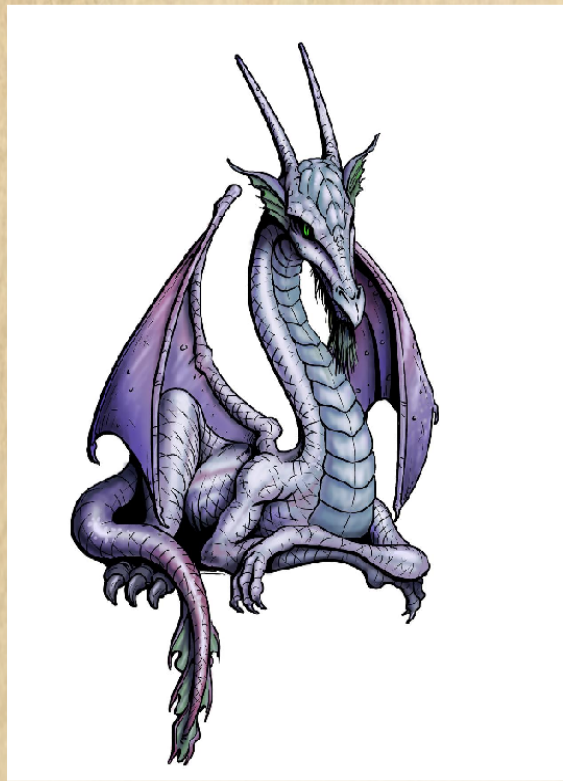


# DRAGON

A Player Character Class for Labyrinth Lord  
and other old school fantasy role-playing games



Written by: James M. Spahn



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

# Dragon

## A Player Character Class for Labyrinth Lord

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Written by: James M. Spahn

Art by: Gary Dupuis



**Requirements:** Str 9, Con 9, Int 9, Cha 9

**Prime Requisite:** CON and INT

**Hit Dice:** 1d8

**Maximum Level:** 8<sup>th</sup>

Dragon. The mere word conjures up images of fear and legend and while most of these mythic beasts are found resting in the depths of the earth, some spend their early years traveling across the surface and dungeons of the world in search of riches and treasure to help them establish a horde that will be the envy of their kin.

Dragon player characters begin as hatchlings. Barely cracked from the egg they learn quickly from their experiences and quickly master their abilities to become a true force to be reckoned with. Measuring approximately eight feet long and weighing around three hundred and

fifty pounds, these creatures will not grow into the full splendor of their forms for decades, or even centuries after their adventuring companions are forgotten or dead.

In addition to the abilities listed below, all dragons possess infravision at a range of 60'. They may be of any alignment, but are not able to use any weapons or armor. They use the Attack Values and Saving Throws of a fighter of equal level. Dragons are able to speak any language, and most player characters typically speak their native tongue and the common tongue.

**Achieving 8<sup>th</sup> Level:** At 8<sup>th</sup> level a dragon may establish a lair. This lair is typically in a cave or secluded cavern, and though most dragons do not have followers or loyal servants, many dragons (reluctantly) barter some of their gathered treasure to the service of nearby townsfolk or underground residents, while the less humane serpents demand homage, lest the local populace fear reprise most fierce.

**Flight Speed:** All dragons can naturally fly, but as a dragon grows from a freshly hatched wyrmling into full adulthood, their flight speed increases. At 1<sup>st</sup> level a dragon may fly at 120'. This increases at 4<sup>th</sup> level to 180' and finally reaches its peak at 7<sup>th</sup> level with a maximum flight speed of 240'. They are not nearly as maneuverable on when traveling on the ground and may only move at 60' when they are not flying.

**Armor Class:** Even at birth, dragons possess a natural coat of scales that offers them a level of protection, but as they age their armor class increases based on the chart below. Their armor class is still modified by their Dexterity.

**Bite:** Dragons cannot use weapons, but they are naturally gifted with their own defenses. A dragon may make one bite attack each round based on the damage listed below. This is in addition to any claw attacks they are permitted to make. Their attack and damage roll are modified by their Strength score.

**Breath Weapon:** Dragons may, once per day, make use of their breath weapon attack. This attack is typically a blast of fire, though at the Labyrinth Lord's discretion it may be a ball of lightning or cloud of poisonous gas. Once a dragon has determined what kind of breath weapon he uses, he can not change it. This breath attack a 60' long cone that is 30' wide. Everyone caught in this attack suffers damage equal to the dragon's current hit points, though they may make a saving throw vs. Breath Weapon to take half damage. At 5<sup>th</sup> level a dragon may use this ability twice per day and finally at 8<sup>th</sup> level they may use it three times per day. A dragon who uses their breath weapon ability may not attack with their

claw or bite attacks, cast spells, or use magic items that round.

**Claw:** In addition to their vicious bite a dragon may make a single claw attack each round. Beginning at 5<sup>th</sup> level they may make two attacks with their claws each round, in addition to their bite for a total of three attacks in a round. Their attack and damage rolls are modified by their Strength score.

**Spells:** Beginning at 3<sup>rd</sup> level, dragons may cast any spell from the Elf/Magic-User list based on the chart below.

**Dragons and Magic Items:** While dragons hoard treasure and value magic items, they may only make limited use of them. A dragon may only use potions and elf/magic-user scrolls and may not make use of any magical weapons, armor, staves, rods, wands, jewelry or miscellaneous magic items.

<u>Experience</u>	<u>Level</u>	<u>Hit Dice (1d8)</u>	<u>Flight Speed</u>	<u>Armor Class</u>	<u>Bite</u>	<u>Claw</u>
0	1	1	120'	7	1d6	1d4
4,065	2	2	120'	6	1d6	1d4
8,125	3	3	120'	5	1d6	1d4
16,251	4	4	180'	4	1d8	1d6
32,501	5	5	180'	3	1d8	1d6
65,001	6	6	180'	2	1d8	1d6
130,001	7	7	240'	1	1d10	1d8
200,001	8	8	240'	0	1d10	1d8

### Dragon Spellcasting Progression

<u>Experience Level</u>	<u>1<sup>st</sup> Level Spells</u>	<u>2<sup>nd</sup> Level Spells</u>	<u>3<sup>rd</sup> Level Spells</u>
<b>1</b>	--	--	--
<b>2</b>	--	--	--
<b>3</b>	1	--	--
<b>4</b>	2	--	--
<b>5</b>	2	1	--
<b>6</b>	2	2	--
<b>7</b>	2	2	1
<b>8</b>	3	2	1

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