

# DRAGONBORN

BY JAMES MISHLER & JODI MORAN-MISHLER



**Labyrinth Lord**  
**Compatible Product**

PUBLISHER: James Mishler

AUTHORS: James Mishler and Jodi Moran-Mishler

ART: Brian Brinlee (Dragonborn Warrior)

Find out more information about products from James Mishler Games at <http://jamesmishlergames.blogspot.com> or e-mail us at [jamesmishler@gmail.com](mailto:jamesmishler@gmail.com). Dragonborn © 2017 James Mishler. All Rights Reserved.

For more information on Labyrinth Lord™ and related products or to join the Labyrinth Lord Society, please contact Goblinoid Games on the web at [www.goblinoidgames.com](http://www.goblinoidgames.com). This book is published pursuant to a License from Goblinoid Games. Labyrinth Lord™ is Copyright © 2007-2017, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Realms of Crawling Chaos™ are trademarks of Daniel Proctor. All Rights Reserved. These trademarks are used under the Labyrinth Lord Trademark License 1.2, available at [www.goblinoidgames.com](http://www.goblinoidgames.com)

## Dragonborn (LL Racial Class)

Requirements: CHA 9

Prime Requisite: STR and CHA

Hit Dice: d6 (Advanced HD: d8)

Maximum Level: 10

Fight As: Cleric

Dragonborn have supple scaly skin, draconic faces with long fang-filled snouts, glittering dragon eyes, and claw-like hands and feet. Scale color can range from single color, with grayish underbelly, to a mix of two or more colors, in infinite varieties and patterns. Some dragonborn have vestigial wings, others have short tails, and no few have horns, chin spikes or tendrils, neck frills, and/or head/back fins. Dragonborn typically stand more than six feet tall and weigh 250 pounds.

Dragonborn can wield any weapon and wear any armor. Due to their innate dragon magic, dragonborn may cast spells while wearing armor. A dragonborn must have at least 13 in both prime requisites to get the +5% bonus to experience. They must have both a CHA of 16 or better and STR of 13 or better to get the +10% bonus.

Dragonborn can use the dragon breath weapon of one of the dragon types that constitute their ancestry (whether literally or mythologically), and thus must have at least the color of that dragon type amidst their scales.

PRIMARY ANCESTRAL DRAGON TYPE		
Dragon	Type	Breath Weapon
Black	Acid	5' by 30' line
Blue	Lightning	5' by 50' line
Brass	Fear	25' by 20' cloud
Bronze	Lightning	5' by 50' line
Copper	Acid	5' by 30' line
Gold	Fire	45' cone
Green	Poison	25' by 20' cloud
Red	Fire	45' cone
Silver	Cold	40' cone
White	Cold	40' cone

A dragonborn may breathe once per day at 1<sup>st</sup> level, twice per day at 5<sup>th</sup> level, and three times per day at 9<sup>th</sup> level. The breath attack deals 1d6 points of damage, plus 1 point of damage per level. Targets caught within the area of the breath attack may make the usual saving throw versus Breath Weapon; success indicates that target suffers only half damage.

The exception to this rule is brass dragon breath, which, if the target fails the save, she is affected as though by the *cause fear* spell as though cast by a cleric of the same level as the dragonborn; if the save is successful, there is no effect.

Dragonborn also have resistance to the damage type that they can deal with their breath attack. They have a +3 bonus to save against the type of damage (or effect), should a

saving throw be allowed. If the source of the damage is natural, they suffer only half damage on a failed save, no damage on a successful save. If the source is magical, the damage is reduced by 1 point per die, but can be reduced to no less than 1 point of damage per die.

At each level, including 1<sup>st</sup>, dragonborn gain spells. These spells are not the same kind of magic as that used by clerics, elves, or magic-users; these are dragon-magic spells. As such, a dragonborn does not pray for spells or study them, nor does the dragonborn keep a spell book. Each spell she gains is essentially a spell-like ability, useable once per day, with which the dragonborn evokes the power of the dragon within. Every time the dragonborn gains a level, the dragonborn rolls randomly on the dragon magic spell level table. Dragonborn may use any magic item not restricted to thieves, though they cannot use cleric or magic-user scrolls.

A dragonborn may study under a higher-level dragonborn, who possesses a specific spell, to gain the spell of their choice. In this case, the roll is not made until after one week of study per level of the spell; at the end of that time, the dragonborn wishing to learn a specific ability must make a saving throw versus Spells. Success indicates the desired ability is learned, otherwise roll randomly as the dragonborn evokes a different ability.

Dragonborn are considered dragonborn, dragons, and spell-casters for magical purposes (such as magical swords and *arrows of slaying*). Dragonborn can speak their alignment language, common, and dragon.

**Reaching 9<sup>th</sup> Level:** Dragonborn can establish a lair when they reach 9<sup>th</sup> level. For more on lairs, see page 6.

DRAGONBORN LEVEL AND SPELL PROGRESSION							
Experience	Level	HD (d6)	Spell Level				
			1	2	3	4	5
0	1	1	1	-	-	-	-
3,001	2	2	2	-	-	-	-
6,001	3	3	2	1	-	-	-
12,001	4	4	2	2	-	-	-
25,001	5	5	2	2	1	-	-
50,001	6	6	2	2	2	-	-
100,001	7	7	2	2	2	1	-
200,001	8	8	2	2	2	2	-
400,001	9	9	2	2	2	2	1
600,001	10	+2 hp only*	2	2	2	2	2

\* Hit point modifiers from constitution are ignored

DRAGONBORN SAVING THROWS					
Level	Breath Attacks	Poison		Wands	Spells or Spell-Like Devices
		or Death	Petrify or Paralyze		
1-3	13	12	14	13	15
4-6	10	10	12	11	13
7-9	7	8	9	9	11
10	4	6	7	7	9

## Dragon Magic Spells

### Level 1 (d6/d8)

1. Charm Person (M1)
2. Detect Evil (C1)
3. Detect Magic (M1)
4. Dragon Claws+
5. Dragon Scales+
6. Ventriloquism (M1)
7. Detect Illusion\* (I1)
8. Hypnotism\* (I1)

### Level 2 (d4/d8)

1. Detect Invisible (M2)
2. ESP (M2)
3. Dragon Resistance+
4. Knock (M2)
5. Hypnotic Pattern\* (I2)
6. Obscuring Mist\* (D2)
7. Scare\* (M2)
8. Strength\* (M2)

### Level 3 (d4/d8)

1. Clairvoyance (M3)
2. Dispel Magic (M3)
3. Dragon Breath+
4. Dragon Wings+
5. Clairaudience\* (M3)
6. Infravision\* (M3)
7. Suggestion\* (M3)
8. Tongues\* (C3)

### Level 4 (d4/d8)

1. Confusion (M4)
2. Charm Monster (M4)
3. Dragon Might+
4. Remove Curse (M4)
5. Enchant Arms\* (M4)
6. Fear\* (M4)
7. Implant Emotion\* (I4)
8. Temperature Control\* (D4)

### Level 5 (d4/d8)

1. Animate Objects (C6)
2. Conjure Dragon Spirits+
3. Geas (M6)
4. True Seeing (C5)
5. Confusion, Greater\* (I5)
6. Control Winds\* (D5)
7. Legend Lore\* (M6)
8. Secret Chest\* (M5)

Roll a d6 for 1<sup>st</sup> level spells and a d4 for 2<sup>nd</sup> to 5<sup>th</sup> level spells. If you are also using the Advanced Edition Companion (spells marked with an asterisk \*), you may instead choose to roll a d8 at each spell level to determine the spell. Though these are all spells from other class lists, dragonborn can only learn

these spells from other dragonborn who possess the spell as a spell-like ability.

Reversible spells are known in *both* forms, and may be used in either form, determined at the time of casting.

When using the dragonborn ALL race, below, the dragon-name spells (dragon claws, dragon scales, dragon resistance, dragon breath, dragon wings, dragon might, and conjure dragon spirits) may be learned at their appropriate levels by any dragonborn (or dragon-blood) spell-caster at their appropriate levels. Non-dragonborn/dragon-bloods cannot learn these spells.

New spells, noted with a + sign, are described below.

### Conjure Dragon Spirits

Level: 5

Duration: Concentration

Range: 240'

With this spell, the caster may summon a number of dragon spirits – the souls of the ancestors of the dragonborn race – with a total number of hit dice equal to twice the level of the caster, or three times the level of the caster if all the dragon spirits are of the caster's primary ancestral dragon type. Ancestral dragon spirits operate exactly as normal dragons, though those summoned by this spell can only speak dragon and do not cast spells, nor can they be subdued.

For the duration of the spell, the caster can move at ½ movement but may take no other actions, because the spell requires full concentration to command the dragon spirits. The caster can give the dragon spirits orders for the duration of the spell, and the caster can order the dragon spirits to return to their home plane at any time.

The dragon spirits are forced to their home plane if a *dispel evil* or *dispel magic* spell is directed at them. If the caster loses concentration at any point during the duration of the spell, the dragon spirits will turn to attack the caster, and the caster will be unable to order them back to their home plane, unless the dragon spirit is of the primary dragon ancestry of the caster, in which case such dragon spirits return to their home plane immediately.

### Dragon Breath

Level: 3

Duration: Instant

Range: Self

The dragonborn may use the breath weapon of her primary dragon ancestor as though she were a dragon with a number of hit dice equal to her level and hit points equal to her current hit points. This appertains to damage, range, area of effect, and all pertinent measures.

In the case of dragonborn with metallic primary dragon ancestry, the dragonborn may choose which of the two types of breath weapons to use each time the spell is cast.

### **Dragon Claws**

Level: 1

Duration: 1 turn per level

Range: Self

The dragonborn transforms her claw-like hands (which do only normal unarmed damage (once per round, 1d2 + STR modifier) into true dragon claws sharp as daggers. The dragonborn may attack twice per round with a claw/claw routine, each attack dealing 1d4 points of damage (modified by STR). Attacks made with the claw attacks are rolled on the Monster Attack Table rather than on the Cleric Attack Table.

The dragonborn can cast spells normally while her hands are claws, but other more detailed work might be troublesome.

### **Dragon Might**

Level: 4

Duration: 6 turns + 1 turn per level

Range: 0

The dragonborn transforms into a dragon of the shape and size of her primary dragon ancestor, and during the duration of the spell has all the attacks and abilities of a dragon of that type. The dragonborn may use the dragon type's breath weapon as though it were her own, though she is limited in number of uses as per her own breath weapon (so if she has only two uses remaining of her own breath weapon, that is all she can use of the dragon's type, and uses of that breath weapon count against her own uses per day, etc.)

Note that the dragonborn does not gain any additional hit points, though her attacks are determined as though she were a monster with hit dice equal to her level. Also, she does not gain any additional spells.

Whenever this spell is used, the dragonborn always has the exact same appearance, and those familiar with the dragonborn can recognize her facial features in her dragon form.

### **Dragon Resistance**

Level: 2

Duration: 6 turns

Range: Self

This spell improves the dragon ancestry resistance of the dragonborn such that the dragonborn is immune to all damage and effects from the natural type of that energy, and suffers only half damage on a failed save or no damage on a successful save.

### **Dragon Scales**

Level: 1

Duration: 1 turn per level

Range: Self

This spell grants the dragonborn thick, solid, strong scales. The dragonborn has a base Armor Class of 3 for the duration of the spell. Dexterity modifiers still apply. Any other mundane armor worn provides no bonus, though any magical bonus applies. The dragonborn may wield a shield and gain the bonus therefrom.

### **Dragon Wings**

Level: 3

Duration: 1 turn per level + 1d6 turns

Range: Self

This spell causes dragon wings to sprout forth from the caster's back, enabling the caster to fly at the full speed of a dragon – 240' (80'). Armor and clothing are unharmed, magically mended when the wings fade away. Flying does not exhaust the dragonborn, as the power of flight is provided through magic. The flying speed halves when less than one turn remains, and if the dragonborn is stuck in midair when the spell ends, she falls, suffering appropriate damage from the height at which the spell ended.

### **Dragonborn Scrimshaw Scales**

Dragonborn cannot make or use cleric and magic-user scrolls. They can, however, empower a true dragon scale with dragon magic. A 1<sup>st</sup> level dragon magic spell can be inscribed on a scale from a 6 HD dragon; a 2<sup>nd</sup> level spell on a scale from a 7 HD dragon; and so forth, to a 5<sup>th</sup> level spell being inscribed on a scale of a 10 HD dragon.

Inscribing a scale requires one week of time per HD of the dragon that provided the scale. At the end of that time, the dragonborn must make a saving throw versus Spells; failure indicate that the effort is wasted and the scale is ruined.

Any dragonborn can use any dragonborn scrimshaw scale to cast the spell inscribed upon the scale. The spell can be used once per day, plus once per day for every HD the scale is above the minimum needed to inscribe the spell. Thus, a 1<sup>st</sup> level spell inscribed on a 9 HD scale can be used four times per day.

The spell is cast at the level of the dragonborn who scribed the spell. If the scale was given willingly to the dragonborn by the dragon, the spell inscribed thereupon is cast at the level of the inscriber or the hit dice of the dragon, whichever is higher.

Dragonborn exchange these scrimshaw scales as gifts. Some scales have been handed down for thousands of years, and are ancient heirlooms of the dragonborn race.

## Dragonborn (ALL Race)

Requirements: CHA 9

Ability Modifiers: STR +1, DEX -1

Ability Min/Max: STR 7/19, DEX 3/18, CON 6/18,  
INT 3/18, WIS 3/18, CHA 9/18

Dragonborn have supple scaly skin, draconic faces with long fang-filled snouts, glittering dragon eyes, and claw-like hands and feet. Scale color can range from single color, with grayish underbelly, to a mix of two or more colors, in infinite varieties and patterns. Some dragonborn have vestigial wings, others have short tails, and no few have horns, chin spikes or tendrils, neck frills, and/or head/back fins. Dragonborn typically stand more than six feet tall and weigh 250 pounds.

Dragonborn can use the dragon breath weapon of one of the dragon types that constitute their ancestry (whether literally or mythologically), and thus must have at least the color of that dragon type amidst their scales.

PRIMARY ANCESTRAL DRAGON TYPE		
Dragon	Type	Breath Weapon
Black	Acid	5' by 30' line
Blue	Lightning	5' by 50' line
Brass	Fear	25' by 20' cloud
Bronze	Lightning	5' by 50' line
Copper	Acid	5' by 30' line
Gold	Fire	45' cone
Green	Poison	25' by 20' cloud
Red	Fire	45' cone
Silver	Cold	40' cone
White	Cold	40' cone

A dragonborn may breathe once per day at 1<sup>st</sup> level, twice per day at 5<sup>th</sup> level, and three times per day at 9<sup>th</sup> level. The breath attack deals 1d6 points of damage, plus 1 point of damage per level. Targets caught within the area of the breath attack may make the usual saving throw versus Breath Weapon; success indicates that target suffers only half damage.

The exception to this rule is brass dragon breath, which, if the target fails the save, she is affected as though by the *cause fear* spell as though cast by a cleric of the same level as the dragonborn; if the save is successful, there is no effect.

Dragonborn also have resistance to the damage type that they can deal with their breath attack. They have a +3 bonus to save against the type of damage (or effect), should a saving throw be allowed. If the source of the damage is natural, they suffer only half damage on a failed save, no damage on a successful save. If the source is magical, the damage is reduced by 1 point per die, but can be reduced to no less than 1 point of damage per die.

Dragonborn are considered dragonborn, dragons, and spell-casters for magical purposes (such as magical swords and *arrows of slaying*).

Dragonborn can speak their alignment language, common, and dragon.

Dragonborn may select from the following classes, with the indicated level limits:

DRAGONBORN CLASSES AVAILABLE	
Class	Level Limit
Assassin	9
Cleric	7
Druid	7
Fighter	10
Illusionist	7
Magic-User	10
Paladin	5
Thief	12

Dragonborn thieves receive the following bonuses and penalties to thief abilities:

DRAGONBORN THIEF SKILL ADJUSTMENTS	
Class	Level Limit
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	-5%
Move Silently	-5%
Climb Walls	+5%
Hide in Shadows	-5%
Hear Noises	+1

## Dragon-Bloods

Dragon-bloods are the result of the union of a dragonborn and a human. Dragon-bloods can have any combination of appearance between that of a full-blooded dragonborn and almost a full-blooded human. The human-like dragon-bloods always have some factor that shows their dragon blood, such as light scales along the neck, shoulders, back of the arms, and down the hands to the knuckles; clawed hands and feet; dragon-eyes; dragon-horns; or some other obvious draconic element to their physical appearance.

For game purposes, dragon-bloods are the same as dragonborn as far as abilities and class limits are concerned, with the following exceptions

- They lose the bonus to STR and the penalty to DEX, but must still meet the CHA requirement;
- They do not gain a third use of dragon breath at 9<sup>th</sup> level;
- All existing classes a dragonborn may take have their level limits raised by 2 (and they have unlimited advancement as thieves), and they may also take the monk and ranger classes, though in these they are limited to 5<sup>th</sup> level in advancement.
- Dragon-blood spell-casters can learn the dragon-named spells, listed above.

## Dragonborn Lairs

At 9<sup>th</sup> level a dragonborn can found a lair, a stronghold for herself and her people. Dragonborn have a wide range of cultural and societal types. All dragonborn societies are based on the *band*, a group of dragonborn gathered together for a purpose. Some are based on wealth and power; others based on philosophy or religion; no few are merely for mutual defense of the group and their families.

Whatever the cause espoused, whenever the dragonborn founds her lair, and becomes a *skarawyr*m ("lord" or "lady"), she attracts 1d4 like-minded 1<sup>st</sup> level dragonborn followers who come to learn at her side. Every time one of these dragonborn attains 2<sup>nd</sup>, 3<sup>rd</sup>, and 6<sup>th</sup> level, the lair attracts 1d4 more like-minded 1<sup>st</sup> level dragonborn commoners. These additional dragonborn do not rise in levels, except to replace one of the original dragonborn followers (or subsequent replacements).

Also, each time one of the dragonborn followers attains 2<sup>nd</sup>, 3<sup>rd</sup>, and 6<sup>th</sup> level, the *skarawyr*m may roll percentile dice against her hit points; if the roll is less than or equal to her hit points, she has attracted the service of a pack of 2d4 dragonhounds. Once she has attracted a pack of dragonhounds, on subsequent checks, she may roll percentiles to see if she has attracted the service of a dragon – the chance is equal to her CHA score.

The physical form of the lair is highly dependent on two factors – whether the dragonborn lair founder builds their lair in the wilds, in a rural area, or in a city; and the nature of the band she wishes to build.

Most bands found in the wilds are geared toward supporting a band of families, gathered together for mutual protection against monsters and inimical tribes and kingdoms. Some few are organized around religion, particularly protecting a religious shrine. Almost all wild lairs are found in either cavern systems or ruins of previous societies (often dragonborn societies); said caves and ruins might be tied to a dungeon complex. Wild dragonborn, generally being happy to ally with other races other than those that are xenophobic, might co-lair with dwarves, elves, lizardfolk, and other lawful and neutral races, far less often with goblins, hobgoblins, orcs, or other chaotic races.

Bands found in rustic, rural areas and borderlands tend to be one of three types – family bands, working together for mutual defense and support; religious bands, supporting a dragonborn shrine; and feudal noble houses, holding their lands in fief to a more powerful dragonborn lord or a non-dragonborn ruler. These lairs tend to be well-constructed, palisaded villages, stone temples and monasteries, or small castles. In any case, it is rare that such bands are totally independent from the kingdom or society around them, though some of the religious bands are cloistered. A small subset of the noble houses includes the rural palace band, part of a larger organization from the cities, which supports a

palatial estate, either for a noble house or perhaps for a larger dragonborn or multi-racial organization (such as a guild, society, or secret cult). Any one of these types of lairs might have subterranean caverns or dungeons associated with it, either as part of a restored ruin or newly-built complex for defense.

Urban dragonborn lairs usually fit right in with the structures common in their native city. These lairs can be home to any kind of band, but most often urban lairs are either a noble or guild band or a band dedicated to a mutual philosophy or religion (though not necessarily a temple or shrine). Noble bands are often build around a single-family line or closely related lines, and thus often are made up of a single primary ancestral dragon type; this may also be true of religious bands, depending on the nature of the gods in the world. Some are broader, but still falling into the chromatic or metallic groupings.

---

### WILD DRAGONBORN BANDS

---

Weapon Combination	Percent
Spear and Javelins	40%
Spear and Dagger	30%
Sword and Shield	25%
Two-handed Sword	5%

---

**Armor:** None for commoners, leather or studded leather for leaders.

---

### RUSTIC DRAGONBORN BANDS

---

Weapon Combination	Percent
Spear and Dagger	30%
Short Bow and Short Sword	25%
Sword and Spear	25%
Sword and Short Bow	15%
Two-handed Sword	5%

---

**Armor:** Leather or studded leather for commoners, chain or plate mail for leaders.

---

### URBAN DRAGONBORN BANDS

---

Weapon Combination	Percent
Halberd or Polearm	40%
Light Crossbow	20%
Rapier and Dagger	20%
Rapier and Hand Crossbow	15%
Two-handed Sword	5%

---

**Armor:** Leather or studded leather for commoners, chain or plate mail for leaders.

## Dragonborn

No. Enc.:	1d8 (5d8)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	9
Hit Dice:	1***
Attacks:	1 (weapon) or breath weapon
Damage:	By weapon or 1d6+1
Save:	DB1 to DB9
Morale:	8 (10)
Hoard Class:	XIX
XP:	1 HD 19
	2 HD 47
	3 HD 95
	4 HD 245
	5 HD 650
	6 HD 1,070
	7 HD 1,490
	8 HD 2,060
	9 HD 3,100

This monster listing is for the typical NPC dragonborn. Dragonborn clothing and armor are highly variable; the above listing does not consider any armor worn. Civilized, urban dragonborn typically wear fine clothing of the height of fashion, and when wearing armor wear at least chain, and prefer plate, while dragonborn of savage bands native to the wilderness often wear no clothing or armor at all, though may carry a shield.

Dragonborn have supple scaly skin, draconic faces with long fang-filled snouts, glittering dragon eyes, and claw-like hands and feet. Scale color can range from single color, with grayish underbelly, to a mix of two or more colors, in infinite varieties and patterns. Some dragonborn have vestigial wings, others have short tails, and no few have horns, chin spikes or tendrils, neck frills, and/or head/back fins. Dragonborn typically stand more than six feet tall and weigh 250 pounds. Wild bands usually consist of dragonborn with the same primary ancestral dragon type, while urban bands are home to dragonborn with various ancestral dragon types, though even these mostly congregate in chromatic and metallic groups.

The dragonborn adults in a lair are usually relatively evenly divided between males and females, though bands that are not organized around families might be mostly of one gender or another. Bands that form around families will also have a number of young (1/4 HD) equal to half the adults (if in your world dragonborn lay eggs, then these are half live young, half eggs).

Even 1 HD dragonborn possess one 1<sup>st</sup> level dragon-magic spell and the ability to use their breath weapon once per day (dealing 1d6+1 damage). Most are armed with a one-handed melee weapon and shield, and those from civilized lands will wear at least leather if not chain. Civilized dragonborn use appropriate locally-available missile

weapons, while savage dragonborn prefer to use spears, javelins, and hand-axes.

For every five dragonborn encountered there is a *leidreki* ("leader") with 2 HD leader. For every 10 dragonborn there is a *grindorm* ("hero") with 3 to 5 HD, and for every lair there is a *haladraka* ("champion") with 6 to 8 HD and one 9 HD *skarawyrm* ("lord" or "lady"). If civilized, the leaders usually wear at least chain if not plate mail armor, and may forgo a shield in favor of use of a two-handed weapon.

### WILD DRAGONBORN BANDS

Weapon Combination	Percent
Spear and Javelins	40%
Spear and Dagger	30%
Sword and Shield	25%
Two-handed Sword	5%

### RUSTIC DRAGONBORN BANDS

Weapon Combination	Percent
Spear and Dagger	30%
Short Bow and Short Sword	25%
Sword and Spear	25%
Sword and Short Bow	15%
Two-handed Sword	5%

### URBAN DRAGONBORN BANDS

Weapon Combination	Percent
Halberd or Polearm	40%
Light Crossbow	20%
Rapier and Dagger	20%
Rapier and Hand Crossbow	15%
Two-handed Sword	5%

There is a percentage chance equal to the hit points of the lair leader that the band has a pack of 2d4 dragonhounds as guards. If the lair has a pack of dragonhounds in residence, there is a percentage chance (10+2d4%) that the lair is also guarded by a dragon of the leader's primary ancestral dragon type (of the least HD possible, and if it speaks it does not have spells). Leader types have a 5% chance per HD of possessing a magic item, usually a weapon or wand, and a 10% chance per HD of having 1d3 dragonborn scrimshaw scales, all in addition to any magic items in the bands hoard.

In the presence of a leader, dragonborn have a morale of 10 rather than 8.

## Dracosteed

No. Enc.:	0 (2d4)
Alignment:	Neutral
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	4
Hit Dice:	5**
Attacks:	3 (2 claws, bite) or breath weapon
Damage:	1d6/1d6/2d6 or see below
Save:	F5
Morale:	8 (10)
Hoard Class:	None
XP:	500

Dracosteeds are a combination of a horse and a dragon. The body is equine, with a long neck and a horned head combining the features of dragon and horse, dragon wings, equine legs with claws instead of hooves, and a long, sinuous dragon tail. Coloration is dark blue, green, or red, with a paler underbelly. Herds are always of a single color. They attack with a powerful claw and bite routine, and three times per day can breathe like a dragon—electricity, poison gas, or fire, as appropriate to their color, as per a dragonborn in size and shape—dealing damage equal to their current hit points. They invariably attack with their breath weapon on their first attack. They also have resistance to lightning, poison gas, or fire, as appropriate to their color, as per dragonborn.

Dracosteeds cannot speak, but they can understand the language of dragons. They do not readily serve, either dragonborn or other races, but can be raised from the egg or from a colt to be ridden. Some of the more intelligent dracosteeds can be won over by heroic or villainous types, as fits their nature, and willingly join as a full partner in heroics or villainy.

## Dragonhound

No. Enc.:	2d4 (2d4)
Alignment:	Neutral
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	6
Hit Dice:	2** to 5**
Attacks:	1 (bite) or breath weapon
Damage:	1d6 or see below
Save:	F2 to F5
Morale:	8 (10)
Hoard Class:	XX
XP:	2 HD 38
	3 HD 80
	4 HD 190
	5 HD 500

Dragonhounds are an ancient mix of large wolfhounds with dragons. Their primary ancestry consists of blue, green, and red dragons, though there is also black, white, and metallic influence. Scales along their sides, back, and tail are a swirl of all colors, with gray on their underbellies, and a distinctive red, blue, or green coloration on their oversized heads with great draconic snouts and horns. They attack with a powerful bite, and three times per day can breathe like a dragon—randomly fire, electricity, or poison gas, as per a dragonborn in size and shape—dealing damage equal to their current hit points. They invariably attack with their breath weapon on their first attack. They also have resistance to fire, lightning, and poison gas, as per dragonborn. Dragonhounds cannot speak, but they can understand the language of dragons.



DESIGNATION OF PRODUCT IDENTITY: The names "James Mishler Games™," "Goblinoid Games™," "Labyrinth Lord™," "Advanced Labyrinth Lord™," and all artwork, logos, and images, are designated as Product Identity.

DESIGNATION OF OPEN GAME CONTENT: With the exception of anything listed as Product Identity, all material on pages 2 through 8 of this work is designated as Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the

COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Darwin's World, Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future, Copyright 2008, Daniel Proctor and Ryan Denison; Authors Daniel Proctor and Ryan Denison.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Juiblex, The Faceless Lord% (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Garbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based, on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Advanced Edition Companion, Copyright 2009-2017, Daniel Proctor; Author Daniel Proctor.

Dragonborn, Copyright 2017, James Mishler; Authors James Mishler and Jodi Moran-Mishler.

END OF LICENSE