creatures (use chart below). These monsters are not loyal to the dragon but usually don't attack it until everything else is slain.

These dragons are extremely rare as they reproduce through their aura or the occasional wizard who thinks he can control one (he can't by the way). They simply walk around and eat anything they want. They do create lairs, but their aura makes these lairs uninhabitable sooner or later. What treasure they do have is more from their aura than anything the dragons steal.

For those creatures and objects that are transformed, roll on the following charts to discover what they become. The GM is encouraged to alter this chart to fit his or her campaign.

TABLE 01 - OBJECTS

1	lump of	1) coal, 2) clay, 3) granite, 4) sugar, 5) glass or 6) tar
2	metal statue of creature or object, metal is	1) common, 2) valuable, 3) rare or 4) magical
3	puddle of	1) water, 2) acid, 3) manna, 4) random potion, 5) water elemental or 6) alcohol
4	cloud of	1) smoke, 2) poisonous gas, 3) healing energy, 4) aging gas, 5) paralytic gas or 6) brightly colored gas
5	pile of	1) pebbles, 2) gravel, 3) candy, 4) twigs, 5) coins, 6) gemstones, 7) metal ingots, or 8) vials or other glassware
6	plant	1) tree, 2) shrub, 3) vine, 4) succulent, 5) herb, 6) grass, 7) medicinal or 8) magical
7	paper	1) false map, 2) magical map, 3) newspaper, 4) spellbook, 5) death notice or 6) glowing sign
8	animal parts	1) teeth, 2) eyes, 3) hide, 4) hair, 5) claws, 6) fish scales, 7) reptile scales or 8) bones
9	magical item	1) weapon, 2) armor, 3) wonderous item, 4) staff, 5) wand, 6) rod, 7) vehicle, 8) artifact or relic
10	alien	1) flying sphere with spikes, 2) painting of Cthulhu, 3) laser sword, 4) red flight suit, 5) ringing cell phone or 6) flashlight

TABLE 02 - CREATURES

1	humanoid	1) orc, 2) dog kobold, 3) lizard person, 4) winged dwarf, 5) short gnoll or 6) drow
2	baby dragon	1) blue, 2) black, 3) green, 4) gold, 5) red, 6) white, 7) diamondscales or 8) other
3	fish	1) pike, 2) carp, 3) shark, 4) oarfish, 5) orca, 6) eel, 7) lamprey or 8) catfish
4	giant insect	1) bumble bee, 2) ant, 3) termite, 4) cockroach, 5) robber fly, 6) dragonfly, 7) centipede or 8) spider
5	vertebrate	1) see fish, 2) amphibian, 3) see reptile, 4) bird, 5) mammal or 6) magical beast
6	reptile	1) lizard, 2) venomous snake, 3) non-venomous snake, 4) turtle, 5) tortoise, 6) scaly kobold, 7) toad or 8) basilisk
7	monster	1) chimera, 2) manticores, 3) hydra, 5) demon boar, 6) gray worm, 7) ooze, 8) gorgon, 9) phase tiger or 10) giant rat
8	elemental	1) fire, 2) earth, 3) air, 4) water, 5) heart, 6) color, 7) death, 8) city, 9) moon or 10) dragon

DREAM DRAGON

No. Enc.	1 (0)						
Alignment	Variable						
Movement	90' (30') fly 210' (70')						
AC	6						
HD	12						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d8/1d8/3d8 or variable						
Save	F12						
Morale	12						
Hoard Class	none						
Habitat	Any						
% Sleep	0%						
% Speech	special						
Breath Weapon	80' long X 20' wide cone						
Range/Shape							
Breath Weapon Type	sleep						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>-</td><td>-</td><td>-</td></tr></table>	1	2	3	-	-	-
1	2	3					
-	-	-					

Dream dragons are the creation of the sleeping mind of other dragons. They are obvious as they constantly change color and form from moment to moment. It is unknown what creates them, but their creator sets their behavior and if the dream that spawned them was a nightmare, the results are usually destructive to life and property the dream dragon encounters. The exact stats vary from dream dragon to dream dragon, but they tend to be larger and more powerful than the dreamer. If the dream dragon is slain, its creator is unharmed but can never again make another dream dragon.

Their existence is a mystery, but the results can be spectacular. Good and neutral dream dragons create and evil dream dragons destroy. They can not make, or affect, living creatures with this ability. The size and value of the objects created or destroyed is dependant on the power of the creator and the dream (i.e. GM fiat). Some powerful dreamers build entire cities or destroy nations over a matter of weeks.

Combat is rare for a dream dragon- most creatures either avoid or embrace them. If needed, their breath weapon causes all those who fail their save to fall asleep for 1d8 +10 hours. Those asleep create dream versions of themselves (use same stats) that serve the dragon without reservation.

ECLIPSE DRAGON

No. Enc.	1d6 (0)						
Alignment	Chaotic						
Movement	- fly 240' (80')						
AC	3						
HD	6						
Attacks	1 (bite)						
Damage	2d10						
Save	F6						
Morale	12						
Hoard Class	none						
Habitat	Aboveground						
% Sleep	0%						
% Speech	0%						
Breath Weapon	50' long X 5' wide line						
Range/Shape							
Breath Weapon Type	blackfire						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>-</td><td>-</td><td>-</td></tr></table>	1	2	3	-	-	-
1	2	3					
-	-	-					

In some worlds, eclipses are a sign of disaster in part due to the monsters that result from spontaneously generate or lured from other planes of existence. This variety of eclipse dragon (there are several) is small, only 15-20' long, has no legs or wings and flies magically. Its breath weapon is blackfire, a form of flame that corrodes metal and stone as well as burns flesh. Immunity or resistance to normal flames provides no protection, but wizards can study blackfire to create new spells, magic items and alchemical substances that will.

Eclipse dragons form in mid air the moment the eclipse starts, 1d6 of them for every ten square miles (this includes over the oceans). They then rampage until slain or the next eclipse occurs, when they fade away and are replaced by the next flight.

Eclipse dragon carcasses are filled with magical substances. If used for casting a spell, a carcass replaces the material trapping for 2d4 spells. If used in making a magical item, a carcass reduces the cost by half. Other dragons find eclipses tasty and will pay good money for their flesh. The downside to all of this is the subtle taint the flesh imparts. Well, subtle when it is gained. This taint lures horrific monsters, such as aberrant hydras or demonic chimeras, from another plane of existence. Every 1d4 months one of these creatures will appear and attempt to slay those using such material components, wielding a magic item created with eclipse dragon flesh or has consumed such. As these monsters take home their kill, the occasional adventurer, wizard or dragon vanishes without a trace. Only a Limited Wish or stronger magic removes this taint.

EMBRYONIC DRAGON

No. Enc.	1 (1d10)
Alignment	Variable
Movement	30' (10')
AC	7
HD	2
Attacks	1 or 1 (bite or breath weapon)
Damage	1d4 +special
Save	F2
Morale	4
Hoard Class	special

Habitat	Urban						
% Sleep	5%						
% Speech	100%						
Breath Weapon	20' long X 10' wide cone						
Range/Shape							
Breath Weapon Type	sleep						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>5</td><td>5</td></tr></table>	1	2	3	5	5	5
1	2	3					
5	5	5					

The result of a curse, embryonic dragons are parasitic creatures that fuse with and control human(oids). Their original species is unknown as they appear as unhatched dragons. To capture a host, the dragon uses its breath weapon. Those failing their save fall (at -4) into a deep sleep for 2d4 hours. The bonding process takes 4d6 +30 minutes and the dragon moves into the cavity below the ribcage, giving the host a potbelly. The host's mind is suppressed (but can still use the body's senses) and the dragon takes over and has access to the host's memories. They do not have access to their breath weapon when bonded but can cast their spells. If the host dies, the dragon can hide in the body for 1d6 days before it has to leave and find another. Though embryonic dragons prefer to be in a host, they can survive on their own for centuries. What they can not do is take non-humanoid hosts, a result of the magic that created them. If an embryonic dragon attempts to take an animal or monstrous host, even something like a centaur or brain lasher (i.e. those with humanoid features but are not true humanoids) will cause their own and their would be hosts deaths, no save allowed.

Each embryonic dragon has its own personality and desires. After fusing with a host, it finds others, no matter their race, that share its goals and work together to complete their objectives. Some are known to destroy orc and ogre bands from the inside (or elven or human cities), others want to learn more magic and then there are those who champion Law or Chaos.

FORT DRAGON

No. Enc.	1d10 (1d10)
Alignment	Neutral
Movement	90' (30') fly 240' (80')
AC	-1
HD	8
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d4+1/1d4+1/3d6
Save	F8
Morale	8
Hoard Class	XV

Habitat	Any						
% Sleep	99%						
% Speech	40%						
Breath Weapon	50' long X 40' wide / Cloud						
Range/Shape							
Breath Weapon Type	poison gas						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>4</td><td>-</td></tr></table>	1	2	3	5	4	-
1	2	3					
5	4	-					

Fort dragons are odd beasts that lure prey by shapeshifting into stone ruins. They can combine themselves and the more dragons, the larger and more elaborate the structures. A few times per century, the dragons awake, revert to their normal forms and consume any inhabitants of their building(s). If there is no one, the fort dragons go on a rampage until they are full. They will also revert if the ruin is damaged or major improvements are attempted. A family of fort dragons bury their hoard near their preferred resting spot.

In dragon form, a fort dragon looks like a green dragon but has brown and grey scales. Like the green dragon, its ancestral species, it has a poisonous gas breath weapon.

Fort dragons will also revert when they detect another dragon. Any time any kind of dragon, including other fort dragons, comes within 10 miles, the whole family attempt to slay it. The exception is when a family splits but this protection only lasts for a few months, enough time for the new family to find another place to rest outside the old family's territory. As dragon families break up every 300 years (when their numbers get higher than 10), this is a time when fort dragons from different families encounter each other and select mates to start new forts. Their numbers are culled as well by infighting over mates and new territories. Even old families can be slain if the amount of land is slim and the new families have an advantage in numbers.

IRONICE DRAGON

No. Enc.	1d4 (1d6)
Alignment	Lawful
Movement	60' (20') burrow 90' (30')
AC	2
HD	8
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d10/1d10/3d6
Save	F8
Morale	10
Hoard Class	XV (special)

Habitat	Glaciers
% Sleep	5%
% Speech	100%
Breath Weapon	150' long X 10' wide line
Range/Shape	
Breath Weapon Type	flame
Spells	1 2 3 5 5 5

Found on ice worlds or in lands covered in glaciers, these dragons create tunnels and chambers that are colonized by many creatures and races. These wingless dragons are dull black and have massive forepaws and claws for burrowing. In addition to their paws, the dragons use their flame when carving through ice. The fire melts ice and the surface left behind gains the physical characteristics of iron (strength, melting point, conductivity, etc.) though it still looks like ice.

The complexes created by ironice dragons tend to be simple- long corridors and immense square or rectangular rooms. As people move in (or the population expands), their additions are what give the complexes character. These colonists pay in goods and services. The closer one's home is to the dragons' lair, the higher the payment. Young dragons leave the nest after a couple decades (and they are hatched every century or so) and move several miles away to build their own lairs. Some of the people follow them and others arrive from other kinds of communities in or on the ice.

When ironice dragons die out, their homes are slowly abandoned as the walls fracture and the ice fills in the chambers and tunnels. This process takes years to decades unless the dragon was slain with fire magic. In that case, the walls melt immediately and everything within the complex will most likely drown and then freeze solid.

LAND WYRM

No. Enc.	1d8 (10d4)
Alignment	Lawful
Movement	90' (30') fly 240' (80')
AC	0
HD	10
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d8/1d8/2d10+12
Save	F10
Morale	12
Hoard Class	XV (X20)

Habitat	Any Land
% Sleep	30%
% Speech	50%
Breath Weapon	90' long X 30' wide cone
Range/Shape	
Breath Weapon Type	special
Spells	1 2 3 5 4 -

Land wyrms make land. They are large, very social creatures that are driven to build mountains. Over time, these stony edifices erode into the sea and extend deltas. Worlds with many land wurm colonies grow larger in diameter as the eons roll on. After a mountain reaches a certain size, usually large enough to have its peak within the clouds, the dragons start a new one nearby. Over time, they form a plateau that expands outward that can "pave over" lakes and rivers and even work slowly out into the sea. When there is a new, higher sea level because of the building, the dragons start anew on their old mountains.

There are three vital resources in stone creation- soil, flesh and sunlight. The power in sunlight provides most of the mass but soil is needed for its "pattern" and flesh somehow acts as an adhesive that keeps the stone solid. Each active dragon (i.e. not sleeping) can produce 100 tons of stone per 8 hours of sunlight and 500 pounds of meat. Their breath weapon is used in the process and those creatures within the cone that fail their save are incorporated into the stone. Only a Wish can restore them to life. The creatures that make the save end up on top of the new rock and are otherwise unharmed. If the ingredients for stone are not present, which is rare, then those who are struck by a land wyrms' breath weapon are petrified if they fail their saving throw.

To keep up with production, land wyrms need a lot of animals. Instead of hunting, they pay people to ranch near mountains being constructed. After their herds or flocks have been converted, the ranchers buy new animals from nearby cities or nations. Usually these

animals have been magically enhanced (by the wyrms) to grow faster on smaller amounts of food. The constant consumption (or destruction if you prefer) of meat does have an impact on the local food supply. The poor either eat rats, rabbits or veggies as livestock is too expensive. Even the average merchant eats beef or swine only once or twice a year.

As for the wyrms themselves, they eat stone, the fresher the better. As they make so much of it, the dragons can't eat themselves out of house and home. Which is a good thing for them as their wealth is tied to their mountains. Older stone, over 500 years, slowly turns into valuable minerals such as jade and marble. Very old stone, minerals over 1000 years, turns to gemstone such as sapphire and emerald. The wyrms do not have any interest in purified metals such as silver and gold.



LUNAR DRAGON

No. Enc.	1d4 (1d8)
Alignment	Lawful
Movement	90' (30') teleport unlimited
AC	2
HD	9
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d6/1d6/4d6
Save	F9
Morale	9
Hoard Class	XV

Habitat	Urban
% Sleep	25%
% Speech	100%
Breath Weapon	80' long X 25' wide cone
Range/Shape	
Breath Weapon Type	teleportation
Spells	
	1 2 3 4 5
	5 5 5 5 4

The vanguard of an invasion, lunar dragons bring not conquest, but rather knowledge of the stars. They arrive in meteorites, get a lay of the land and learn the local languages. After making contact with the most peaceful locals, the dragons offer travel to other worlds. They are obviously aliens as they have eyestalks, three rows of serrated spines along their bellies, ovoid wings (which are useless in the terrestrial atmosphere) and a metallic voice. Their breath weapon, which can be used once per hour, teleports all those within the cone to anywhere the dragon wishes (save to negate). Usually this is another planet but troublemakers may discover themselves on a nearby star or floating in space. The dragon can also teleport itself and up to 12 human sized creatures once per turn (10 rounds).

Lunar dragons work in a network to move people from world to world. After they are accepted on the PCs' homeworld they will bring tourists as well as allow the locals access to other worlds. When strong ties are made, then refugees from wars and dying worlds are introduced to the unsettled parts of the world (the invasion mentioned above). When the PCs' world dies or suffers a great catastrophe, the dragons will try to save as many people as possible, taking them anywhere they might find refuge.

MAD BREWER

No. Enc.	1 (1d6)								
Alignment	Chaotic								
Movement	90' (30') fly 180' (60')								
AC	3								
HD	7								
Attacks	3 or 1 (claws and bite or breath weapon)								
Damage	1d6/1d6/4d4+2								
Save	F7								
Morale	8								
Hoard Class	special								
Habitat	Urban								
% Sleep	10%								
% Speech	100%								
Breath Weapon	60' long X 20' wide cone								
Range/Shape									
Breath Weapon Type	adhesive								
Spells	<table> <tr> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>5</td> <td>5</td> <td>4</td> <td>4</td> </tr> </table>	1	2	3	4	5	5	4	4
1	2	3	4						
5	5	4	4						

Mad brewers are dragons that master alchemy. They create potions, dusts, oils, etc. and some varieties of booze that can knock a dwarf flat with a single mug. They are known as mad brewers because all of their creations have side effects. None of them are lethal in most situations, just annoying. GMs are encouraged to be creative in designing said side effects.

Brewers are brick red and spit an adhesive that immobilizes those who fail their save for 1d4 rounds per age category of the dragon. It then evaporates. Those who make the save are reduced to half their movement rate, suffer -2 to hit and have a +4 to their armor class until they can clean off in water, this takes 2d4 rounds, or until the substance evaporates.

Even though there are side effects to their creations, mad brewers are very popular with adventurers. They may be the only source of powerful potions, dusts, elixirs, oils, etc.- those that can replicate up to 8th level magic user and 6th level cleric spells. As much as they try, the dragons can not pass along their secrets, as the knowledge and ability is innate to the brewers.

MINE WYRM

No. Enc.	0 (1)						
Alignment	Neutral						
Movement	- burrow 180' (60')						
AC	-5						
HD	10						
Attacks	1 or 1 (bite or breath weapon)						
Damage	4d8						
Save	F10						
Morale	12						
Hoard Class	special						
Habitat	Underground						
% Sleep	0%						
% Speech	10%						
Breath Weapon	80' diameter / Circle						
Range/Shape							
Breath Weapon Type	sonic pulse						
Spells	<table> <tr> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>2</td> <td>-</td> <td>-</td> </tr> </table>	1	2	3	2	-	-
1	2	3					
2	-	-					

Dwarves know the secret of where many valuable metal veins come from- mine wyrms. These worm like dragons burrow deep in the earth and all the stone they come into contact with changes into metal ore. Every wurm produces a specific metal and can not change it. See the chart below to determine which metal a specific mine wurm will produce.

A mine wurm looks like an overgrown earthworm with scales. It does not have eyes, legs, external ears or wings. It moves like an earthworm, expanding and contracting segments of its body.

If disturbed, a mine wurm will use its sonic pulse to drive away or kill whatever is bothering it. All ceramic and glass items in the affected area shatter. Those holding such items can save versus breath weapon at -6 to negate this effect.

Those few mine wyrms that can talk are less defensive and can be bribed into converting provided stone into their ore. They must be paid in meat (a rare meal for them) and few will do it for very long. Subdued wyrms are the source of several dwarven clans' wealth.

TABLE 03 - METAL ORE

1	copper
2	silver
3	gold
4	platnum
5	palladium
6	iron
7	tin
8	aluminium
9	mithril
10	random gemstone

MOSS DRAGON

No. Enc.	2d3 (0)		
Alignment	Neutral		
Movement	150' (50')		
AC	6		
HD	15		
Attacks	1 (grab)		
Damage	1d8		
Save	F15		
Morale	12		
Hoard Class	VII		
Habitat Temperate and Tropical Forests and Swamps			
% Sleep	0%		
% Speech	100%		
Breath Weapon	none		
Range/Shape			
Breath Weapon Type	none		
Spells	1	2	3
	4	3	-

A green dragon looking for a form of immortality that did not turn it into a lich is the ancestor of all moss dragons. The creature found a way to transfer its soul and much of its power into Spanish moss. It is still alive after many thousands of years and has spawned several times. Its offspring likewise reproduced, but not very often as they do not want to cover the world in their own kind, providing competition for themselves.

A moss dragon is much larger than even a gold (though they weight less than 300 pounds) and is more dangerous even though it has no claws, jaws or breath weapon. Instead it is almost indestructible- only +2 or better slashing weapons can harm it, regenerates 15 hit points per round, is immune to fire, cold, acid and sonic attacks and can appear dead when dropped below 10 hit points. In the last case, the dragon can consciously inhibit its regeneration to keep up the appearance of death. The dragon is also immune to spells (or psionics) that detect animal life or intelligence and death magic. The original dragon stole a bit of shambling mound genetic material and so when a moss dragon is struck by lightning or other electrical attack, it gains one hit die per three dice of damage. These extra hit dice fade over time at a rate of one per day.

When attacking, a moss dragon has three options. It can envelop and suffocate its prey (though this immobilizes the dragon until the prey dies). It can release a 100' diameter cloud of spores that do 5d8 points of damage (save versus poison for half). Those slain by the spores are turned into vegetable zombies. These have the standard zombie statistics but clerics can't turn or destroy them. And the dragon can also release the swarms of insects that inhabit its body. These swarms are slain if the

dragon is struck by lightning or any electrical spell over 2nd level. Treat these swarms as a double strength Insect Plague spell (i.e. it is 120' in diameter and drives off those with up to 4 hit dice). The insects can not harm their host (they aren't +2 or better weapons) and moss dragons don't care one way or another if they are filled with scads of bugs.

Moss dragons are predators but feed rarely and usually on wildlife. They do not rampage or even raid as they have lost their need for gold and other treasure. What they do have is left over from dragon slayers and unfortunate scouts that disturbed the dragons (which is difficult) or destroyed part of the forest. Green and black dragons and treants find them disturbing and avoid moss dragons when possible. Some wizards look to duplicate their immortality but the offspring dragons don't know how it was done. And the first moss has hidden itself very well. The thing to remember about moss dragons is they are plants and only a loss of the things that plants care about will get their attention.



NET BREAKER

No. Enc.	1d4 (1d4)
Alignment	Neutral
Movement	30' (10') swim 180' (60')
AC	2
HD	10
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d4/1d4/3d8
Save	F10
Morale	8
Hoard Class	XV

Habitat	Lakes						
% Sleep	5%						
% Speech	25%						
Breath Weapon	100' long X 5' wide / Line						
Range/Shape							
Breath Weapon Type	acid						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>-</td><td>-</td></tr></table>	1	2	3	4	-	-
1	2	3					
4	-	-					

Net breakers are snake shaped dragons found in large lakes and the occasional river. Normally they live on the bottom eating fish and shellfish. They lair in burrows dug into the bottom of the body of water and keep their treasure in mounds on the mud.

There are only two reasons the dragons come to the surface. They occasionally raid ships and demand tribute from coastal communities. The rest of the time is when pollution or overfishing impact their food supply. They have a very good sense of smell and can follow fresh, dead fish or chemicals to the source. As they are slow on land, net breakers attempt to catch the perpetrators in the act on the water. Then they use their acidic breath weapon to stop the problem permanently.

They have very small claws and large jaws and swallow human sized creatures whole on an 18+. Only acid immune creatures can survive this for more than 3 rounds. All others lose 25% of their total hit points per round (and thus die in the fourth round). This acid makes an effective breath weapon above water but is useless below.

OASIS LORD

No. Enc.	1 (1d6)
Alignment	Lawful
Movement	90' (30') fly 240' (80')
AC	-1
HD	9
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d6+1/1d6+1/2d8
Save	F9
Morale	10
Hoard Class	XV plus special

Habitat	Deserts						
% Sleep	10%						
% Speech	100%						
Breath Weapon	50' long X 40' wide / Cloud						
Range/Shape							
Breath Weapon Type	paralysis gas, poison gas						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>5</td><td>5</td></tr></table>	1	2	3	5	5	5
1	2	3					
5	5	5					

One of the most social dragons, oasis lords bring life to the deserts. They will water into existence and use this power to create green patches in the seas of brown. The resulting arable locations draw humans and other people and they create communities under the control of the dragons. Oasis lords work together to create trade routes that crisscross the wastes and lead from one edge to the others.

Living in such an oasis is not free. The dragon charges everyone that uses even a drop of water or stays a night in his or her domain. But unlike most dragons, oasis lords use their hoards. In this case they hire soldiers to guard the dragon, people and infrastructure (usually in that order). As they will the water into existence, subduing an oasis lord is pointless. Those just leaving their parents can be convinced of a suitable location as long as it has contact with other oasis lords.

In combat, these dragons have two breath weapons. The first is a paralysis gas meant to stop opponents cold. It is usually reserved for taxing riots and invasions. The second is poison gas. Anyone failing the save versus breath weapon dies within d6 rounds. But it is rare that an oasis lord has to enter combat- their armies are strong, very well equipped and the army leaders have access to lesser magic items from the dragon's hoard. If the army is routed and the dragon is in serious danger, it will escape and ask nearby lords for assistance in regaining its holdings. It takes a very powerful foe to drive out an oasis lord for good. If the dragon is slain, no others will claim the location for 10 generations (a very long time) as a way to punish those who would dare harm the dragon as well as encourage others to defend it.

PIT DRAGON

No. Enc.	1d4 (4d6)
Alignment	Neutral
Movement	150' (50') burrow 120' (40')
AC	2
HD	7
Attacks	3 (claws and bite or breath weapon)
Damage	1d8/1d8/2d6
Save	F7
Morale	9
Hoard Class	XX

Habitat	Temperate and Tropical Plains and Deserts						
% Sleep	25%						
% Speech	50%						
Breath Weapon	40' long X 10' wide cone						
Range/Shape							
Breath Weapon Type	fire						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>2</td><td>1</td><td>-</td></tr></table>	1	2	3	2	1	-
1	2	3					
2	1	-					

Also known as boilers and sinkhole wyrms, pit dragons dig massive holes to ambush prey. The size of white dragons, these beasts have no capacity for flight and use their oversized claws to burrow through soil and soft rock. Their breath weapon is a short cone of fire and is used to roast prey and enemies alike. Pit dragons live in large families, up to six generations in the same lair. They can survive in such large numbers because they can hibernate for decades, waiting for something to fall into their trap.

The pits are 30-50 feet in diameter and 50-100 feet deep. The dragons tap the water table and fill the bottom 10-20' of the pit- this makes it harder for food to escape. The pits are covered with soil and grass over a magical frame of force. When something that weights at least 500 pounds steps on to the center of the covering, the field collapses and everything and one falls in. Those within 5' of the edge can save versus breath weapon to avoid falling as well. Half the dragons deal with whatever fell in and the other half erupt onto the surface to capture any stragglers or escaping food.

Pit dragons are intelligent and do interact with nearby towns on occasion. Usually this is the people paying the dragons to eat umber hulks, ankhegs and other burrowing creatures attacking their citizens. The rest of the time it is the dragons paying the people to draw prey to them (bandits, disliked merchants, lion prides, whatever). The rest of the dragons' hoard comes from caravans they have destroyed.

PORT DRAGON

No. Enc.	1 (1)
Alignment	Neutral
Movement	- swim 240' (80')
AC	4
HD	8
Attacks	1 (bite)
Damage	3d8
Save	F8
Morale	11
Hoard Class	XXV (special)

Habitat	Shallow Water						
% Sleep	80%						
% Speech	0%						
Breath Weapon	100' long X 5' wide line						
Range/Shape							
Breath Weapon Type	acid						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>-</td><td>-</td><td>-</td></tr></table>	1	2	3	-	-	-
1	2	3					
-	-	-					

Port dragons are not true dragons, but rather the result of alchemically treated sea serpent eggs. They are protectors of port cities on salt and freshwater and attack all those who would do it harm. They can detect such intentions from a mile away.

Long and slender, port dragons have no limbs and small horns. Their tail is powerful and allows them to chase down all but the fastest ships. Port dragons' breath weapon is acidic and does double damage to wooden objects, such as ship hulls. They never speak or cast spells but can understand the local language(s). And they can breathe both air and water, though they can not move on land except for flopping.

When not resting on a wreck, port dragons usually come to the docks to be fed. Children delight in throwing the dragon dead sea birds or fish they caught themselves. The bulk of the food comes from slaughterhouses and, in some cultures or cities, funerals or prisons.

Divers for the local government usually bring up the treasure of the ships they sink but some is left for the dragon. This is pointless, as port dragons do not have the innate greed of true dragons. They allow divers to take everything they want and will assist those in danger, such as those trapped in ship hull, those who are overweighed and drowning or those being attacked by a large predator. Port dragons are not cheap to create or feed, but almost all port cities are willing to pay the price.

PRISM DRAGON

No. Enc.	1d4 (1d6)
Alignment	Neutral
Movement	90' (30') fly 270' (90')
AC	5
HD	4
Attacks	3 (claws and bite or breath weapon)
Damage	1d3/1d3/1d8
Save	F4
Morale	10
Hoard Class	XX

Habitat	Sandy Deserts						
% Sleep	40%						
% Speech	25%						
Breath Weapon	50' long X 20' wide cone						
Range/Shape							
Breath Weapon Type	flame						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>3</td><td></td></tr></table>	1	2	3	5	3	
1	2	3					
5	3						

Masters of light, prism dragons use illusions to hide the fact they are small for dragons, the size of horses. They are mostly transparent- only their eyes and claws are opaque. Their breath weapon is a blinding flame. Those within the cone who fail their save are blinded for 3d6 rounds. They can also redirect, concentrate and filter light with their wings and torso. In direct sun, they can cast any purely visual illusion spell at will (this is beyond their normal spell casting ability). In the dark they have to rely on their stored light, the breath weapon. If needed, they can convert one use of the breath weapon into an illusion that lasts for one hour. These illusions are much more powerful than normal and no save is allowed to see through them as long as there is no physical interaction between the viewer and the illusion.

Prism dragons rarely interact with humans. They have no need for water and their lairs are in the middle of the most brutal wastes. Their presence allows the germination of seeds of plants from the elemental planes of Earth and Air. Why this happens, they do not know. Their diet is mostly giant arthropods, fire elementals and cactus monsters. Those people who do search for them include illusionists wanting to buy knowledge, sun clerics looking for enlightenment and nomads hunting elemental plants. It is these visitors that provide the bulk of the dragons' hoards, though usually in the form of payments rather than remains.

Blue dragons and prism dragons fear and hate each other. An adult blue can wipe out a family of prisms with ease and so prisms retaliate by eating blue eggs and hatchlings. The prisms can sneak into (and out of) blue lairs by using illusions.

PUZZLE MASTER

No. Enc.	1 (1d4)
Alignment	Neutral
Movement	60' (20') fly 180' (60')
AC	4
HD	10
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d6/1d6/3d6
Save	F10
Morale	10
Hoard Class	4d6 magic items

Habitat	Any								
% Sleep	25%								
% Speech	100%								
Breath Weapon	60' long X 40' wide cloud								
Range/Shape									
Breath Weapon Type	special								
Spells	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>5</td><td>5</td><td>5</td><td>5</td></tr></table>	1	2	3	4	5	5	5	5
1	2	3	4						
5	5	5	5						

This dragon species looks for the underlying truth by studying patterns in reality. Its scales are grey and covered in constantly changing patterns (like a kaleidoscope). Most are driven to find or create patterns from which they can discern some vital fact. A few allow others to study their scales, in exchange for magic items, and try to learn from those oracle's discoveries. Oracles who fail constantly (i.e. their predictions are false) are eaten.

The patterns studied by puzzle masters vary from dragon to dragon. Some fields include cracks, ripples, behavior, distribution, variation (living and non-living) and flow. A puzzle master can sit for weeks studying the changes in a creek or follow a cloud from its formation until it evaporates. The result of this work, so far, is access to spells more powerful than most dragons can cast. Some older puzzle masters can cast 5th and 6th level magic-user spells.

Their breath weapon is a cloud that changes the innate nature and behavior of those creatures it affects (i.e. fails their save). In other words, it randomly alters the victim's alignment for d8 days.

PYRAMID DRAGON

No. Enc.	1 (1d4)										
Alignment	Lawful										
Movement	90' (30') fly 240' (80')										
AC	1										
HD	10										
Attacks	1 (bite)										
Damage	4d6										
Save	C10										
Morale	12										
Hoard Class	none										
Habitat	Tropical Jungles and Deserts										
% Sleep	0%										
% Speech	100%										
Breath Weapon	50' long X 15' wide cone										
Range/Shape											
Breath Weapon Type	special										
Spells	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td></tr><tr><td>5</td><td>5</td><td>5</td><td>5</td><td>3</td></tr></table>	1	2	3	4	5	5	5	5	5	3
1	2	3	4	5							
5	5	5	5	3							

Pyramid dragons are stony guardians sent by the gods to defend temples and tombs. They are large dragons that appear to be statues adorning their pyramid when not moving. They cast cleric spells, all in the defense of their lairs. Temple protectors also protect the faithful within the nearby community.

In addition to a savage bite, pyramid dragons have a powerful breath weapon to deal with intruders. It is a form of energy that bypasses resistance or immunity to fire and those who die are turned to stone. Even a Wish can not restore these dead. Only the temple's high priest can. Those who are restored are subjected to a Quest spell that makes them serve the temple and its god(s) until the day they die. This is not done lightly as other gods do not like seeing their worshippers enslaved to someone else. Faithful are immune to the energy. Unlike most dragon breath weapons, this divine energy can be used three times per hour.

Normally there is only one pyramid dragon per location. Those places of great importance can have as many as four. For tombs they are a sign of greatness, vast wealth or a powerful darkness that must not be released. Pyramid dragons slain in the defense of their lairs are brought back to life 24 hours later. Rarely a pyramid dragon will fall from grace, the result being a red dragon that appears to be made of stone.

SCULPTOR WYRM

No. Enc.	1 (1d6)						
Alignment	Neutral						
Movement	90' (30') fly 240' (80') burrow 60' (20')						
AC	-2						
HD	8						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d6/1d6/3d8						
Save	F8						
Morale	6						
Hoard Class	special						
Habitat	Temperate and Tropical Plains and Deserts						
% Sleep	5%						
% Speech	90%						
Breath Weapon	60' long X 40' wide cloud						
Range/Shape							
Breath Weapon Type	conversion						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>5</td><td>5</td></tr></table>	1	2	3	5	5	5
1	2	3					
5	5	5					

Sculptor wyrms are artistic dragons that use carbon compounds as their medium. They use their breath weapon to convert dead organic matter into a tar. Living creatures and undead must save versus breath weapon or be likewise converted. Only a Wish spell can bring them back from this horrific death. To prevent allies from dying, the wyrms create amulets containing their scales. One scale can be used to create ten amulets. These amulets provide protection only from the dragons that create them. The few sculptor wyrms that can not use magic are treated as slave labor by their speaking family members. They are forced to hunt and prevented from doing much else.

The tar is shaped with the dragon's claws and turned into a jet-like mineral with a second application of its breath. Individual sculptures take weeks to decades and can be as small as a human or as large as a village. Sculptor wyrms do not collect a hoard; they simply make their art and then move on. Their lairs are simple affairs dug into the soil where the dragons nap. When they are awake, the dragons are either hunting or working. Their preferred prey are large animals, but humans and other humanoids will do in a pinch. They are driven and few pay much attention to their surroundings when sculpting. They are surprised on 1-9 on a d10.

It may seem odd that the dragons are not found in forests with all the raw material about, but there is a good reason. As soon as one even flies over trees, the local forest creatures come out in force. Everything from

sprites to green dragons combines their forces to slay the wyrm before it can cause any damage. As the wyrms are intelligent, they got the message a long time ago and stay far away from any standing forest.



SLIME DRAGON

No. Enc.	1 (1d4)			
Alignment	Chaotic			
Movement	60' (20') swim 180' (60')			
AC	4			
HD	10			
Attacks	2 (bite and tail)			
Damage	1d10/1d12			
Save	F10			
Morale	9			
Hoard Class	XII			
Habitat	Swamp			
% Sleep	40%			
% Speech	10%			
Breath Weapon	40' long X 30' wide cloud			
Range/Shape				
Breath Weapon Type	acid			
Spells	1	2	3	4
	3	3	3	3

Slime dragons were black dragons that took the demonic patron of slimes and jellies as their own lord and master. Their wings fell off, their legs atrophied, their scales turned green and slimy and their tails grew and flattened like a fish's. Their breath weapon is a cloud of acid tainted with evil. Lawful clerics within the cloud must save versus spells at -4 or lose access to all of their spells and ability to turn undead for 1d6+4 rounds. Creatures slain by the acid are turned into undead skeletons *and* shadows (so two monsters per slain victim). The dragon does not control the undead but don't attack it either. The most intelligent slime dragons have access to powerful magics granted by their demon lord. All of these spells have a slime theme- they use the normal spell mechanics but have a different description for the players (i.e. reskinning if you are familiar with that term). The dragons are immune to acids and poisons.

Slime dragons are allies of oozes, slimes and fungi and are immune to their attacks. The dragons carry spores and oozelets and leave a trail of monsters in their wake. They also created fetid water and, over time, turn forest and field into fungi and ooze controlled swamps. Black and green dragons avoid them out of fear as they can be harmed by the slime dragon's breath weapon whereas the blacks' and greens' breath weapons are harmless to the slime dragons.

SMOKE DRAGON

No. Enc.	1 (1)						
Alignment	Chaotic						
Movement	90' (30') fly 180' (60')						
AC	-4						
HD	7						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d4+1/1d4+1/3d4+4						
Save	F7						
Morale	10						
Hoard Class	none						
Habitat	Forests						
% Sleep	10%						
% Speech	35%						
Breath Weapon	40' long X 30' wide cloud						
Range/Shape							
Breath Weapon Type	smoke						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>3</td><td>-</td></tr></table>	1	2	3	5	3	-
1	2	3					
5	3	-					

Smoke dragons are the result of blue light drought. On the worlds where they are found, the composition of sunlight changes through out the year. It is rarely a pure color (one of the rainbow) but there is weakened or absent colors most of the time. When red is dominated because of a blue light drought, some vegetation very slowly smolders and releases a small amount of smoke. This smoke collects and spontaneously generates the 1d6 smoke dragons per 100-250 square miles, depending on the amount of smoke produced.

The dragons are semisolid clouds of ash and smoke about the size of white dragons. Their claws and teeth are solid and this prevents the monsters from passing through cracks and small holes (minimum size of a gap for them to pass is 3' in diameter). The dragons can be harmed only with +3 or better weapons and spells that inflict cold damage. Their breath weapon is a cloud of ash that does no hit point damage. Those within the cloud must save versus poison. Failure results in paralysis and suffocation in 2d4 rounds.

Intelligent smoke dragons are fortunately rare because they are, at least to humanoids, insane. Their spells are warped versions of those commonly known and there is two themes the dragons' use- fire and water. Characters suffering the dragon's magic suffer a -4 penalty to their saving throws, the result of the strange nature of the magic.

The residue smoke dragons leave behind warps bats. The resulting massive creatures, which use griffon statistics, pillage the land day and night until slain. As smoke dragons are almost always found above ground,

the bats they typically affect are tropical fruit eaters and those who nest in buildings. GMs may want to change this to birds, rats, cats, dogs or other common animals in populated areas. In any case, the animals can be returned to normal with Dispel Magic, which works automatically.

SPIRIT TALKER

No. Enc.	1 (1d4)						
Alignment	Neutral						
Movement	90' (30') fly 180' (60')						
AC	4						
HD	6						
Attacks	3 or 1 (claws and bite or breath weapon)						
Damage	1d4/1d4/3d4+2						
Save	F6						
Morale	7						
Hoard Class	XII, XIII						
Habitat	Graveyards and Battlefields						
% Sleep	25%						
% Speech	100%						
Breath Weapon	40' long X 10' wide cone						
Range/Shape							
Breath Weapon Type	memories						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>4</td><td>4</td></tr></table>	1	2	3	4	4	4
1	2	3					
4	4	4					

Spirit talkers are small dragons that act as conduits between the living and the dead. They are a dull, dark grey that fades with age until they become bone white. It is thought they are green dragons corrupted by necromancers to tap innate dragon magic to access the knowledge of the dead.

To do so, the speaker must consume some of the remains (which can include grave soil hundreds or thousands of years old). Then the dragon has access to all of the being's memories. This can include magic-user and other non-divine spells. What a spirit talker does with that information is dependant on the individual dragon. Some sell it, some trade it, and some give it to the worthy and the rest use it for their own means.

Their breath weapon holds the jumbled memories of the dead. Those failing their save are Confused for 1d4 rounds per age category of the spirit talker.

STAR EATER

No. Enc.	1 (1d6)
Alignment	Lawful
Movement	90' (30') fly 240' (80')
AC	3
HD	9
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d8/1d8/4d6
Save	F9
Morale	11
Hoard Class	special

Habitat	Aboveground						
% Sleep	35%						
% Speech	100%						
Breath Weapon	60' long X 5' wide line						
Range/Shape							
Breath Weapon Type	acid						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>4</td><td>-</td></tr></table>	1	2	3	5	4	-
1	2	3					
5	4	-					

Star eaters protect the world from an invasion from the sky. They find and consume meteorites that contain spores that germinate into oozes sent to wipe all life off the world (use black pudding stats). The dragons were created by the Earth Mother to protect her children. Star eaters are silver and can be seen for miles on a bright, sunny day. Pure star eaters emit a field that keeps most creatures from attacking them (save versus spells at -6 to ignore). Though most creatures have no desire in the first place- they understand how important the dragons are to their survival. Oozes and aberrations are immune to the field's effects but also take double damage from the eaters' acidic spit. Though they are dragons, star eaters do not have hoards per se. Rather they collect treasure in the form of meteoric metals and distribute them to their allies.

Some of the meteors are cursed and corrupt the star eaters that consume them. Their scales turn black and they join the invader's attempts to extinguish all life. Their acid doesn't harm aberrations and oozes and does double damage to all natural creatures.

STENCH SCALE

No. Enc.	1 (1d4)
Alignment	Chaotic
Movement	- swim 90' (30')
AC	3
HD	7
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d4/1d4/2d6
Save	F7
Morale	9
Hoard Class	XV

Habitat	Swamps						
% Sleep	20%						
% Speech	10%						
Breath Weapon	80' long X 30' wide / Cone						
Range/Shape							
Breath Weapon Type	brine						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>4</td><td>4</td><td>-</td></tr></table>	1	2	3	4	4	-
1	2	3					
4	4	-					

Stench scales are dragons that look like rotting logs with branches. They are fairly small dragons and usually stay just under the surface of the water. When they do come up, their name becomes very apparent. Everyone within 100' must save versus poison or retch for 2d6 rounds.

Stench scales lair underwater and hide their stolen treasures in the muck. They do not steal things that will rot, as such material does not survive this treatment for very long. Finding a stench scale's hoard can be very difficult as they do drop a few coins here and there to confuse thieves.

The swamps where stench scales dwell do not survive their presence for very long. Their breath weapon is a cone of brine that kills aquatic creatures very quickly (double damage), including black dragons. It is also very effective above the surface as it dehydrates living things. After the trees die off and the animals leave, the stench scales collect their hoards and find new swamps to inhabit. The old swamps either become salt marshes or wastelands until the salt is flushed out over decades or centuries.

SUN DRAGON

No. Enc.	1d4 (1d4)
Alignment	Lawful
Movement	90' (30') fly 240' (80')
AC	0
HD	8
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d4+2/1d4+2/3d6
Save	F8
Morale	10 or 12
Hoard Class	XV

Habitat	Any						
% Sleep	15%						
% Speech	100%						
Breath Weapon	100' long X 40' wide / Cone						
Range/Shape							
Breath Weapon Type	heat and light						
Spells	<table><tr><td>1</td><td>2</td><td>3</td></tr><tr><td>5</td><td>5</td><td>5</td></tr></table>	1	2	3	5	5	5
1	2	3					
5	5	5					

Sun dragons are a mixed blessing. They attack undead and evil temples with a hatred few can comprehend. But they also destroy graveyards, battlefields and anywhere else that undead may form. They are yellow and glow at night.

Only against powerful undead do sun dragons use their breath weapon. Vampires and others that are weakened by sunlight are destroyed if they fail the save versus breath weapon or take more than their hit points in damage. The dragons are very creative with their spells in destroying corpses and living opponents.

Most sun dragons lair near cities as the high population almost ensures more undead. Their hoards are the result of "payment" by the locals for the protection the dragons provide.

Sadly some necromancers have developed a spell that makes the living appear as undead to sun dragons. The resulting rampages have sullied the species in many peoples' eyes. Even so, when undead appear, few do not run to the closest sun dragon for assistance.

TIDE DRAGON

No. Enc.	1d4 (1d8)
Alignment	Lawful
Movement	90' (30') swim 180' (60')
AC	4
HD	9
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d6/1d6/2d8
Save	F9
Morale	4
Hoard Class	XXV

Habitat	Shallow Ocean								
% Sleep	5%								
% Speech	100%								
Breath Weapon	90' long X 30' wide cone								
Range/Shape									
Breath Weapon Type	object animation								
Spells	<table><tr><td>1</td><td>2</td><td>3</td><td>4</td></tr><tr><td>5</td><td>5</td><td>4</td><td>3</td></tr></table>	1	2	3	4	5	5	4	3
1	2	3	4						
5	5	4	3						

Tide dragons lair where the land is exposed to the air for part of the day. They are the size of blue dragons and have blue-green scales. Their feet are large and webbed but are not very strong (i.e. they have low claw damage). They have no wings but their tail is prehensile and very dexterous. It is used in place of hands and allows the dragon to do fine work, almost to the level of humans. Tide dragons can breathe both air and water. Some prefer to sleep at high tide and others at low- it all depends on where its supplicants come from. Their breath weapon animates 1 object per age category per use. These objects are permanently animated, have an animal level of intelligence and obey the dragon until they break.

Tide dragons are highly magical and can cast 4th level spells, unlike most dragon races. It is their specialty, golem creation, which draws wizards from around the world. They come with gifts and hope to learn the secrets of crafting golems or improvements on their forms. Few pass the tests the tide dragons provide, but only the annoying are eaten.

Tide dragon lairs are carved from rock or coral and sit beyond the shore of high tide. They do have hoards but the coins do not stay long. The dragon spends its money on art used as models, magic and raw materials for golem creation. Its existing golems, and occasional animated object, bring up wealth from the depths and supplicants usually pay by the cartful of coins so the dragon is rarely without some coin based bedding.

In addition to amber, bone and wood golems (*Labyrinth Lord* p. 78), tide dragons make a huge variety of constructs. Here are but a few examples.

KELP GOLEM

No. Enc.	0 (1)
Alignment	Neutral
Movement	swim 90' (30')
AC	8
HD	10
Attacks	1 (leaf)
Damage	1d8 + grapple
Save	F5
Morale	12
Hoard Class	special

Kelp golems are handy defensive constructs in that they can hide easily (surprise on 1-7 on 1d8) and can capture rather than kill. Ogre-sized and smaller creatures struck by a kelp golem are automatically grappled and the golem can then do lethal or non-lethal damage to its victim. Only those with natural weapons or knife-sized weapons can defend themselves against kelp golems while grappled. Most tide dragons have their kelp golems bring in unconscious intruders to make their own decision on their fates.

SHARKFLESH GOLEM

No. Enc.	1 (1)
Alignment	Neutral
Movement	swim 240' (80')
AC	5
HD	15
Attacks	1 (bite)
Damage	1d4 + swallow whole
Save	F8
Morale	12
Hoard Class	special

Sharkflesh golems are rare creations of tide dragons and are more likely controlled by other races. They are not meant to kill, but rather capture a specific person or creature or group. A sample of blood is needed and the golem can smell the targets from 250 miles away. As sharkflesh golems are the size of small whales (45' long), they can swallow a few dozen human sized creatures at one time. Those swallowed must save versus spells or be paralyzed until disgorged (and those paralyzed do not have to worry about breathing until they get out). The save must be made every round until it is failed or the creature escapes. The inner lining of the golem is AC 5 and it takes 50 hit points to cut a way out. The golem's creator usually repairs the damage after it returns. It takes scores of sharks to make a sharkflesh golem and sahuagin (or marine druids) will hunt down those responsible for the deaths of so many predators.

SHELL GOLEM

No. Enc.	0 (1)
Alignment	Neutral
Movement	60' (20')
AC	2
HD	8
Attacks	1 (slash)
Damage	3d6
Save	F4
Morale	12
Hoard Class	special

Shells are a very common marine resource and there are several forms of shell golems. These are massive humanoid or crab shaped constructs that use razor edged shells to slash creatures to death. Shell golems are not popular with tide dragons in tropical waters as they tend to collect corals, clams and sponges- too many of them eventually bore into the golem and destroy it. In colder waters, they make up the protective force in deeper waters to keep predators away from the dragon's lair and preying on its hatchlings and visitors.

SHIPWOOD GOLEM

No. Enc.	4d4 (4d4)
Alignment	Neutral
Movement	150' (50')
AC	6
HD	5
Attacks	1 (slam)
Damage	2d4
Save	F3
Morale	12
Hoard Class	special

Sunken ships are another common resource. Shipwood golems are magically reinforced and do not rot or crumble when exposed to air. They walk along the ocean bottom and can sense sunken ships by their wood to a range of 50 miles. They are the most common construct used for salvage and will take everything from a wreck back to their creator. Each has six arms and can haul 1000 pounds- so it takes several trips for all but the smallest wrecks. Shipwood golems are cheap because they are weak compared with other golem types. A tide dragon can have several groups of them searching over a very large territory (hundreds of square miles).

TWIG DRAGON

No. Enc.	swarm
Alignment	Neutral
Movement	30' (10') fly 150' (50')
AC	6
HD	15
Attacks	1 (engulfing swarm attack)
Damage	3d8
Save	F5
Morale	10
Hoard Class	XX

Habitat	Temperate and Subarctic Forests		
% Sleep	60%		
% Speech	10%		
Breath Weapon	none		
Range/Shape			
Breath Weapon Type	none		
Spells	1	2	3
	2	-	-

One of the few creatures that can terrify a green dragon is a much smaller cousin, the twig dragon. It is only three feet long as an adult but lives in swarms of thousands. Twig dragons are brown with green heads. When resting, a swarm can hide in plain sight (surprises on 1-5 on d6). The lair of a twig dragon swarm is within a hollow tree and the soil surrounding it. They protect the trees, other flora and animals of their forest with a vengeance and will tear apart pests, loggers and other destructive creatures.

Instead of a breath weapon, twig dragons spin a chilling silk from their tails. Those within a swarm are either bitten for the listed damage or must save versus poison. Those who fail are captured in a cocoon of silk. They are in a form of stasis and will not be harmed by poison, curses, etc. for 3d4 days. Those who are not cut out before they awakened suffocate. Druids occasionally ask twigs to do this to someone with a disease or curse they, the priest, can not cure in time.

Twig dragon hoards are kept underground and are made up of the coins and other small treasures carried by their victims as well as anything they find unattended. They are the worst pack rats and don't care about condition, just quantity of loot to look at and sleep on. A few swarms do have the capacity to speak and cast a few spells. They are known to take and use magic items, unlike most twig dragon swarms.



WORD DRAGONS

SIGIL DRAGON

No. Enc.	1 (1)
Alignment	Lawful
Movement	60' (20') fly 180' (60')
AC	3
HD	9
Attacks	3 (claws and bite)
Damage	1d4/1d4/3d4+2
Save	F9
Morale	12
Hoard Class	none
Habitat	Urban
% Sleep	10%
% Speech	100%
Breath Weapon	none
Range/Shape	
Breath Weapon Type	none
Spells	1 2 3 4 5 6 5 5 5 5 5 5

Sigil dragons are living ceramic etched with languages from the past, present and future. Gods created the first before the intelligent races came about. Now they reproduce by sculpting clay and magically convert it into living ceramic. When they do this, the parents add some of the languages they are infused with to the offspring. This leaves space for the young Sigil dragon to add other tongues from other Sigil dragons they encounter during their long lives. A rare few are made of glass or gemstones and are the protectors of magical languages- those of dragonkind, elementals, angels and demons. If all the Sigil dragons with a specific language on their scales are slain, the language fades from existence. Only divine intervention can bring Sigil dragons back from destruction.

Sigils rarely enter combat. Those forced to fight use a wide array of spells. If badly pressed, a Sigil can drain all language from one creature's mind per round (range 500'). There is no save and the victim enters a coma that lasts for 1d6 months. After awakening, they have to learn everything anew. Sigils don't like doing this as it corrupts them physically. The memories drained may have small effects on the languages the dragon carries. This will not be obvious to native speakers but others who are learning the language when it is corrupted may do so.

STYX DRAGON

No. Enc.	1 (1)
Alignment	Chaotic
Movement	90' (30') fly 240' (80')
AC	4
HD	10
Attacks	1 (bite)
Damage	4d6
Save	F10
Morale	12
Hoard Class	none
Habitat	Any
% Sleep	15%
% Speech	100%
Breath Weapon	none
Range/Shape	
Breath Weapon Type	none
Spells	1 2 3 4 5 6 5 5 5 5 5 5

The opposite of the sigil dragon, the Styx dragon is a creature of living, dark flame- they burn knowledge from the universe. Every intelligent creature can sense their presence and avoids them instinctively, even chaos entities and demons. Styx dragons exist to destroy minds and are very good at it. Their attack is similar to the sigil dragons but has a save and those who fail die (their bodies turned to ash). If they are brought back to life, their minds are blanks. The dragons use their spells to lure intelligent beings to them, with spell casters being preferred. After destroying a mind, a Styx retains a few memories, especially unique spells if the target knew any.



AVIAN DRAGONS

FINCH DRAGON

No. Enc.	1d6 (1d10)
Alignment	Neutral
Movement	60' (20') fly 240' (80')
AC	5
HD	5
Attacks	3 or 1 (claws and bite or breath weapon)
Damage	1d3/1d3/1d10
Save	F5
Morale	8
Hoard Class	XII

Habitat	Temperate and Tropical Forests		
% Sleep	35%		
% Speech	10%		
Breath Weapon	30' long X 5' wide line		
Range/Shape			
Breath Weapon Type	acid		
Spells	1	2	3
	2	1	-

The smallest of the elven avian dragons, finches look very much like griffins and the average person easily can mistake one for the other. They were created a very long time ago to protect the elven food supply. To the outside world, elves are tree hugging, leaf eaters. The truth is a bit different. They consume hallucinogenic fungus- that is why and how they trance. The fungus grows on and in leaves and roots, thus the leaf eater image.

Finch dragons are rarely used as mounts because they are driven by instinct to protect their grove and not roam very far. The only time this is broken is when the grove is destroyed. The resulting feral finch dragons leave and find a new grove to protect. Something in their minds break, bringing up some of their draconic greed. The result is these feral dragons collect a hoard from raiding nearby villages and caravans. The hoard is buried within the grove somewhere access is difficult for non-dragons.

Their breath weapon is an acid that is harmless to plants and fungi. The few who can cast spells use magic to make traps that ignore those with elven blood. Prides of finch dragons ambush intruders and drive them into areas that the invaders can be boxed in and then slain.

HAWK DRAGON

No. Enc.	1d6 (1d10)
Alignment	Lawful
Movement	120' (40') fly 300' (100')
AC	4
HD	8
Attacks	1 (bite)
Damage	3d8
Save	F8
Morale	11
Hoard Class	none
Habitat	Temperate and Tropical Forests
% Sleep	15%
% Speech	30%
Breath Weapon	40' long X 10' wide cone
Range/Shape	
Breath Weapon Type	aging
Spells	1 2 3
	3 - -

Elven military leaders use hawk dragons as mounts, guards and, for those who can talk, advisors. They also look like griffins or sphinxes but are much too large to mistake for those creatures. In fact they are so large that some are used to carry squads into combat. There are no feral hawk dragons as they fight to the death or commit suicide after the death of their bonded elven companion.

Their breath weapon ages those within its area of effect. Those who save age 1d4 months. Those who fail age 1d12 years. As elven life spans are very long, the dragons have no qualms about using the breath weapon when elves might be affected. Those that have the capacity to use magic tend to cast defensive spells on their companion.

OWL DRAGON

No. Enc.	1 (1d4)
Alignment	Lawful
Movement	30' (10') fly 150' (50')
AC	5
HD	7
Attacks	2 (claws)
Damage	1d8/1d8
Save	F7
Morale	9
Hoard Class	none
Habitat	Temperate and Tropical Forests
% Sleep	25%
% Speech	100%
Breath Weapon	50' long X 40' wide cloud

Range/Shape

Breath Weapon Type	special				
Spells	1	2	3	4	5
	5	5	5	5	5

The rarest of the avian dragons, owls are a source of wisdom. Elven leaders use owl dragons as advisors and those lucky nations who have them tend to be the most peaceful and long lasting.

The breath weapon of the owl dragon gives or takes wisdom. Those who succeed gain 5d10 X their current level in experience points. Those who fail lose twice that amount. It functions only once per year on a specific individual.

In combat, owl dragons are ruthless opponents that typically use indirect magical attacks, such as rock to mud under an enemy or to collapse a wall on him, as well as their claws. Their enhanced senses give them +4 to hit with their claws and they ignore concealment when casting ranged spells.

VULTURE DRAGON

No. Enc.	1d6 (1d6)
Alignment	Neutral
Movement	90' (30') fly 210' (70')
AC	3
HD	10
Attacks	3 (claws and bite or breath weapon)
Damage	1d6/1d6/3d8
Save	F10
Morale	12
Hoard Class	none

Habitat Temperate and Tropical Lands
% Sleep 5%
% Speech 0%

Breath Weapon 80' long X 30' wide cone

Range/Shape

Breath Weapon Type	special		
Spells	1	2	3
	-	-	-

The largest and most powerful of the avian dragons, vultures were created to destroy the undead. They radiate positive energy and their claws do double damage to creatures infused with negative energy, such as undead. In place of spells, vultures have several magical powers- they sense undead from 10 miles away, are immune to level draining and death effects, are invisible to mindless undead and their breath weapon drains 1d4 hit dice from undead (save for half). Everything else is immune to the breath weapon.

Vultures are almost never found in elven communities (or other humanoid cities). Their appearance is unsettling and their diet revolting. But those are minor concerns as the presence of a vulture dragon means there are undead nearby. A whole family of vultures can panic a city and cause mass exodus.



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The small town of Boldon, and its surrounding villages are afraid. Dozens of people are missing, some speculate lost to some nefarious purpose. A broken drunkard tells fantastic tales of an evil temple and the horrible things within. The rare few who know the legends and history of the region are beginning to think the dark times have returned; not seen since the fall of the first age of man. People are beginning to feel the icy fingers of fear closing in. The party becomes aware of these events and is inspired to investigate. This leads them to a broken man who tells them a story of a lost temple. Has it been rediscovered by men seduced by its forgotten evil? The drunkard's tale leads to others who might help the party discover more before they face *The Lost Temple of Forgotten Evil*.

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