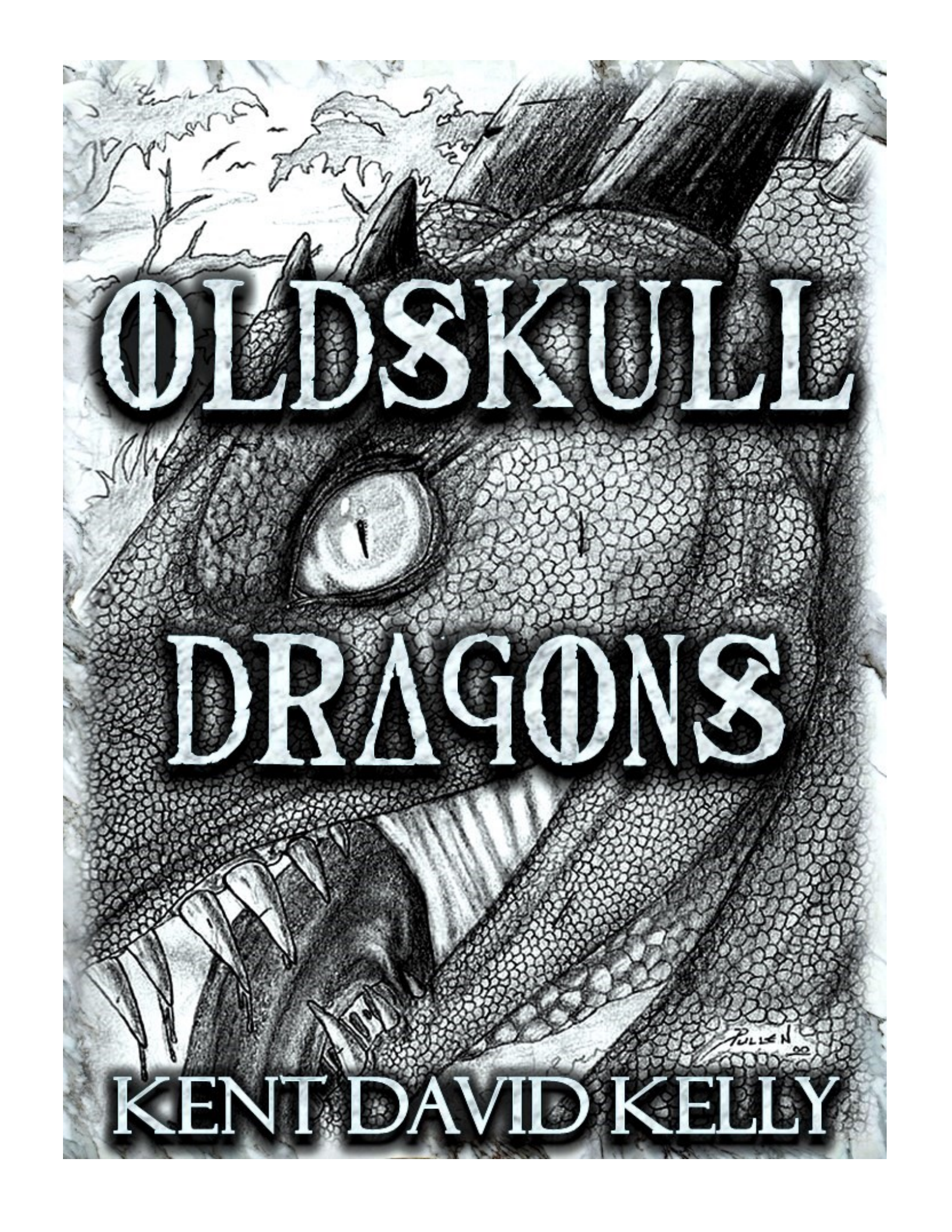
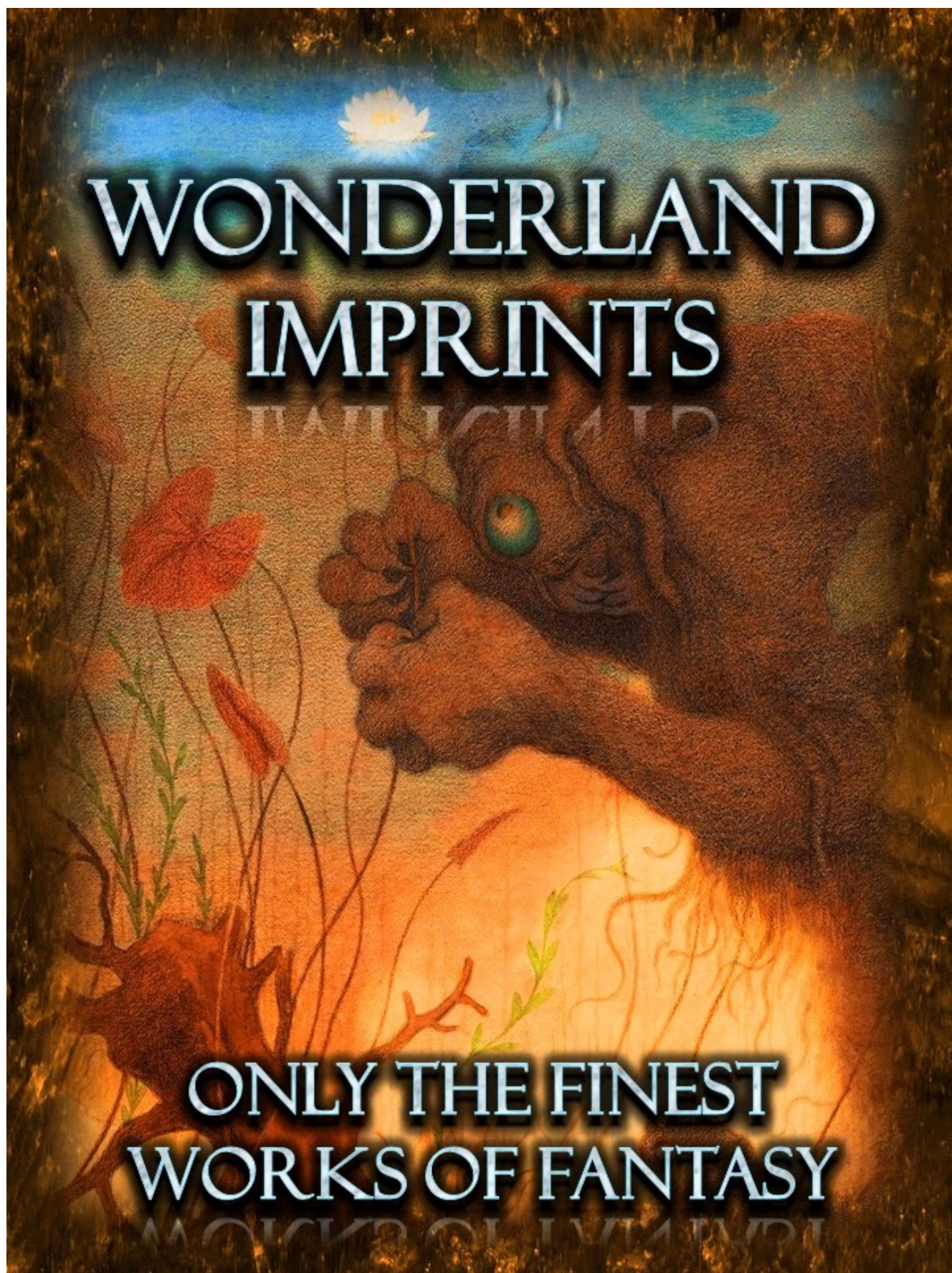




# OLDSKULL

# DRAGONS

KENT DAVID KELLY



# Oldskull Dragons

**An Old School Supplement  
For Fantasy Role-Playing Games**

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*Only the Finest Works of Fantasy*

**OSR**

# Description

*The great draconian powers of the World of Oldskull arise, ready to fill your players' hearts with dread, excitement, and trepidation ... are their bold PC heroes ready for the challenge?*

Have you been wanting to include some classic old school dragons in your campaign? This book will save you hours of development time! Many thousands of dice rolls have been made for you, with the results carefully collected into stat and treasure templates for easy reference and use. Herein you will find 100 pre-generated dragons complete with unique names, combat statistics, spells (as appropriate), and pre-rolled treasure hoards. All 100 of these glorious beasts have been sorted according to their relative challenge level, from Crysthax the Pale (a very young white dragon, suitable for level 1 or 2 encounters) all the way up to Arcanthia the Invincible (an ancient gold dragon, who can easily provide a challenge to PCs of level 15 and up).

All stats are clearly provided in Basic/Expert/Advanced format for easy conversion to other systems. Here is a sample entry:

## **Quaelon of the Emerald Realm**

**Description:** An Average-Sized and Sub-Adult Male Bronze Dragon (Age Category 3, age 22 years). 25% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 0 (natural armor plating, arcane protection, and DEX

13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 27, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D3 / 1D3 / 2D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to gas and lightning attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale Level 9, Alignment Lawful Good, Size L (18' long).

**Suggested Lair Terrain:** River Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

**Draconian Trove:** 21,502 Silver Pieces, 20,438 Gold Pieces, 5 Gems (suggested GPV 10, 50, 50, 50, 100), Broom of Flying, Hammer +1, Potion of Healing, Potion of Invisibility, Potion of Polymorph Self, Scroll of Protection from Lycanthropes.

Another fine supplement from Wonderland Imprints, *Only the Finest Works of Fantasy*.



## How to Use This Book

Welcome to the dread domain of the Oldskull dragons!

You can use this book in several different ways. If you are creating a free-roaming sandbox wilderness environment — where deadly monsters might range from difficulty level 1 to 15 or even higher, and it is the players' responsibility to avoid deadly areas that their PCs cannot handle — then you can simply roll 1D100, and place a dragon's lair in accordance with the roll. The local villages, demi-humans, etc. will give the PCs strong warnings not to approach the lethal place, and it will be up to the players to determine how strong the dragon actually is and whether or not they can attempt to slay it.

Conversely, if you're stocking a dungeon level at a specific challenge level, or if you want a more "balanced" approach, you can determine the party's average experience level and go from there. The 100 dragons are listed here in their approximate order of power, from weakest to strongest. In looking at the list in detail you will note (for example) that the level 5 dragons begin with result #25 and continue through result #37. You could select a dragon within that range, or randomly roll 1D4+1D10+23 to generate a random result from 25 to 37, and then place the dragon lair that is appropriate to a PC party of average experience level 5. The treasure hoards in the back of this book correspond to the dragons of the same number, so that dragon entry #32 goes along with treasure entry #32.

## Understanding the Dragon Entries

Each dragon has an extensive array of variables defined for play, as follows:

**Name:** The dragon's name is usually derived from a mix of Latin, Old Norse, Celtic languages, and/or some "cool" syllables thrown in for exotic flavor. You can change things as you see fit. Savvy players who know a bit of Latin or some such might be able to figure out that *Aspidia* is a defensive dragon, *Maelgrim* is an evil storm dragon, and so forth.

Even dragons which cannot speak the Common Tongue have been given names. These are typically dragons who were named by their speaking mothers and sires, but mortals will not know their names unless good dragons or wise sages are consulted during research upon the wyrm in question. Speaking dragons however will almost always proudly proclaim themselves, typically prefacing an attack, threat, or dramatic introduction (in the case of good-aligned dragons facing groups they believe to be worthy of parley).

Each dragon has also been given a unique epithet (the Corruptor, the Resplendent, the Soul Eater, etc.) which should be used in rumors, legends, texts, and meetings with NPCs where the dragon is discussed. The epithet is based on the dragon's subspecies, alignment, spells, and/or personality and can guide the GM in creating a basic unique personality for each creature.



**Description:** This stat block gives the GM the most basic and important details concerning the dragon. The listed variables are size, age category, sex, subspecies, age in years, chance to be sleeping (when first

encountered and unaware that it is being sought), language ability, spell casting ability, whether or not a spell book is possessed (many dragons have innate magical ability and do not need to memorize from books), and suggested spells by level.

I felt the need to add one significant piece of information which the 1977 bestiary neglected to include; namely, a dragon's magic-user caster level. It's all well and good to know that a dragon can cast two level 1 spells and two level 2 spells, but without a spell caster level you might not be able to accurately determine the spells' range, duration, and so forth. I also didn't want very young and ancient dragons to share the same level of prowess, so a direct hit dice to caster level ratio doesn't quite work. To remedy this, I eyeballed each dragon's spell casting ability and compared it to the 1978 magic-user spell casting table. As an example, a dragon which can cast one level 3 spell is approximately equal to a level 5 magic-user, which is noted in the statistics as (MU L5.)

Also, the bestiary is not very clear concerning how dragons cast and memorize and relearn spells, so I recommend the following details: [1] The rules indicate that some gold dragons and a few silver dragons possess spell books, which implies that most dragons do *not* have them. [2] If a dragon does have a spell book, it casts and re-memorizes spells as a magic-user. [3] If a dragon does not have a spell book, it has innate spell casting ability (like a demon or devil). The dragon can then cast each listed spell once a day; to re-memorize the spells, the dragon must sleep for one night and then it will be able to cast the same spells (once each) again on the next day. [4] Dragons do not need to use

material spell components; they are the embodiment of fantastical magic and they themselves are the “material” conduit for each spell. [5] We can assume that dragons do not need to use somatic (hand gesture) abilities to cast spells, beyond a simple claw-wave. [6] Since Gygas states that only speaking dragons can cast spells, we must assume that dragons require vocalization to cast spells. This means that (for example) a dragon that is magically silenced will not be able to cast its spells until it leaves the silenced area.



**Combat Prowess:** This stat block is needed when things go south and the dragon attacks, which will typically happen with evil dragons and/or stupid groups of PCs. (Good and neutral dragons might serve as lore masters if the players are smart, and are willing to give some treasure as tribute.) The variables listed here include armor class, movement rate, movement type, hit dice, special abilities, hit points, attack number, attack type, breath weapon type, and claw / claw / bite damage.

Special abilities have been added in B/X asterisk fashion (e.g., HD 8\*\*\*\*), with the number of asterisks determined by a dragon’s size, breath weapon power, intelligence, spell casting ability, and overall damage. And as Gygas indicated with the ancient red dragon example in the 1979 Game Master’s Guide, you will note that dragons have quite a few more special abilities than the inaccurate B/X rules would lead you to believe. Therefore the number of asterisks (indicating special

abilities affecting the overall XP award for slaying or subdual) can be quite high, particularly for intelligent ancient dragons.

The claw / claw / bite damage rates have been modified from the original 1977 Advanced dragon information, because the author believes that it is unfair to have small and very young dragons (with ~11 hit points) inflicting the exact same amounts of damage as huge and ancient dragons (with ~88 hit points). In reworking the damage figures, I have used the original figures as a baseline, and then considered the dragon damage rework which was featured in a draconian magazine some decades ago. Then, I calibrated each dragon’s length based on its hit points, because again I don’t believe that very young, adult, and ancient red dragons should all share the same 48’ length. The dragon’s length was then compared to the original 1977 damage ratings, and the damage figures were recalibrated in accordance with the dragon’s size. Therefore for example a 29’-long dragon inflicts 1D4 claw / 1D4 claw / 4D4 bite damage, while a 62’-long dragon inflicts 1D8+1 claw / 1D8+1 claw / 6D6+1 bite damage. If this rework makes you uncomfortable, you can of course ignore my modifications and use the “standard” damage rates for all dragons which appear in your preferred edition’s monster book.



**Strengths and Weaknesses:** This stat block gives you a quick summary of the dragon’s special abilities which affect the number of asterisks following its hit dice rating. You will likely be familiar with the Special Attacks and Special Defenses

entries, but I have added two additional note categories to encompass details that are neither attacks nor defenses: “Special Abilities” summarizes dragon abilities that are not offensive or defensive in nature (such as speech and infravision), while “Special Vulnerabilities” summarizes weaknesses in a dragon’s defenses (such as being subject to subdual, or suffering increased damage from specific attack types). These reminders are present to assist the GM in not making major mistakes while running these complex creatures in play.

I made dragons resistant to their own breath weapon types where the 1977 information was vague, because it did not make sense (to me) for gas-breathing dragons to be fully vulnerable to their own subspecies’ breath weapon type, when (for example) two similar dragons face off in territorial combat. Similarly, I don’t like the idea of a white dragon (the embodiment of magical cold) being subject to large amounts of cold damage, and so forth. You can ignore my suggestions in this regard if you disagree with them.



**Further Considerations:** This stat block summarizes a dragon’s saving throw class (F=Fighter) and level, so that “F12” means “saves as a 12th-level fighter.” Keep in mind that dragons with more than 4 hit points per hit die have truly exceptional saving throw levels, as noted in Gyax’s 1977 bestiary. You will also find notes on a dragon’s intelligent (and exact INT rating), Morale Level (based on the 2D6 morale system), Alignment (with some variations

implied by, but not listed in, the 1977 bestiary), and the dragon’s size and length.

I added some gradients to draconian intelligence which are not indicated in the original bestiary, according to the following guidelines: old dragons get +1 INT, very old get +1, ancient get +2, very young get -2, young get -1, and magic-using dragons get +1, but no dragon has godlike intelligence. I also included some variation between individuals; for example, a copper dragon officially has “high” intelligence, which can mean either INT 13 or INT 14; I selected between these ranges randomly for each listed dragon.

Concerning alignment, you should note that at the time of Gyax’s writing of the 1977 bestiary, the alignment system had not been fully developed into its classic nine-axis format (CE, CG, CN, LE, LG, LN, NE, NG, TN). Instead, alignments such as Neutral Evil were conceptually considered in tentative fashion (see for example the Night Hag bestiary entry) but were not yet fully in the game; that development would finally occur in 1978 with the release of the next Advanced rule book which introduced the full nine-alignment system. This is why the 1977 book lists black dragons as Chaotic Evil, while (contrariwise!) stating in the description that they “tend to be at the midpoint between Lawful Evil and Chaotic Evil.” In practice this means that most black dragons are actually Neutral Evil, but there is indeed some variance between individuals.



**Suggested Lair Terrain (etc.):** This text block gives you a recommendation of where to place the dragon's lair (e.g., "Desert Ruin") if you do not already have a suitable place in mind. You can ignore this suggestion if you already know where the lair fits into your own game world. These variables are based on subspecies.

Some dragons are listed as "Unknown ancestry," which means that the dragon has no known famous ancestors or siblings. Others have named dragon relatives, which are mentioned here. These names come from real-world mythology and folklore and you can research them if you want to add some more detail and color to your campaign. Examples include Apophis, Fafnir, Kur, Ladon, the Laidly Worm, Python, and so forth.

You will also see recommended realms which the dragon's famous ancestor hails from; e.g., Britannia is equivalent to mythic England in the author's World of Oldskull campaign. You can use this information to include further adventure hooks in your game. If a dragon which comes from a Britannian bloodline is slain, information in its lair might lead to the lairs of older related dragons which lair within or below that distant land. The players might then decide to launch an expedition in search of more answers, lore, hidden dungeons, and treasure ...



**Recommended PC Party Level for Encounter:** This is the author's recommendation of when the PCs might be able to handle the dragon without being

wiped out. I cannot predict your players' party size or skill level, but I can provide a guideline. An entry of "8+" (for example) means that a party of experience level 1 to 7 would certainly have a great deal of trouble with the dragon; a level 8 party would likely have a fair and challenging time; a level 9 party would have a slightly easier time; and so forth. I do not recommend including too many "easy" dragons in your game, because the PCs will assuredly kill these monsters and loot them, resulting in an undeserved influx of treasure into your game. If for example your game's PCs are level 6, I would recommend including dragon lairs in the level 5 to 7 range. More powerful dragons can then be discovered over time.

## The Power of Dragons

There is a modern trend, fueled by non-medieval art and cinema, which is determined to make dragons ridiculously huge. Compare for example Tolkien's own drawing of Smaug, to the physics-defying colossus that appears in the Hobbit movies. I ignore these developments and adhere to the precepts put forth in the 1977 bestiary. Dragons do not need to be 300' long to be deadly!

As always, before you poo-poo an old school dragon's relatively low hit points, weaknesses, low damage, etc., you should remember that you need to play dragons intelligently and without mercy. In the wilderness, if a dragon is not sleeping, it will usually be encountered outside of the lair and in flight. A dragon which can "only" inflict 42 points of damage with its breath weapon might seem weak on paper,

but when you consider that this dragon will refuse to land, and will breathe three times (up to 126 damage per PC!), and that the PCs will have limited cover and must resort to only spells and missile weapons in defense, an “easy” dragon suddenly becomes a deadly foe. Similarly, a dragon’s lair might well have deadly traps set by worshippers or allied humanoids, deep chasms where a dragon can fly (or drop adventurers to their death), dead end tunnels where a breath weapon cannot be avoided, and so forth.

Also, dragons are very intelligent, and should be played as such. They are eloquent, strategically-minded, and long-lived for a reason. If you really feel a dragon needs its power boosted, you can give it a mate of the same subspecies and age; so instead of one old green dragon, you can put in two. You can also include lair guards appropriate to the dragon’s type; a black dragon might have giant scorpions or giant snakes as guardian beasts, a red dragon could be allied with fire giants, a blue dragon might have an evil level 9 warlord riding it, and so forth. Instead of increasing a dragon’s hit dice and size far beyond Gygaxian levels, I recommend increasing the overall lethality of the encounter and the lair. Well-played dragons are already very deadly in their own right, and if they are too easy in play, then that’s usually a Game Master problem.

*(The full roster of 100 World of Oldskull dragons follows hereafter.)*



## The Draconian Exegesis: A Hundredfold Old School Dragons for Your Delectation

### Level 1 Dragon

#### Crysthax the Pale

##### [D100 Die Roll 01]

**Description:** A Large and Very Young Male White Dragon (Age Category 1, age 5 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating and DEX 13), Move 120' (40') ground / 300' (100') flying, Hit Dice 7\*\*, Hit Points 7, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 1D3 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to earth, frost, and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F7, Intelligence low average (INT 8), Morale Level 7, Alignment Chaotic Evil, Size M (4' long).

**Suggested Lair Terrain:** Icy Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 1+.

See also Treasure Trove entry [01].



### Level 2 Dragons

#### Elendri the Brazen

##### [D100 Die Roll 02]

**Description:** An Average-Sized and Very Young Female Brass Dragon (Age Category 1, age 1 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 120' (40') ground / 240' (80') flying, Hit Dice 7\*\*, Hit Points 7, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D3 / 1D3 / 1D3 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be

subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F7, Intelligence high (INT 13), Morale Level 7, Alignment Chaotic Good, Size M (4' long).

**Suggested Lair Terrain:** Desert Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 2+.

See also Treasure Trove entry [02].



## Ren-Kolm the Benevolent

### [D100 Die Roll 03]

**Description:** A Small and Very Young Female Copper Dragon (Age Category 1, age 3 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 1 (natural armor plating, arcane protection, and DEX 14), Move 90' (30') ground / 240' (80') flying, Hit Dice 7\*\*, Hit Points 7, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D3 / 1D3 / 1D3 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to acid and gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F7, Intelligence high (INT 13), Morale Level 8, Alignment Chaotic Neutral, Size M (5' long).

**Suggested Lair Terrain:** Hill Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 2+.

See also Treasure Trove entry [03].



## Dolmuur the Slithy

### [D100 Die Roll 04]

**Description:** A Large and Very Young Male Black Dragon (Age Category 1, age 1 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating and DEX 13), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 8, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D3 / 1D3 / 1D3 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice

monster, breath weapon; Special Defenses resistant to acid attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F8, Intelligence low average (INT 8), Morale Level 7, Alignment Chaotic Evil, Size M (5' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Knucker. Bloodline Realm: Sussex, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 2+.

See also Treasure Trove entry [04].



## Ratha-Sha'el the Coiled

### [D100 Die Roll 05]

**Description:** An Average-Sized and Very Young Female Green Dragon (Age Category 1, age 5 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 90' (30' ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 8, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D3 / 1D3 / 1D3 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice

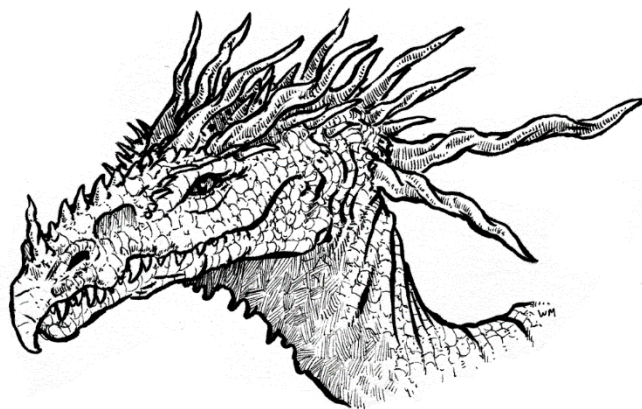
monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F8, Intelligence low average (INT 8), Morale Level 8, Alignment Lawful Evil, Size M (5' long).

**Suggested Lair Terrain:** Forest Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 2+.

See also Treasure Trove entry [05].



## Level 3 Dragons

### Lamorien the Snaking

#### [D100 Die Roll 06]

**Description:** A Small and Very Young Female Bronze Dragon (Age Category 1, age 2 years). 25% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 0 (natural armor plating, arcane protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 8, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D3 / 1D3 / 1D3 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses resistant to gas and lightning attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F8, Intelligence exceptional (INT 15), Morale Level 8, Alignment Lawful Good, Size M (5' long).

**Suggested Lair Terrain:** Lake Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 3+.

See also Treasure Trove entry [06].



## Krol-Kruul the Jewel Stealer

### [D100 Die Roll 07]

**Description:** An Average-Sized and Very Young Male Blue Dragon (Age Category 1, age 2 years). 30% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 90' (30')

ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 9, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D3 / 1D3 / 1D4 or breath weapon.



**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to lightning and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F9, Intelligence very (INT 11), Morale Level 8, Alignment Lawful Evil, Size M (6' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 3+.

See also Treasure Trove entry [07].

## Shrelgos the Becrimsoned

### [D100 Die Roll 08]

**Description:** A Small and Very Young Male Red Dragon (Age Category 1, age 4 years). 20% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating, unholy protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 9, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D3 / 1D3 / 1D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to air and fire attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale Level 9, Alignment Chaotic Evil, Size M (6' long).

**Suggested Lair Terrain:** Hill Cave. Famous Ancestor or Kith: Dreq. Bloodline Realm: Mythic Albania.

**Recommended PC Party Level for Encounter:** 3+.

See also Treasure Trove entry [08].



## Iridiasa the Argent

### [D100 Die Roll 09]

**Description:** An Average-Sized and Very Young Female Silver Dragon (Age Category 1, age 4 years). 15% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating, arcane protection, and DEX 15), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*, Hit Points 10, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D3 / 1D3 / 1D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision, polymorph self; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to frost and gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F10, Intelligence exceptional (INT 15), Morale

Level 9, Alignment Lawful Good, Size M (7' long).

**Suggested Lair Terrain:** Mountain Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 3+.

See also Treasure Trove entry [09].



### Jokulstora the Frost Razor

#### [D100 Die Roll 10]

**Description:** An Average-Sized and Young Female White Dragon (Age Category 2, age 8 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating and DEX 13), Move 120' (40') ground / 300' (100') flying, Hit Dice 6\*\*, Hit Points 12, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 1D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses resistant to earth, frost, and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F6, Intelligence low average (INT 8), Morale Level 7, Alignment Chaotic Evil, Size M (7' long).

**Suggested Lair Terrain:** Ice Rift. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 3+.

See also Treasure Trove entry [10].



### Pharun the Phantastic

#### [D100 Die Roll 11]

**Description:** A Small and Young Male Brass Dragon (Age Category 2, age 13 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 120' (40') ground / 240' (80') flying, Hit Dice 6\*\*, Hit Points 12, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D3 / 1D3 / 1D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F6, Intelligence high (INT 13), Morale Level 7, Alignment Chaotic Good (with Neutral tendencies), Size M (7' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [11].



## Level 4 Dragons

### Falthe of the Talon

#### [D100 Die Roll 12]

**Description:** A Small and Young Female Copper Dragon (Age Category 2, age 7 years). 40% chance to be sleeping when

first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 1 (natural armor plating, arcane protection, and DEX 14), Move 90' (30') ground / 240' (80') flying, Hit Dice 7\*\*, Hit Points 14, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D3 / 1D3 / 1D6 or breath weapon.

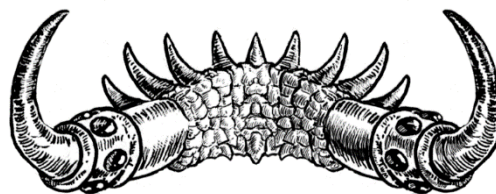
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to acid and gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F7, Intelligence high (INT 13), Morale Level 8, Alignment Chaotic Good, Size L (9' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [12].

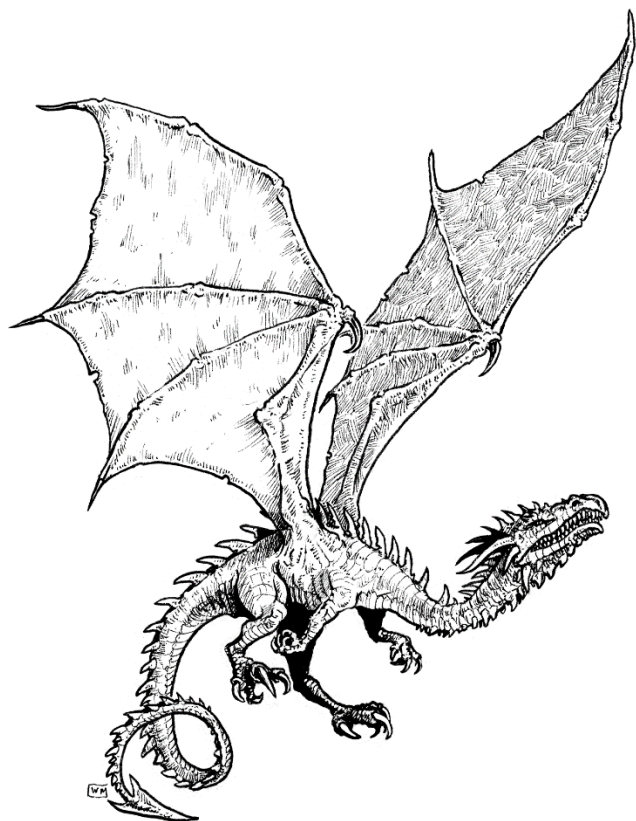


## Odorion the Glimmering

### [D100 Die Roll 13]

**Description:** A Large and Very Young Male Gold Dragon (Age Category 1, age 3 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L1). Spell Ability: 1 Level 1 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Burning Claws.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 16), Move 120' (40') ground / 300' (100') flying, Hit Dice 12\*\*\*, Hit Points 12, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D3 / 1D3 / 1D6 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision, polymorph self;

Special Attacks attack as 12 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence genius (INT 17), Morale Level 9, Alignment Lawful Good, Size L (9' long).

**Suggested Lair Terrain:** Cloud Castle. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [13].

## Grimvolka the Vile

### [D100 Die Roll 14]

**Description:** A Small and Sub-Adult Female White Dragon (Age Category 3, age 18 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating and DEX 13), Move 120' (40') ground / 300' (100') flying, Hit Dice 5\*\*, Hit Points 15, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 1D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 5 Hit Dice monster, breath weapon; Special Defenses resistant to earth, frost, and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F5, Intelligence low average (INT 8), Morale Level 8, Alignment Chaotic Evil, Size L (8' long).

**Suggested Lair Terrain:** Ice Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [14].



weapon (acid), Damage 1D3 / 1D3 / 2D4-1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses resistant to acid attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F8, Intelligence low average (INT 8), Morale Level 7, Alignment Neutral Evil, Size L (10' long).

**Suggested Lair Terrain:** Caves. Famous Ancestor or Kith: The Great Guivre. Bloodline Realm: Aquitania (mythic France).

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [15].



## **Brynthelis the Constrictor**

### **[D100 Die Roll 15]**

**Description:** A Large and Young Female Black Dragon (Age Category 2, age 6 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating and DEX 13), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 16, Attacks 2 claws / 1 bite or breath

## Nauxus the Viperous

### [D100 Die Roll 16]

**Description:** An Average-Sized and Young Male Green Dragon (Age Category 2, age 14 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 16, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D3 / 1D3 / 2D4-1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F8, Intelligence average (INT 9), Morale Level 8, Alignment Lawful Evil, Size L (10' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Great Cuelebre. Bloodline Realm: Iberia (mythic Spain).

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [16].



## Thrymbol the Unforgiving

### [D100 Die Roll 17]

**Description:** An Average-Sized and Young Male Blue Dragon (Age Category 2, age 12 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 18, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D3 / 1D3 / 1D8 or breath weapon.

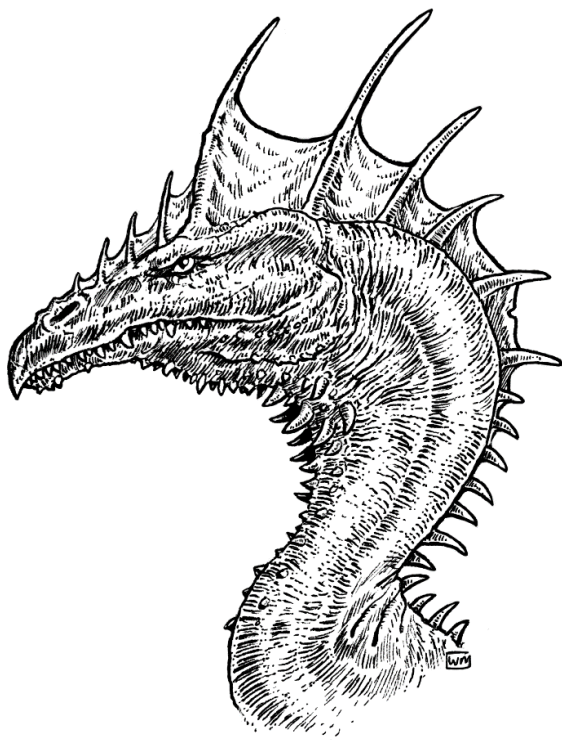
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to lightning and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F9, Intelligence very (INT 11), Morale Level 8, Alignment Lawful Evil, Size L (12' long).

**Suggested Lair Terrain:** Desert Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [17].



### Aberandon the Cunning

#### [D100 Die Roll 18]

**Description:** A Small and Sub-Adult Male Brass Dragon (Age Category 3, age 16 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 120' (40') ground / 240' (80') flying, Hit Dice 6\*\*, Hit Points 18, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D3 / 1D3 / 2D4-1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision;

Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F6, Intelligence high (INT 13), Morale Level 8, Alignment Chaotic Good (with Neutral tendencies), Size L (11' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [18].



### Endoria the Wily

#### [D100 Die Roll 19]

**Description:** An Average-Sized and Young Female Bronze Dragon (Age Category 2, age 11 years). 25% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 0 (natural armor plating, arcane protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 18, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D3 / 1D3 / 1D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses

resistant to gas and lightning attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale Level 8, Alignment Lawful Good, Size L (12' long).

**Suggested Lair Terrain:** Sea Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [19].



## Ursa of the Pyre

### [D100 Die Roll 20]

**Description:** A Small and Young Female Red Dragon (Age Category 2, age 9 years).

20% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating, unholy protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 18, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D3 / 1D3 / 1D8 or breath weapon.



**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to air and fire attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale

Level 9, Alignment Chaotic Evil, Size L (13' long).

**Suggested Lair Terrain:** Mountain Cave. Famous Ancestor or Kith: Y Ddraig Gorch. Bloodline Realm: Cambria (mythic Wales).

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [20].

### Desthra-Akal the Malignant

#### [D100 Die Roll 21]

**Description:** A Small and Sub-Adult Female Green Dragon (Age Category 3, age 20 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 90' (30' ground / 240' (80') flying, Hit Dice 7\*\*, Hit Points 21, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D3 / 1D3 / 2D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F7, Intelligence high average (INT 10), Morale Level 9, Alignment Lawful Evil, Size L (14' long).

**Suggested Lair Terrain:** Forest Ruin. Famous Ancestor or Kith: Smok Wawelski. Bloodline Realm: Polonia (mythic Poland).

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [21].



### Quordinius the Beguiler

#### [D100 Die Roll 22]

**Description:** A Small and Young Male Gold Dragon (Age Category 2, age 10 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L2). Spell Ability: 2 Level 1 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Affect Normal Fires, Detect Magic.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 16), Move 120' (40' ground / 300' (100') flying, Hit Dice 10\*\*\*, Hit Points 20, Attacks

2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D3 / 1D3 / 1D4+1D6 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlivened (not motivated by greed), infravision, polymorph self; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F10, Intelligence genius (INT 17), Morale Level 9, Alignment Lawful Good, Size L (15' long).

**Suggested Lair Terrain:** Grotto. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [22].

## Cacothora the Umbral

### [D100 Die Roll 23]

**Description:** A Large and Sub-Adult Female Black Dragon (Age Category 3, age 21 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating and DEX 13), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 24, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D3 / 1D3 / 1D4+1D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses resistant to acid attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F8, Intelligence average (INT 9), Morale Level 8, Alignment Chaotic Evil (with Neutral tendencies), Size L (15' long).

**Suggested Lair Terrain:** Swamp Ruin. Famous Ancestor or Kith: The Dragon of Loschy Hill. Bloodline Realm: Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [23].



**Recommended PC Party Level for Encounter:** 4+.

See also Treasure Trove entry [24].



## Hainon-Colm the Crystal Keeper

### [D100 Die Roll 24]

**Description:** An Average-Sized and Sub-Adult Male Copper Dragon (Age Category 3, age 23 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 1 (natural armor plating, arcane protection, and DEX 14), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 24, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D3 / 1D3 / 1D4+1D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses resistant to acid and gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F8, Intelligence high (INT 13), Morale Level 9, Alignment Chaotic Good (with Neutral tendencies), Size L (16' long).

**Suggested Lair Terrain:** Mountain Cave. Unknown ancestry.

## Level 5 Dragons

### Wendolyn the Serene

### [D100 Die Roll 25]

**Description:** An Average-Sized and Young Female Silver Dragon (Age Category 2, age 15 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L4). Spell Ability: 2 Level 1, 2 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Protection from Evil, Shield. 2nd: Detect Evil, Invisibility.

**Combat Prowess:** Armor Class -1 (natural armor plating, arcane protection, and DEX 14), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*, Hit Points 20, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D3 / 1D3 / 2D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to frost and gas attacks, save as monster of full HD;

Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F10, Intelligence exceptional (INT 15), Morale Level 9, Alignment Lawful Good, Size L (14' long).

**Suggested Lair Terrain:** Ice Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [25].



## Quaelon of the Emerald Realm

### [D100 Die Roll 26]

**Description:** An Average-Sized and Sub-Adult Male Bronze Dragon (Age Category 3, age 22 years). 25% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 0 (natural armor plating, arcane protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 27, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D3 / 1D3 / 2D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to gas and lightning attacks, save as monster of full HD; Special

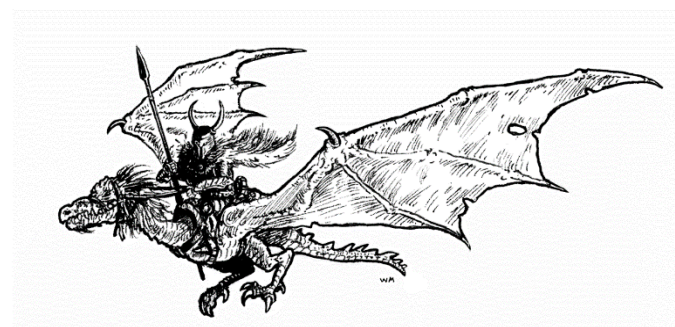
Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale Level 9, Alignment Lawful Good, Size L (18' long).

**Suggested Lair Terrain:** River Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [26].



## Vrylok the Frost Reaper

### [D100 Die Roll 27]

**Description:** A Small and Adult Male White Dragon (Age Category 5, age 83 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 5\*\*\*, Hit Points 25, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 2D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 5 Hit

Dice monster, breath weapon; Special Defenses improved saving throws, resistant to earth, frost, and water attacks; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F6, Intelligence low average (INT 8), Morale Level 8, Alignment Chaotic Neutral (with Evil tendencies), Size L (14' long).

**Suggested Lair Terrain:** Ice Rift. Famous Ancestor or Kith: Nidhoggr. Bloodline Realm: Nastrond, Helheim (under mythic Scandinavia).

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [27].



## Zalorion the Gate Warder

### [D100 Die Roll 28]

**Description:** An Average-Sized and Young Adult Male Brass Dragon (Age Category 4, age 31 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 7\*\*, Hit Points 28, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D3 / 1D3 / 2D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 7 Hit Dice

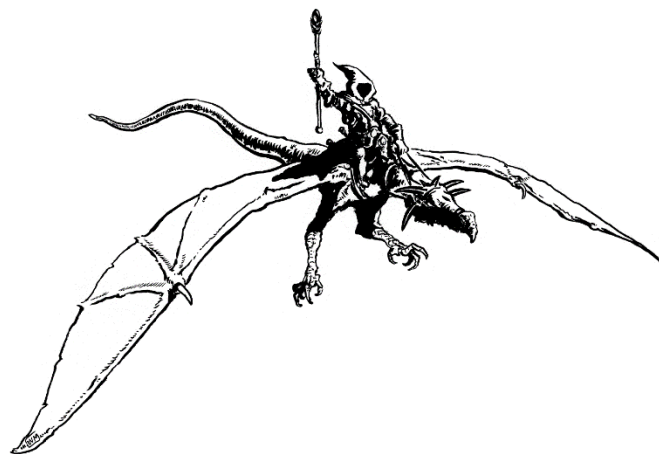
monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F7, Intelligence high (INT 13), Morale Level 8, Alignment Chaotic Neutral (with Good tendencies), Size L (17' long).

**Suggested Lair Terrain:** Plains Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [28].



## Xatha the Corruptor

### [D100 Die Roll 29]

**Description:** A Small and Young Adult Female Green Dragon (Age Category 4, age 38 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240'

(80') flying, Hit Dice 7\*\*, Hit Points 28, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D3 / 1D3 / 2D6 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to gas attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F7, Intelligence high average (INT 10), Morale Level 9, Alignment Lawful Evil, Size L (18' long).

**Suggested Lair Terrain:** Forest Cave. Famous Ancestor or Kith: The Great Sarkany. Bloodline Realm: Hungaria (mythic Hungary).

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [29].

### Shiridia the Ice Bringer

#### [D100 Die Roll 30]

**Description:** A Large and Young Adult Female White Dragon (Age Category 4, age 42 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 7\*\*, Hit Points 28, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 1D4+1D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses resistant to earth, frost, and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F7, Intelligence low average (INT 8), Morale Level 8, Alignment Chaotic Neutral, Size L (16' long).

**Suggested Lair Terrain:** Ice Rift. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [30].



## Regentius the Mercurial

### [D100 Die Roll 31]

**Description:** A Small and Sub-Adult Male Silver Dragon (Age Category 3, age 25 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 2 Level 1, 2 Level 2, 1 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Detect Magic, Identify. 2nd: Continual Light, Detect Evil. 3rd: Protection from Normal Missiles.

**Combat Prowess:** Armor Class -1 (natural armor plating, arcane protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*, Hit Points 27, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D3 / 1D3 / 2D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), infravision, polymorph self; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to frost and gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale Level 10, Alignment Lawful Good, Size L (19' long).

**Suggested Lair Terrain:** Cloud Castle. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [31].



## Yndrisia the Storm Bringer

### [D100 Die Roll 32]

**Description:** A Large and Sub-Adult Female Blue Dragon (Age Category 3, age 24 years). 30% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*, Hit Points 30, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses resistant to lightning and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F10, Intelligence very (INT 11), Morale Level 9, Alignment Lawful Evil (with Neutral tendencies), Size L (20' long).

**Suggested Lair Terrain:** Plains Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [32].



## Drakha-tholm the Enslaver

### [D100 Die Roll 33]

**Description:** An Average-Sized and Sub-Adult Female Red Dragon (Age Category 3, age 19 years). 20% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating, unholy protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*, Hit Points 30, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses resistant to air and fire attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F10, Intelligence exceptional (INT 15), Morale Level 10, Alignment Chaotic Evil, Size L (21' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Cerulean Firedrake ("Blue Bane"). Bloodline Realm: Somerset, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [33].

### Doraxus the Defiler

#### **[D100 Die Roll 34]**

**Description:** A Large and Young Adult Male Black Dragon (Age Category 4, age 32 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*, Hit Points 32, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.

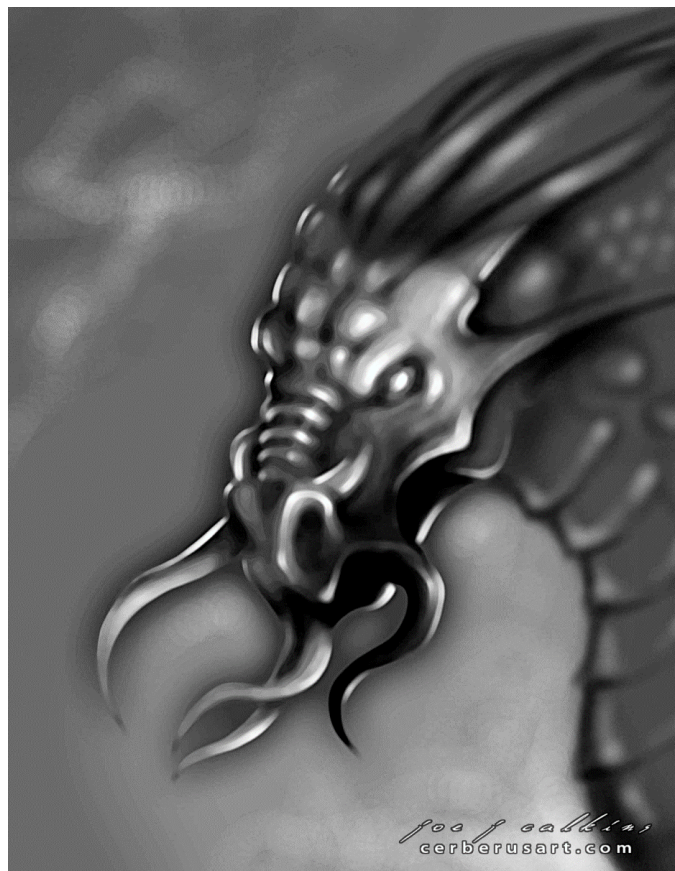
**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses resistant to acid attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F8, Intelligence average (INT 9), Morale Level 8, Alignment Neutral Evil (with Chaotic tendencies), Size L (20' long).

**Suggested Lair Terrain:** Caves. Famous Ancestor or Kith: Fafnir the Accursed. Bloodline Realm: Midgard (mythic Scandinavia).

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [34].



### Moragalos the Bane Bringer

#### **[D100 Die Roll 35]**

**Description:** A Small and Adult Male Black Dragon (Age Category 5, age 52 years). 50% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 6\*\*\*, Hit Points 30, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D3 / 1D3 / 2D6 or breath weapon.

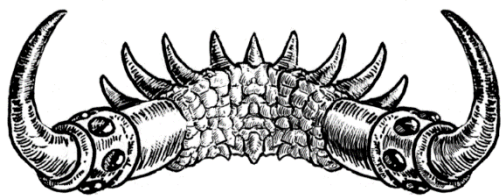
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F7, Intelligence high average (INT 10), Morale Level 8, Alignment Chaotic Evil, Size L (18' long).

**Suggested Lair Terrain:** Swamp. Famous Ancestor or Kith: The Lambton Worm. Bloodline Realm: The River Wear, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [35].



## **Brim-Brennus the Untouchable**

### **[D100 Die Roll 36]**

**Description:** A Large and Young Adult Male Copper Dragon (Age Category 4, age 35 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.



**Combat Prowess:** Armor Class 1 (natural armor plating, arcane protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 36, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses resistant to acid and gas attacks, save as

monster of full HD; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence high (INT 13), Morale Level 9, Alignment Chaotic Neutral (with Good tendencies), Size L (23' long).

**Suggested Lair Terrain:** Hill Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [36].

### Avaliensis the Vainglorious

#### **[D100 Die Roll 37]**

**Description:** A Small and Young Adult Male Silver Dragon (Age Category 4, age 40 years). 15% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating, arcane protection, and DEX 13), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*, Hit Points 36, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, infravision, polymorph self; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to frost and gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence exceptional (INT 15), Morale

Level 10, Alignment Lawful Neutral (with Good tendencies), Size L (26' long).

**Suggested Lair Terrain:** Underworld. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 5+.

See also Treasure Trove entry [37].



### Level 6 Dragons

#### Olm the Oath Keeper

#### **[D100 Die Roll 38]**

**Description:** An Average-Sized and Sub-Adult Male Gold Dragon (Age Category 3, age 17 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L4). Spell Ability: 2 Level 1, 2 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Detect

Magic, Sleep. 2nd: Audible Glamer, Detect Evil.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 15), Move 120' (40') ground / 300' (100') flying, Hit Dice 11\*\*\*, Hit Points 33, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D4 / 1D4 / 2D8 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F11, Intelligence genius (INT 17), Morale Level

10, Alignment Lawful Good, Size L (24' long).

**Suggested Lair Terrain:** Cloud Castle. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [38].

## Shu'ul the Unhallowed

### [D100 Die Roll 39]

**Description:** An Average-Sized and Adult Male Black Dragon (Age Category 5, age 68 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 7\*\*\*, Hit Points 35, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F8, Intelligence high average (INT 10), Morale Level 8, Alignment Neutral Evil (with Chaotic tendencies), Size L (21' long).

**Suggested Lair Terrain:** Caves. Famous Ancestor or Kith: Zmey Gorynych. Bloodline Realm: Ruthenia (mythic Russia).

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [39].



first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 7\*\*\*, Hit Points 35, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F8, Intelligence high (INT 14), Morale Level 8, Alignment Chaotic Neutral, Size L (21' long).

**Suggested Lair Terrain:** Plains Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [40].



## Palladius the Imperious

### [D100 Die Roll 40]

**Description:** An Average-Sized and Adult Male Brass Dragon (Age Category 5, age 81 years). 50% chance to be sleeping when

## Heleken the Sleet Caller

### [D100 Die Roll 41]

**Description:** A Large and Adult Male White Dragon (Age Category 5, age 60 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 7\*\*\*, Hit Points 35, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.



**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to earth, frost, and water attacks; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F8, Intelligence low average (INT 8), Morale Level 8, Alignment Chaotic Evil (with Neutral tendencies), Size L (20' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: Y Ddraig Gwyn. Bloodline Realm: Cambria (mythic Wales).

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [41].

## Jalathora the Vigilant

### [D100 Die Roll 42]

**Description:** A Small and Old Female Brass Dragon (Age Category 6, age 102 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 6\*\*\*, Hit Points 36, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D3 / 1D3 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F9, Intelligence high (INT 14), Morale Level 8, Alignment Chaotic Neutral (with Good tendencies), Size L (22' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [42].



## Lyrashaza the Impaler

### [D100 Die Roll 43]

**Description:** A Large and Young Adult Female Blue Dragon (Age Category 4, age 46 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*, Hit Points 40, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses resistant to lightning and water attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F10, Intelligence very (INT 11), Morale Level 9, Alignment Lawful Evil, Size L (27' long).

**Suggested Lair Terrain:** Desert Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [43].



## Golmgratha the Infernal

### [D100 Die Roll 44]

**Description:** An Average-Sized and Young Adult Female Red Dragon (Age Category 4, age 27 years). 20% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*, Hit Points 40, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses resistant to air and fire attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F10, Intelligence exceptional (INT 15), Morale Level 10, Alignment Chaotic Evil, Size L (28' long).

**Suggested Lair Terrain:** Hill Cave. Famous Ancestor or Kith: Kur. Bloodline Realm: Sumer (mythic Mesopotamia).

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [44].



### Shazar'un the Tempest

#### [D100 Die Roll 45]

**Description:** A Small and Adult Male Blue Dragon (Age Category 5, age 74 years). 30% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*, Hit Points 40, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to lightning and water attacks; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F10, Intelligence very (INT 12), Morale Level 9, Alignment Lawful Evil, Size L (27' long).

**Suggested Lair Terrain:** Underworld. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [45].



### Calastaria the Resplendent

#### [D100 Die Roll 46]

**Description:** A Large and Adult Female Brass Dragon (Age Category 5, age 64 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*\*, Hit Points 40, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura,

infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F10, Intelligence high (INT 14), Morale Level 8, Alignment Chaotic Good, Size L (24' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [46].



## Ferebror the Merciful

### [D100 Die Roll 47]

**Description:** A Large and Young Adult Male Bronze Dragon (Age Category 4, age 48 years). 25% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spellcaster (MU L4). Spell Ability: 2 Level 1, 2 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Light, Shocking Grasp. 2nd: Invisibility, ESP.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*, Hit Points 40, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses resistant to gas and lightning attacks, save as monster of full HD; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F10, Intelligence exceptional (INT 15), Morale Level 9, Alignment Lawful Good, Size L (27' long).

**Suggested Lair Terrain:** Lake Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [47].



## Osslathra the Decayer

### [D100 Die Roll 48]

**Description:** An Average-Sized and Old Female Black Dragon (Age Category 6, age 198 years). 50% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 7\*\*\*, Hit Points 42, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F10, Intelligence high average (INT 10), Morale Level 8, Alignment Chaotic Evil, Size L (26' long).

**Suggested Lair Terrain:** Swamp Ruin. Famous Ancestor or Kith: Apophis. Bloodline Realm: Khom (mythic Egypt).

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [48].



## Myrrgotha the Blizzard Bringer

### [D100 Die Roll 49]

**Description:** A Large and Old Female White Dragon (Age Category 6, age 129 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 7\*\*\*, Hit Points 42, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to earth, frost, and water attacks; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.



**Further Considerations:** Save As F10, Intelligence low average (INT 8), Morale Level 8, Alignment Chaotic Evil, Size L (23' long).

**Suggested Lair Terrain:** Icy Ruin. Famous Ancestor or Kith: Nidhoggr. Bloodline Realm: Nastrond, Helheim (under mythic Scandinavia).

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [49].

## Fulgrum the Torturer

### [D100 Die Roll 50]

**Description:** An Average-Sized and Adult Male Blue Dragon (Age Category 5, age 53 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*, Hit Points 45, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D4 / 1D4 / 4D4 or breath weapon.

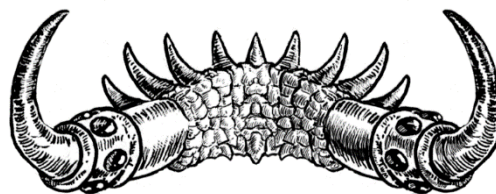
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to lightning and water attacks; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F11, Intelligence very (INT 12), Morale Level 9, Alignment Lawful Evil, Size L (31' long).

**Suggested Lair Terrain:** Plains Ruin. Famous Ancestor or Kith: Tiamat. Bloodline Realm: Babylonia (mythic Mesopotamia).

**Recommended PC Party Level for Encounter:** 6+.

See also Treasure Trove entry [50].



## Level 7 Dragons

### Ithru the Manxome

### [D100 Die Roll 51]

**Description:** A Small and Adult Male Green Dragon (Age Category 5, age 78 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 7\*\*\*, Hit Points 35, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F8, Intelligence very (INT 11), Morale Level 9, Alignment Lawful Evil, Size L (23' long).

**Suggested Lair Terrain:** Forest Ruin. Famous Ancestor or Kith: The Dragon of Mordiford. Bloodline Realm: The River Lugg, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [51].



Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F9, Intelligence high average (INT 10), Morale Level 8, Alignment Chaotic Evil, Size L (22' long).

**Suggested Lair Terrain:** Caves. Famous Ancestor or Kith: Zirnitra. Bloodline Realm: Possibly Mythic Thracia.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [52].

## Kruthos the Ruiner

### [D100 Die Roll 52]

**Description:** A Small and Old Male Black Dragon (Age Category 6, age 195 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40' ground / 240' (80') flying, Hit Dice 6\*\*\*, Hit Points 36, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D3 / 1D3 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 6 Hit



## Eiris Clathis the Mist Dweller

### [D100 Die Roll 53]

**Description:** An Average-Sized and Old Male White Dragon (Age Category 6, age 151 years). 60% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 6\*\*\*, Hit Points 36, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 1D4+1D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to earth, frost, and water attacks; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F9, Intelligence low average (INT 8), Morale Level 8, Alignment Chaotic Evil, Size L (20' long).

**Suggested Lair Terrain:** Ice Rift. Famous Ancestor or Kith: The Lagarfljotsormurinn. Bloodline Realm: Islandia (mythic Iceland).

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [53].



## Bronnwen the Blade-Fanged

### [D100 Die Roll 54]

**Description:** A Small and Adult Female Copper Dragon (Age Category 5, age 55 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 3 Level 1, 2 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Protection from Evil, Spider Climb, Ventriloquism. 2nd: ESP, Fool's Gold.

**Combat Prowess:** Armor Class 1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 7\*\*\*\*, Hit Points 35, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid and gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F8, Intelligence high (INT 14), Morale Level 9,

Alignment Chaotic Good (with Neutral tendencies), Size L (23' long).

**Suggested Lair Terrain:** Mountain Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [54].



### Prydion the Aloof

#### [D100 Die Roll 55]

**Description:** A Small and Old Male Copper Dragon (Age Category 6, age 179 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 7\*\*\*\*, Hit Points 42, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid and gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F10, Intelligence high (INT 14), Morale Level 9, Alignment Chaotic Neutral (with Good tendencies), Size L (27' long).

**Suggested Lair Terrain:** Desert Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [55].



### Prae-Tyrrior the Mighty

#### [D100 Die Roll 56]

**Description:** A Large and Adult Male Copper Dragon (Age Category 5, age 80 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*, Hit Points 45, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D4 / 1D4 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid and gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F11, Intelligence high (INT 14), Morale Level 9, Alignment Chaotic Good, Size L (29' long).

**Suggested Lair Terrain:** Desert Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [56].



## Tauroi the Stygian

### [D100 Die Roll 57]

**Description:** A Large and Adult Male Green Dragon (Age Category 5, age 99 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*, Hit Points 45, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D4 / 1D4 / 4D4 or breath weapon.

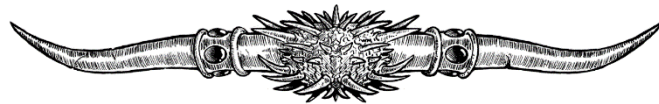
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F11, Intelligence very (INT 11), Morale Level 9, Alignment Neutral Evil, Size L (29' long).

**Suggested Lair Terrain:** Forest Cave. Famous Ancestor or Kith: The Graouilly. Bloodline Realm: Aquitania (mythic France).

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [57].



## Iudexus the Justiciar

### [D100 Die Roll 58]

**Description:** A Small and Adult Male Silver Dragon (Age Category 5, age 56 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 1 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Charm Person, Sleep. 2nd: Locate Object, Magic Mouth. 3rd: Monster Summoning I (x2). 4th: Wall of Ice.

**Combat Prowess:** Armor Class -1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*\*, Hit Points 45, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D4 / 1D4 / 3D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision, polymorph self; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to frost and gas attacks; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F11, Intelligence exceptional (INT 16), Morale

Level 10, Alignment Lawful Good, Size L (32' long).

**Suggested Lair Terrain:** Mountain Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [58].



### Agnorium the Great

#### [D100 Die Roll 59]

**Description:** A Large and Adult Male Bronze Dragon (Age Category 5, age 93 years). 25% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*, Hit Points 50, Attacks 2 claws / 1 bite or breath weapon (lightning or

repulsion gas), Damage 1D4 / 1D4 / 3D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas and lightning attacks; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence exceptional (INT 16), Morale Level 9, Alignment Lawful Good, Size L (34' long).

**Suggested Lair Terrain:** River Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [59].



### Spaera the Hope Bringer

#### [D100 Die Roll 60]

**Description:** A Large and Young Adult Female Gold Dragon (Age Category 4, age 30 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Burning Claws, Detect Magic. 2nd: Invisibility, Shatter. 3rd: Clairaudience, Clairvoyance.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 15), Move 120' (40') ground / 300' (100') flying, Hit Dice 12\*\*\*\*, Hit Points 48, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D4 / 1D4 / 5D4-1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), infravision, polymorph self; Special Attacks attack as 12 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, resistant to gas attacks, save as monster of full HD; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence genius (INT 17), Morale Level 10, Alignment Lawful Good, Size L (35' long).

**Suggested Lair Terrain:** Grotto. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 7+.

See also Treasure Trove entry [60].



## Level 8 Dragons

### Hraghul the Destroyer

#### [D100 Die Roll 61]

**Description:** A Small and Very Old Female Black Dragon (Age Category 7, age 211 years). 50% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 6\*\*\*\*, Hit Points 42, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F10, Intelligence high average (INT 10), Morale Level 9, Alignment Chaotic Evil (with Neutral tendencies), Size L (26' long).

**Suggested Lair Terrain:** Swamp. Famous Ancestor or Kith: Python. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [61].



subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F10, Intelligence low average (INT 8), Morale Level 9, Alignment Chaotic Evil (with Neutral tendencies), Size L (23' long).

**Suggested Lair Terrain:** Ice Cave. Famous Ancestor or Kith: The Lagarfljotsormurinn. Bloodline Realm: Islandia (mythic Iceland).

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [62].

## Sclysia of the Deathly Ice

### [D100 Die Roll 62]

**Description:** An Average-Sized and Very Old Female White Dragon (Age Category 7, age 356 years). 60% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L3). Spell Ability: 3 Level 1 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Magic Missile, Shield, Sleep.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 6\*\*\*\*, Hit Points 42, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D4 / 1D4 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 6 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to earth, frost, and water attacks; Special Vulnerabilities can be subdued, sleeping 60% of the time,



## Aspidia the Defender

### [D100 Die Roll 63]

**Description:** A Large and Old Female Brass Dragon (Age Category 6, age 125 years). 50% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 3 Level 1, 3 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Charm Person, Sleep, Ventriloquism. 2nd: Detect Evil, Fool's Gold, Locate Object.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*\*\*, Hit Points 48, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D4 / 1D4 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence high (INT 14), Morale Level 8, Alignment Chaotic Good, Size L (29' long).

**Suggested Lair Terrain:** Desert Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [63].



## Tantus Tor the Just

### [D100 Die Roll 64]

**Description:** A Large and Adult Male Bronze Dragon (Age Category 5, age 71 years). 25% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 2 Level 1, 2 Level 2, 1 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Charm Person, Spider Climb. 2nd: Continual Light, ESP. 3rd: Suggestion.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*\*, Hit Points 50, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D4 / 1D4 / 3D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas and lightning attacks; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence exceptional (INT 16), Morale Level 9, Alignment Lawful Good (with Neutral tendencies), Size L (34' long).

**Suggested Lair Terrain:** Sea Ruin.  
Unknown ancestry.

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [64].



## **Tonitrai of the Thunderbolt**

### **[D100 Die Roll 65]**

**Description:** A Small and Old Female Blue Dragon (Age Category 6, age 162 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 3 Level 1, 3 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Magic Missile, Shocking Grasp

(x2). 2nd: Detect Good, Magic Mouth, Mirror Image.



**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 48, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D4 / 1D4 / 3D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to lightning and water attacks; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F12, Intelligence very (INT 12), Morale Level 9,

Alignment Lawful Evil (with Neutral tendencies), Size L (33' long).

**Suggested Lair Terrain:** Desert Cave. Famous Ancestor or Kith: The Great Ala. Bloodline Realm: Moesia (mythic Bulgaria).

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [65].

### Praesidia the Protectress

#### [D100 Die Roll 66]

**Description:** A Small and Old Female Bronze Dragon (Age Category 6, age 171 years). 25% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Identify, Shocking Grasp. 2nd: Knock, Pyrotechnics. 3rd: Tongues, Water Breathing.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 48, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D4 / 1D4 / 3D6 or breath weapon.

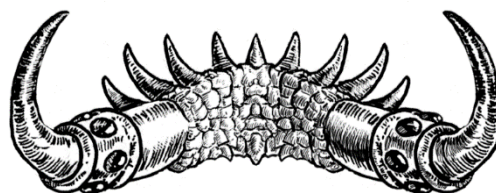
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas and lightning attacks; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence exceptional (INT 16), Morale Level 9, Alignment Lawful Good (with Neutral tendencies), Size L (33' long).

**Suggested Lair Terrain:** Lake Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [66].



### Faerosia the Savage

#### [D100 Die Roll 67]

**Description:** A Large and Old Female Green Dragon (Age Category 6, age 141 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*\*, Hit Points 54, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D4 / 1D4 / 5D4-1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks;

Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F13, Intelligence very (INT 12), Morale Level 9, Alignment Lawful Evil (with Neutral tendencies), Size L (35' long).

**Suggested Lair Terrain:** Forest Cave. Famous Ancestor or Kith: The Bignor Hill Dragon. Bloodline Realm: Bignor Hill, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [67].



## Kronstruchior the Immolator

### [D100 Die Roll 68]

**Description:** A Large and Adult Male Red Dragon (Age Category 5, age 63 years). 20% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 2 Level 1, 2 Level 2, 1 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Protection from Good, Spider Climb. 2nd: Invisibility, Mirror Image. 3rd: Blink.

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*, Hit Points 55, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D6 / 1D6 / 3D6+1 or breath weapon.

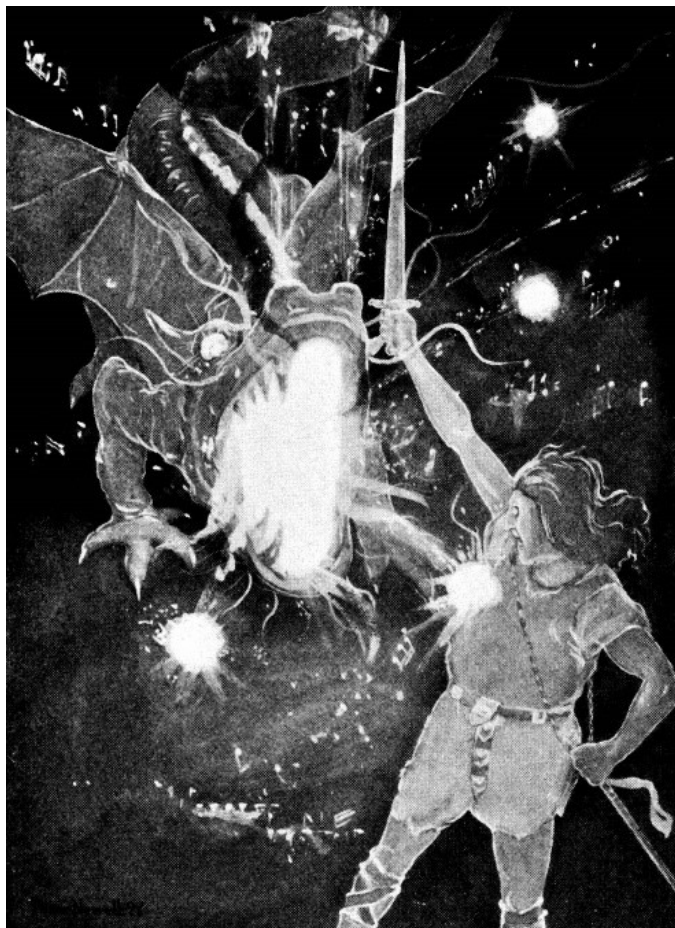
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to air and fire attacks; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F13, Intelligence exceptional (INT 16), Morale Level 10, Alignment Chaotic Evil (with Neutral tendencies), Size L (39' long).

**Suggested Lair Terrain:** Mountain Ruin. Famous Ancestor or Kith: Typhon. Bloodline Realm: Tartarus (under mythic Greece).

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [68].



11\*\*\*\*, Hit Points 55, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D6 / 1D6 / 3D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to frost and gas attacks; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F13, Intelligence exceptional (INT 16), Morale Level 10, Alignment Lawful Good, Size L (39' long).

**Suggested Lair Terrain:** Icy Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [69].

## Indominus the Imperator

### [D100 Die Roll 69]

**Description:** A Large and Adult Male Silver Dragon (Age Category 5, age 77 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 1 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Identify, Ventriloquism. 2nd: Mirror Image (x2). 3rd: Protection from Evil 10' Radius, Slow. 4th: Minor Globe of Invulnerability.

**Combat Prowess:** Armor Class -1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice



## Invixus the Unvanquished

### [D100 Die Roll 70]

**Description:** A Large and Old Male Red Dragon (Age Category 6, age 162 years). 20% chance to be sleeping when first

encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*, Hit Points 66, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D6 / 1D6 / 5D6-1 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to air and fire attacks; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F16, Intelligence exceptional (INT 16), Morale Level 10, Alignment Chaotic Evil, Size L (47' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: Kur. Bloodline Realm: Sumer (mythic Mesopotamia).

**Recommended PC Party Level for Encounter:** 8+.

See also Treasure Trove entry [70].

## Level 9 Dragons

### Cryselde the Wicked

#### [D100 Die Roll 71]

**Description:** A Small and Ancient Male White Dragon (Age Category 8, age 511 years). 60% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40') ground / 300' (100') flying, Hit Dice 5\*\*\*\*, Hit Points 40, Attacks 2 claws / 1 bite or breath weapon (frost), Damage 1D3 / 1D3 / 2D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 5 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to earth, frost, and water attacks; Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to lightning and fire attacks.

**Further Considerations:** Save As F10, Intelligence low average (INT 8), Morale Level 10, Alignment Chaotic Evil, Size L (22' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: Y Ddraig Gwyn. Bloodline Realm: Cambria (mythic Wales).

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [71].



## Rapax the Mephitic

### [D100 Die Roll 72]

**Description:** An Average-Sized and Old Male Green Dragon (Age Category 6, age 154 years). 40% chance to be sleeping when first encountered. Cannot speak. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*, Hit Points 48, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D4 / 1D4 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F12, Intelligence very (INT 12), Morale Level 9, Alignment Lawful Evil, Size L (31' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Last Dragon of St. Leonard's Forest: Bloodline Realm: Sussex, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [72].



## Caemlira the Valiant

### [D100 Die Roll 73]

**Description:** An Average-Sized and Old Female Copper Dragon (Age Category 6, age 130 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 3 Level 1, 3 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Charm Person, Detect Magic, Identify. 2nd: Audible Glamer, ESP, Invisibility.

**Combat Prowess:** Armor Class 1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 48, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D4 / 1D4 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster,

breath weapon; Special Defenses improved saving throws, resistant to acid and gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence high (INT 14), Morale Level 9, Alignment Chaotic Neutral, Size L (31' long).

**Suggested Lair Terrain:** Underworld. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [73].



## **Faerathel the Nefarious**

### **[D100 Die Roll 74]**

**Description:** An Average-Sized and Old Female Blue Dragon (Age Category 6, age 137 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 3 Level 1, 3 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Detect Magic, Shocking Grasp, Sleep. 2nd: Detect Good, ESP, Locate Object.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*\*\*, Hit Points 54, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D6 / 1D6 / 2D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to lightning and water attacks; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F13, Intelligence very (INT 12), Morale Level 9, Alignment Lawful Evil, Size L (37' long).

**Suggested Lair Terrain:** Desert Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [74].



breath weapon; Special Defenses improved saving throws, resistant to lightning and water attacks; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F14, Intelligence very (INT 12), Morale Level 10, Alignment Lawful Evil, Size L (38' long).

**Suggested Lair Terrain:** Desert Cave. Famous Ancestor or Kith: Tiamat. Bloodline Realm: Babylonia (mythic Mesopotamia).

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [75].



## Raethira the Storm Breaker

### [D100 Die Roll 75]

**Description:** A Small and Very Old Female Blue Dragon (Age Category 7, age 227 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 56, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D6 / 1D6 / 2D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster,

## Resurrus the Ascendant

### [D100 Die Roll 76]

**Description:** A Large and Very Old Male Brass Dragon (Age Category 7, age 314 years). 50% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 4 Level 1, 3 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Comprehend Languages, Identify (x2), Unseen Servant. 2nd: Magic Mouth, Mirror Image, Pyrotechnics.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 56, Attacks 2 claws / 1 bite or breath

weapon (fear gas or sleep gas), Damage 1D4 / 1D4 / 3D6+1 or breath weapon.

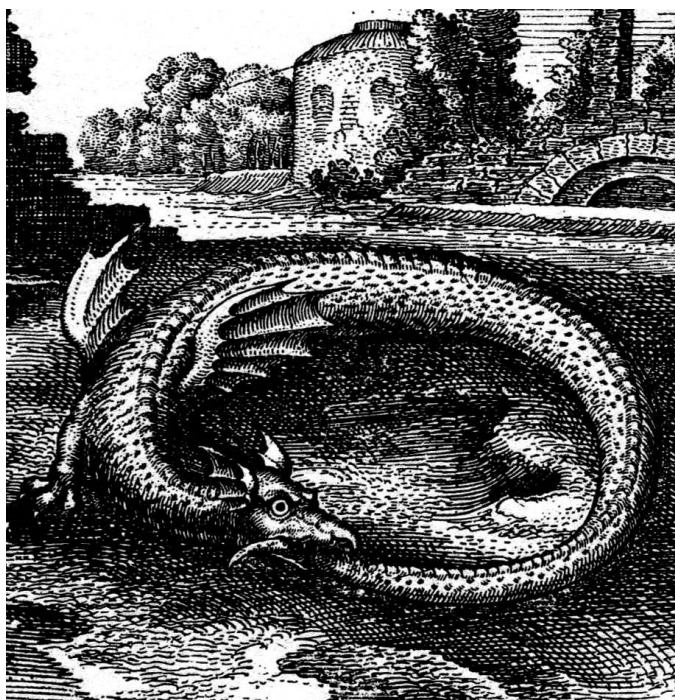
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F14, Intelligence high (INT 14), Morale Level 9, Alignment Chaotic Neutral, Size L (34' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Ouroboros. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [76].



## Caendolm the Radiant

### [D100 Die Roll 77]

**Description:** A Large and Adult Female Gold Dragon (Age Category 5, age 86 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L8). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Affect Normal Fires, Identify. 2nd: Invisibility (x2). 3rd: Clairaudience, Haste. 4th: Monster Summoning II, Polymorph Other.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 15), Move 120' (40') ground / 300' (100') flying, Hit Dice 12\*\*\*\*\*, Hit Points 60, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D6 / 1D6 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 12 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to gas attacks; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F15, Intelligence genius (INT 18), Morale Level 10, Alignment Lawful Good, Size L (44' long).

**Suggested Lair Terrain:** Cloud Castle. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [77].



## Devorix the Soul Eater

### [D100 Die Roll 78]

**Description:** A Small and Very Old Female Red Dragon (Age Category 7, age 265 years). 20% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 1 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Affect Normal Fires, Detect Magic. 2nd: ESP, Web. 3rd: Haste, Monster Summoning I. 4th: Confusion.

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*\*\*, Hit Points 63, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D6 / 1D6 / 4D4+1 or breath weapon.

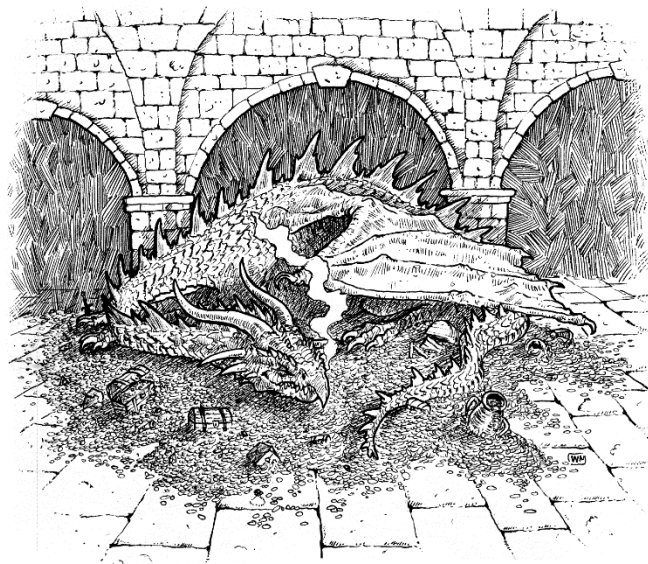
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to air and fire attacks; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F15, Intelligence exceptional (INT 16), Morale Level 11, Alignment Chaotic Neutral (with Evil tendencies), Size L (45' long).

**Suggested Lair Terrain:** Hill Cave. Famous Ancestor or Kith: Y Ddraig Gorch. Bloodline Realm: Cambria (mythic Wales).

**Recommended PC Party Level for Encounter:** 9+.

See also Treasure Trove entry [78].



## Level 10 Dragons

### Aerisia the Valorous

### [D100 Die Roll 79]

**Description:** A Small and Very Old Female Copper Dragon (Age Category 7, age 341 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 3 Level 1, 3 Level 2, 1 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Identify, Magic Missile, Sleep. 2nd: Continual Light, Detect Evil, Stinking Cloud. 3rd: Gust of Wind.

**Combat Prowess:** Armor Class 1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 7\*\*\*\*\*, Hit Points 49, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D4 / 1D4 / 3D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid and gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F12, Intelligence high (INT 14), Morale Level 10, Alignment Chaotic Good, Size L (32' long).

**Suggested Lair Terrain:** Mountain Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [79].



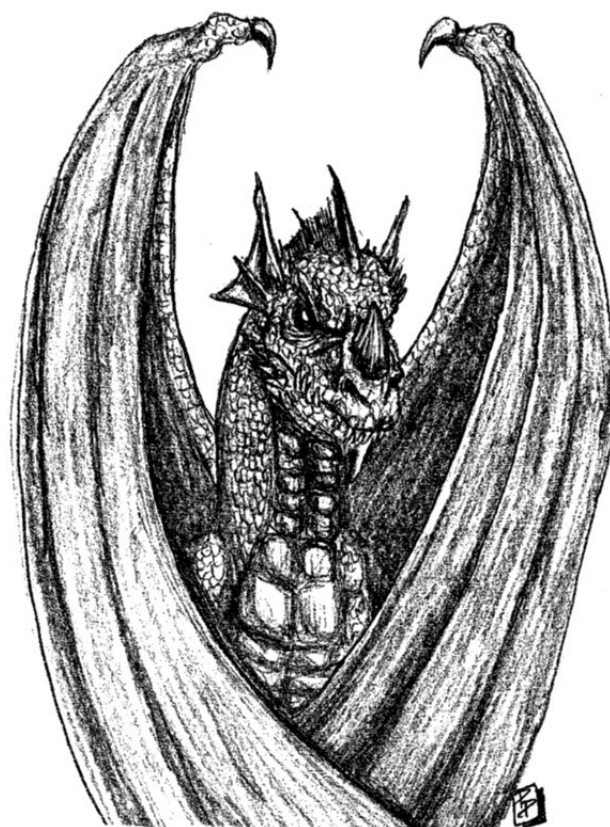
## Caelidion the Wise

### [D100 Die Roll 80]

**Description:** An Average-Sized and Adult Male Gold Dragon (Age Category 5, age 92 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L8). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4 (Treasure hoard includes a spell book.) Suggested Spells by

Level: 1st: Detect Magic, Read Magic. 2nd: Continual Light, Detect Evil. 3rd: Clairvoyance, Monster Summoning I. 4th: Ice Storm, Plant Growth.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 15), Move 120' (40') ground / 300' (100') flying, Hit Dice 11\*\*\*\*\*, Hit Points 55, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D6 / 1D6 / 2D10+1 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to gas attacks; Special

Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F13, Intelligence genius (INT 18), Morale Level 10, Alignment Lawful Good, Size L (40' long).

**Suggested Lair Terrain:** Grotto. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [80].

## Zuurexia the Terrible

### [D100 Die Roll 81]

**Description:** An Average-Sized and Ancient Female Black Dragon (Age Category 8, age 430 years). 50% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L5). Spell Ability: 8 Level 1 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Darkness (x2), Protection from Good (x2), Shield (x2), Sleep, Spider Climb.

**Combat Prowess:** Armor Class 3 (natural armor plating), Move 120' (40' ground / 240' (80') flying, Hit Dice 7\*\*\*\*\*, Hit Points 56, Attacks 2 claws / 1 bite or breath weapon (acid), Damage 1D4 / 1D4 / 3D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F14, Intelligence high average (INT 10), Morale Level 10, Alignment Chaotic Evil, Size L (34' long).

**Suggested Lair Terrain:** Caves. Famous Ancestor or Kith: The Great Zilant. Bloodline Realm: Ruthenia (mythic Russia).

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [81].



## Symbeline the Magestrix

### [D100 Die Roll 82]

**Description:** A Large and Old Female Bronze Dragon (Age Category 6, age 112 years). 25% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Comprehend Languages, Sleep. 2nd: Ray of Enfeeblement, Stinking Cloud. 3rd: Haste, Phantasmal Force.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*\*\*, Hit Points 60, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D6 / 1D6 / 2D12 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas and lightning attacks; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F15, Intelligence exceptional (INT 16), Morale Level 9, Alignment Lawful Good, Size L (41' long).

**Suggested Lair Terrain:** Sea Cave. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [82].

## Maeridia the Illustrious

### [D100 Die Roll 83]

**Description:** An Average-Sized and Old Female Silver Dragon (Age Category 6, age 128 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L8). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Comprehend Languages. 2nd: Invisibility, Web. 3rd: Haste, Phantasmal Force. 4th: Charm Monster, Polymorph Other.

**Combat Prowess:** Armor Class -1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*\*\*, Hit Points 60, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D6 / 1D6 / 3D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision, polymorph self; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to frost and gas attacks; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F15, Intelligence exceptional (INT 16), Morale

Level 10, Alignment Lawful Neutral, Size L (43' long).

**Suggested Lair Terrain:** Cloud Castle. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [83].



## Verithra the Truth Speaker

### [D100 Die Roll 84]

**Description:** An Average-Sized and Very Old Female Bronze Dragon (Age Category 7, age 393 years). 25% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 1 Level 4 (Innate caster,

no spell book.) Suggested Spells by Level: 1st: Identify, Shocking Grasp. 2nd: Detect Evil, Web. 3rd: Blink, Dispel Magic. 4th: Minor Globe of Invulnerability.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 9\*\*\*\*\*, Hit Points 63, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D6 / 1D6 / 3D8 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 9 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas and lightning attacks; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F15, Intelligence exceptional (INT 16), Morale Level 10, Alignment Lawful Good, Size L (43' long).

**Suggested Lair Terrain:** River Ruin.  
Unknown ancestry.

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [84].

## Cessendra the Tranquil

### [D100 Die Roll 85]

**Description:** A Large and Ancient Female Brass Dragon (Age Category 8, age 507 years). 50% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 4 Level 1, 4 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Dancing Lights, Identify, Sleep, Ventriloquism. 2nd: Locate Object, Ray of Enfeeblement (x2), Web.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 120' (40') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 64, Attacks 2 claws / 1 bite or breath weapon (fear gas or sleep gas), Damage 1D6 / 1D6 / 3D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 50% of the time, subject to flattery.

**Further Considerations:** Save As F16, Intelligence high (INT 14), Morale Level 10, Alignment Chaotic Good, Size L (39' long).

**Suggested Lair Terrain:** Desert Ruin. Famous Ancestor or Kith: The Ouroborous. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 10+.

See also Treasure Trove entry [85].



## Level 11 Dragons

### Venenthra the Pestilent

### [D100 Die Roll 86]

**Description:** An Average-Sized and Very Old Female Green Dragon (Age Category 7, age 262 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 4 Level 1, 3 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Detect Magic, Identify, Protection from Good,

Shield. 2nd: Darkness 15' Radius, Locate Object, Magic Mouth.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 56, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D4 / 1D4 / 5D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F14, Intelligence very (INT 12), Morale Level 10, Alignment Lawful Evil, Size L (36' long).

**Suggested Lair Terrain:** Forest Ruin. Famous Ancestor or Kith: Ladon. Bloodline Realm: The Garden of the Hesperides (Hesperia), Tingitania (mythic Morocco).

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [86].



## Ashiria the Vorpai

### [D100 Die Roll 87]

**Description:** A Large and Old Female Silver Dragon (Age Category 6, age 116 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L8). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Detect Magic, Read Magic. 2nd: Invisibility (x2). 3rd: Blink, Clairvoyance. 4th: Dimension Door, Wall of Ice.

**Combat Prowess:** Armor Class -1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*\*, Hit Points 66, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D6 / 1D6 / 5D6-1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to frost and gas attacks; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F16, Intelligence exceptional (INT 16), Morale Level 10, Alignment Lawful Good (with Neutral tendencies), Size L (47' long).

**Suggested Lair Terrain:** Mountain Ruin. Unknown ancestry.

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [87].



## Crystus the Amaranthine

### [D100 Die Roll 88]

**Description:** An Average-Sized and Old Male Gold Dragon (Age Category 6, age 189 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L10). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4, 2 Level 5 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Affect Normal Fires, Read Magic. 2nd: Continual Light (x2). 3rd: Blink, Monster Summoning I. 4th: Charm Monster, Dimension Door. 5th: Telekinesis, Wall of Force.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 14), Move 120' (40') ground / 300' (100') flying, Hit Dice 11\*\*\*\*\*, Hit Points 66,

Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D6 / 1D6 / 5D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to gas attacks; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F16, Intelligence genius (INT 18), Morale Level 10, Alignment Lawful Good, Size L (48' long).

**Suggested Lair Terrain:** Cloud Ruin. Famous Ancestor or Kith: Y Ddraig Aur. Bloodline Realm: Cambria (mythic Wales).

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [88].



## Maelgrim the Jagannath

### [D100 Die Roll 89]

**Description:** A Small and Ancient Male Blue Dragon (Age Category 8, age 404 years). 30% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 3 Level 1, 3 Level 2, 2 Level 3 (Innate caster, no spell

book.) Suggested Spells by Level: 1st: Protection from Good, Shocking Grasp, Ventriloquism. 2nd: Invisibility, Mirror Image, Shatter. 3rd: Gust of Wind, Protection from Normal Missiles.

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 64, Attacks 2 claws / 1 bite or breath weapon (lightning), Damage 1D6 / 1D6 / 4D4 or breath weapon.



**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to lightning and water attacks; Special Vulnerabilities can be subdued, sleeping 30% of the time, subject to flattery, vulnerable to fire attacks.

**Further Considerations:** Save As F16, Intelligence very (INT 12), Morale Level 11, Alignment Lawful Evil, Size L (44' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Great Ala. Bloodline Realm: Moesia (mythic Bulgaria).

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [89].

## Vorinion the Truthful

### [D100 Die Roll 90]

**Description:** A Small and Ancient Male Bronze Dragon (Age Category 8, age 546 years). 25% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Magic Missile (x2). 2nd: Continual Light, Invisibility. 3rd: Slow, Water Breathing. 4th: Wall of Ice, Wizard Eye.

**Combat Prowess:** Armor Class 0 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 64, Attacks 2 claws / 1 bite or breath weapon (lightning or repulsion gas), Damage 1D6 / 1D6 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas and lightning attacks; Special Vulnerabilities can be subdued, sleeping 25% of the time, subject to flattery.

**Further Considerations:** Save As F16, Intelligence exceptional (INT 16), Morale Level 11, Alignment Lawful Good, Size L (44' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: The Ouroboros. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [90].



90' (30') ground / 240' (80') flying, Hit Dice 8\*\*\*\*\*, Hit Points 64, Attacks 2 claws / 1 bite or breath weapon (acid or slowing gas), Damage 1D6 / 1D6 / 3D8 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 8 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to acid and gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery.

**Further Considerations:** Save As F16, Intelligence high (INT 14), Morale Level 11, Alignment Chaotic Good, Size L (42' long).

**Suggested Lair Terrain:** Hill Cave. Famous Ancestor or Kith: The Ouroboros. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 11+.

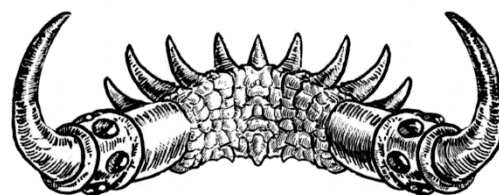
See also Treasure Trove entry [91].

## Imprethenior the Reconciler

### [D100 Die Roll 91]

**Description:** An Average-Sized and Ancient Male Copper Dragon (Age Category 8, age 565 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L6). Spell Ability: 3 Level 1, 3 Level 2, 2 Level 3 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Detect Magic, Sleep (x2). 2nd: ESP, Invisibility (x2). 3rd: Clairvoyance, Dispel Magic.

**Combat Prowess:** Armor Class 1 (natural armor plating and arcane protection), Move



## Vindruul the Conqueror

### [D100 Die Roll 92]

**Description:** An Average-Sized and Very Old Male Red Dragon (Age Category 7, age 257 years). 20% chance to be sleeping when first encountered. Speaks Draconic,

Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 1 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Burning Claws, Sleep. 2nd: Audible Glamer, Magic Mouth. 3rd: Hold Person (x2). 4th: Wall of Fire.

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 10\*\*\*\*\*, Hit Points 70, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D8 / 1D8 / 3D10 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to air and fire attacks; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F17, Intelligence exceptional (INT 16), Morale Level 11, Alignment Chaotic Evil, Size L (50' long).

**Suggested Lair Terrain:** Mountain Cave. Famous Ancestor or Kith: Dreq. Bloodline Realm: Mythic Albania.

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [92].



## Strolgu'ur the Inexorable

### [D100 Die Roll 93]

**Description:** A Large and Ancient Male Red Dragon (Age Category 8, age 483 years). 20% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Not capable of casting spells.

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*\*, Hit Points 88, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D8+1 / 1D8+1 / 6D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to air and fire attacks; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F22, Intelligence exceptional (INT 16), Morale Level 11, Alignment Chaotic Evil, Size L (62' long).

**Suggested Lair Terrain:** Underworld. Famous Ancestor or Kith: Wruen, the Dragon of Worm Hill. Bloodline Realm: Knotlow, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 11+.

See also Treasure Trove entry [93].



## Level 12 Dragons

### Vaelis Thrax the Foe-Breaker

#### [D100 Die Roll 94]

**Description:** A Small and Ancient Male Green Dragon (Age Category 8, age 520 years). 40% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L7). Spell Ability: 4 Level 1, 4 Level 2 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Magic Missile, Sleep, Protection from Good, Shield. 2nd: Detect Good, ESP, Web (x2).

**Combat Prowess:** Armor Class 2 (natural armor plating), Move 90' (30' ground / 240' (80') flying, Hit Dice 7\*\*\*\*\*, Hit Points 56, Attacks 2 claws / 1 bite or breath weapon (chlorine gas), Damage 1D4 / 1D4 / 5D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision; Special Attacks attack as 7 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to gas attacks; Special Vulnerabilities can be subdued, sleeping 40% of the time, subject to flattery, vulnerable to air attacks.

**Further Considerations:** Save As F14, Intelligence very (INT 12), Morale Level 11, Alignment Lawful Evil, Size L (36' long).

**Suggested Lair Terrain:** Forest Cave. Famous Ancestor or Kith: The Bisterne Dragon. Bloodline Realm: Mallard Wood, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 12+.

See also Treasure Trove entry [94].



Hold Person. 4th: Remove Curse, Wall of Fire. 5th: Contact Other Plane, Hold Monster.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 14), Move 120' (40') ground / 300' (100') flying, Hit Dice 10\*\*\*\*\*, Hit Points 60, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D6 / 1D6 / 4D4 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 10 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to gas attacks; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F15, Intelligence genius (INT 18), Morale Level 10, Alignment Lawful Good, Size L (44' long).

**Suggested Lair Terrain:** Grotto. Unknown ancestry.

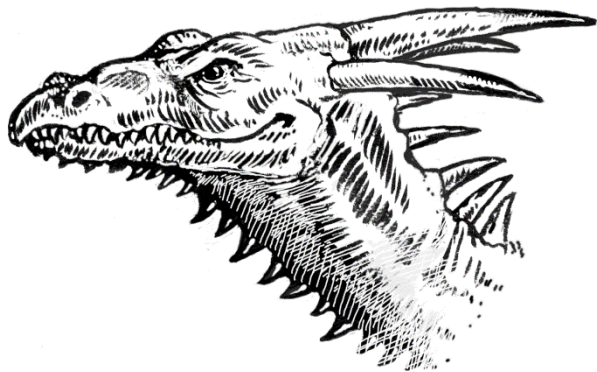
**Recommended PC Party Level for Encounter:** 12+.

See also Treasure Trove entry [95].

## Solvarius the Redeemer

### [D100 Die Roll 95]

**Description:** A Small and Old Female Gold Dragon (Age Category 6, age 108 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L10). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4, 2 Level 5 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Detect Magic, Read Magic. 2nd: Audible Glamer, Mirror Image. 3rd: Haste,



## Level 13 Dragons

### Argenthior the Majestic

#### [D100 Die Roll 96]

**Description:** A Large and Very Old Female Silver Dragon (Age Category 7, age 250 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L9). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4, 1 Level 5 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Charm Person, Read Magic. 2nd: Audible Glamer, Continual Light. 3rd: Clairaudience, Gust of Wind. 4th: Confusion, Remove Curse. 5th: Teleport.

**Combat Prowess:** Armor Class -1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*\*, Hit Points 77, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D8 / 1D8 / 6D6 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision,

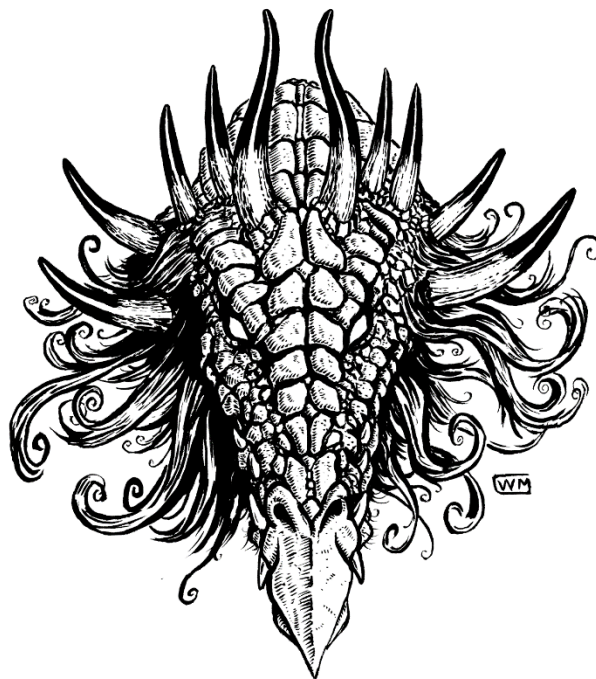
polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to frost and gas attacks; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F19, Intelligence exceptional (INT 16), Morale Level 11, Alignment Lawful Good, Size L (55' long).

**Suggested Lair Terrain:** Mountain Cave. Famous Ancestor or Kith: The Ouroborous. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 13+.

See also Treasure Trove entry [96].



## Maculatus the Purifier

### [D100 Die Roll 97]

**Description:** An Average-Sized and Very Old Female Gold Dragon (Age Category 7, age 257 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L12). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4, 2 Level 5, 1 Level 6 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Affect Normal Fires, Read Magic. 2nd: Mirror Image (x2). 3rd: Dispel Magic, Gust of Wind. 4th: Minor Globe of Invulnerability, Polymorph Other. 5th: Airy Water, Animal Growth. 6th: Control Weather.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 13), Move 120' (40') ground / 300' (100') flying, Hit Dice 11\*\*\*\*\*, Hit Points 77, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D8 / 1D8 / 6D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to gas attacks; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F19, Intelligence genius (INT 18), Morale Level 11, Alignment Lawful Good, Size L (56' long).

**Suggested Lair Terrain:** Cloud Castle. Famous Ancestor or Kith: The Ouroboros. Bloodline Realm: Achaea (mythic Greece).

**Recommended PC Party Level for Encounter:** 13+.

See also Treasure Trove entry [97].



## Level 14 Dragons

## Vorprethara the Heartless

### [D100 Die Roll 98]

**Description:** A Large and Ancient Female Red Dragon (Age Category 8, age 565 years). 20% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L8). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4 (Innate caster, no spell book.) Suggested Spells by Level: 1st: Darkness, Sleep. 2nd: ESP, Locate Object. 3rd: Protection from Normal Missiles, Slow. 4th: Monster Summoning II (x2).

**Combat Prowess:** Armor Class -1 (natural armor plating and unholy protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*\*, Hit Points 88, Attacks 2 claws / 1 bite or breath weapon (fire), Damage 1D8+1 / 1D8+1 / 6D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect

invisibility, fear aura, infravision; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses improved saving throws, resistant to air and fire attacks; Special Vulnerabilities can be subdued, sleeping 20% of the time, subject to flattery, vulnerable to earth and water attacks.

**Further Considerations:** Save As F22, Intelligence exceptional (INT 16), Morale Level 11, Alignment Chaotic Evil (with Neutral tendencies), Size L (62' long).

**Suggested Lair Terrain:** Mountain Cave. Famous Ancestor or Kith: The Cerulean Firedrake ("Blue Bane"). Bloodline Realm: Somerset, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 14+.

See also Treasure Trove entry [98].



## Mirabor the Wondrous

### [D100 Die Roll 99]

**Description:** A Large and Ancient Male Silver Dragon (Age Category 8, age 438 years). 15% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell

caster (MU L10). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4, 2 Level 5 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Light, Read Magic. 2nd: Invisibility, Mirror Image. 3rd: Dispel Magic, Haste. 4th: Charm Monster, Wizard Eye. 5th: Monster Summoning III, Secret Chest.

**Combat Prowess:** Armor Class -1 (natural armor plating and arcane protection), Move 90' (30') ground / 240' (80') flying, Hit Dice 11\*\*\*\*\*, Hit Points 88, Attacks 2 claws / 1 bite or breath weapon (frost or paralyzing gas), Damage 1D8+1 / 1D8+1 / 6D6+1 or breath weapon.

**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, fear aura, infravision, polymorph self; Special Attacks attack as 11 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to frost and gas attacks; Special Vulnerabilities sleeping 15% of the time, subject to flattery.

**Further Considerations:** Save As F22, Intelligence exceptional (INT 16), Morale Level 11, Alignment Lawful Good, Size L (62' long).

**Suggested Lair Terrain:** Ice Cave. Famous Ancestor or Kith: The Laidly Worm. Bloodline Realm: Northumbria, Britannia (mythic England).

**Recommended PC Party Level for Encounter:** 14+.

See also Treasure Trove entry [99].



## Level 15+ Dragon

### Arcanthia the Invincible

#### [D100 Die Roll 00]

**Description:** A Large and Ancient Female Gold Dragon (Age Category 8, age 523 years). 10% chance to be sleeping when first encountered. Speaks Draconic, Common, alignment tongue, etc. Spell caster (MU L13). Spell Ability: 2 Level 1, 2 Level 2, 2 Level 3, 2 Level 4, 2 Level 5, 2 Level 6 (Treasure hoard includes a spell book.) Suggested Spells by Level: 1st: Burning Claws, Read Magic. 2nd: Detect Evil, Web. 3rd: Dispel Magic, Phantasmal Force. 4th: Wall of Fire, Wall of Ice. 5th: Feeblemind, Stone Shape. 6th: Globe of Invulnerability, Legend Lore.

**Combat Prowess:** Armor Class -2 (natural armor plating, arcane protection, and DEX 13), Move 120' (40') ground / 300' (100') flying, Hit Dice 12\*\*\*\*\*, Hit Points 96, Attacks 2 claws / 1 bite or breath weapon (chlorine gas or fire), Damage 1D8+1 / 1D8+1 / 6D6+3 or breath weapon.

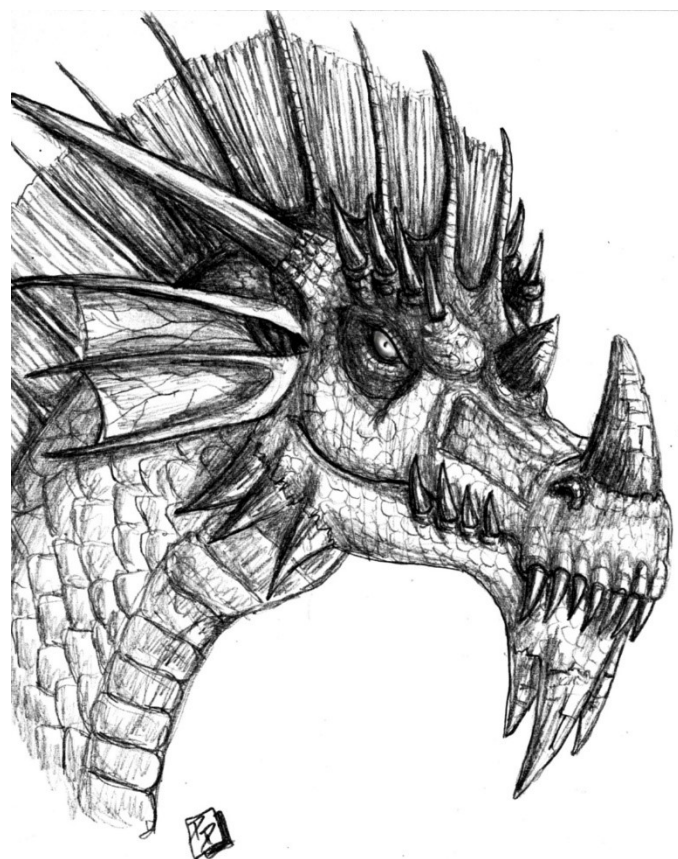
**Strengths and Weaknesses:** Special Abilities capable of speech, detect invisibility, enlightened (not motivated by greed), fear aura, infravision, polymorph self; Special Attacks attack as 12 Hit Dice monster, breath weapon; Special Defenses cannot be subdued, improved saving throws, resistant to gas attacks; Special Vulnerabilities sleeping 10% of the time, subject to flattery.

**Further Considerations:** Save As F24, Intelligence genius (INT 18), Morale Level 11, Alignment Lawful Good, Size L (70' long).

**Suggested Lair Terrain:** Grotto. Famous Ancestor or Kith: Y Ddraig Aur. Bloodline Realm: Cambria (mythic Wales).

**Recommended PC Party Level for Encounter:** 15+.

See also Treasure Trove entry [00].



## Draconian Treasure

### Troves

A word of warning for the uninitiated: dragon treasure troves tend to be *huge* in comparison to the hoards possessed by many other monsters. There is a good reason why the classic game revolves around seeking draconian troves!

If a treasure trove looks like it will completely unbalance your game, don't panic. These troves are randomly generated per Gygaxian game rules (1977), and some of them are resplendent indeed. In fact, an entire role-playing game was named after dragons because finding one's trove is intended to be one of the most exciting and most pivotal moments in the entire campaign. But winning a dragon's trove is not simply a matter of the GM reciting the treasure and the players gleefully adding the full list to their character sheets. Far from it! Let's consider the factors that come into play once the dragon is slain ...

First of all, there's encumbrance. There will usually be more treasure than the PCs can carry. If the PCs find 60,000 copper pieces, it's very unlikely that they will even bother lifting the literal TONS of coins once they see that you're serious about applying encumbrance penalties to their movement rates. You should suggest that the players have a serious discussion, in which they go through the hoard and prioritize the small, valuable pieces that their PCs want to carry away.

Next, there's the fact that the dragon did not exist in a void. Assuredly, all of the nearby intelligent monsters (who knew very well of the dragon when it was alive) are

going to learn quite quickly that the dragon is dead and the treasure is up for grabs. This makes it quite likely that the wounded PCs are going to be ambushed by clever monsters if they don't leave the area quickly.

Thirdly, there's the matter of the PCs' first departure from the lair. If the party was large and strong and the players are intelligent, they might post guardian PCs over the trove while other PCs return to town with some of the choicest loot. If this occurs, intelligent monsters will attack the defenders while the treasure-carriers are away. If there are no guards, when the PCs return, they will find that most of the decent treasure they left behind is either (a) already gone, or (b) being fought over by two or more factions of monsters who are now staking a violent and bloody claim over the lair. It's very possible that the PCs will need to kill the upstart monsters too if they really want all of the dragon's treasure!

And fourth, remember that PCs don't get experience point awards for treasure until they get that treasure back to a safe base of operations. Yes, that means that they only get XP for the fraction of treasure that makes it back to town, not for the rest of the trove they left behind!

Does all of this seem unfair? Not at all. There's a certain fantasy novel that was written in the 1930s (*The Halfling*, I think it was called?) that tells the full story of what happens when an ancient dragon is slain and open season is declared upon its treasure ... it leads to outright warfare between once-distant factions and the PCs will get swept up in the chaos! You as GM should make certain that something similar happens if the hoard is simply too amazing for anyone to pass up.

In short, the treasure trove can be “too much” as you’re first describing it, but you can virtually guarantee that the PCs are only going to come away with a fraction of what they find. Well-played dragon slayers will eventually come to learn that a hoard should be looted of its magic items, jewelry, gems, and maybe a few art objects or some platinum pieces; the rest of the burden will probably be left behind.

The 100 hoards hereafter correspond to the numbers of the 100 dragons in the first part of this book. Dragon 33 corresponds to trove number 33, and so forth. The dragons’ names are repeated in this section to avoid any possible confusion.

Through careful perusal of the treasure lists, you will note that there is not a direct and fair correspondence between a dragon’s lethality level and the treasure it is guarding. This is because the treasures were all randomly generated using the provided 1977 system, where there is a huge range of possible results between almost no treasure and a lavish trove. I added a few Oldskull items too, and took out a couple of erratic results (where, for example, a minor dragon had a trove of 100 gems and 50+ pieces of jewelry). But very generally, note that younger dragons have less treasure and ancient dragons have far more. You can add or remove treasures from the listed random entries here as you see fit in the name of game balance.

As noted in the treasure roster hereafter, very young dragons (according to Gyaxian precepts) have a 90% chance to possess no treasure, and young dragons have a 50% chance to possess no treasure. You can determine this randomly by rolling 1D100, or simply make a decision based on whether you want the campaign’s low-level

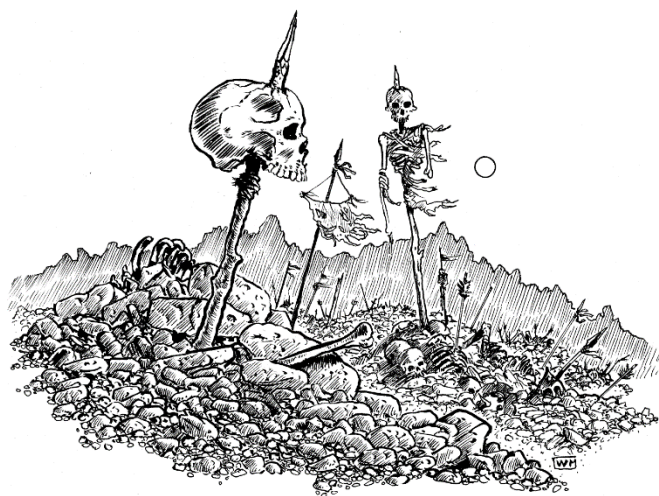
PCs have potential access to a dragon’s trove.

Gem values were rolled based on the 1979 Gyaxian system and the Oldskull system; for example a 6 GPV gem is probably a flawed or uncut gem of base 10 gold piece value. Jewelry values are provided, but not the details; you might decide a 1,000 gp item is a gold ring, a painting, a marble statuette, or whatever else suits your fancy. The important thing to worry about first is the gold piece value, not the item type.

Coin types can be easily swapped out if you like; 1,000 gold pieces can be turned into 200 platinum pieces if you’re feeling generous, or into 20,000 silver pieces if you’re not. Similarly a 500 gold piece value (suggested GPV) gem could be turned into 1,000 electrum pieces, 5 100-gp gems, 10,000 silver pieces, or whatever else you might prefer.

If you want to add some unique pieces and unusual treasures to the trove, simply strip out some of the coins and add a few random rolls from the *Oldskull Treasure Trove* supplement, also available from Wonderland Imprints.

*(The full list of 100 dragon troves follows hereafter.)*



### Draconian Trove of

#### Crysthax the Pale

#### **[Refer to dragon entry number 01]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: E, O, S.

If a treasure trove is indicated, it is as follows:

- ❖ 5 Gems (suggested GPV 10, 50, 100, 100, 100)



### Draconian Trove of

#### Elendri the Brazen

#### **[Refer to dragon entry number 02]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 6,513 Copper Pieces
- ❖ 2,984 Electrum Pieces
- ❖ 6 Gems (suggested GPV 10, 10, 14, 60, 100, 450)



### Draconian Trove of

#### Ren-Kolm the Benevolent

#### **[Refer to dragon entry number 03]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S.

If a treasure trove is indicated, it is as follows:

- ❖ 4,631 Electrum Pieces
- ❖ 12 Gems (suggested GPV 5, 6, 10, 10, 10, 14, 15, 20, 30, 30, 40, 50)



### Draconian Trove of

#### Dolmuur the Slithy

##### **[Refer to dragon entry number 04]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 8,492 Copper Pieces
- ❖ 3,255 Electrum Pieces
- ❖ 13 Gems (suggested GPV 10, 14, 15, 20, 20, 30, 35, 45, 50, 50, 70, 75, 100)



### Draconian Trove of

#### Ratha-Sha'el the Coiled

##### **[Refer to dragon entry number 05]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 4 Pieces of Jewelry or Art Objects (suggested GPV 600, 700, 800, 1,000)



### Draconian Trove of

#### Lamorien the Snaking

##### **[Refer to dragon entry number 06]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 13,249 Silver Pieces
- ❖ 503 Platinum Pieces
- ❖ 9 Gems (suggested GPV 5, 10, 11, 15, 20, 35, 40, 50, 50)
- ❖ Potion of Gaseous Form
- ❖ Potion of Human Control (affecting elves, half-elves, and humans)



### Draconian Trove of

#### Krol-Kruul the Jewel Stealer

##### **[Refer to dragon entry number 07]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S.

If a treasure trove is indicated, it is as follows:

- ❖ 17 Gems (suggested GPV 10, 10, 10, 11, 14, 16, 20, 35, 45, 50, 65, 75, 80, 90, 100, 100, 110)
- ❖ Elixir of Madness
- ❖ Potion of Healing



### Draconian Trove of

#### Shrelgos the Becrimsoned

##### **[Refer to dragon entry number 08]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 6,993 Gold Pieces
- ❖ 32 Gems (suggested GPV 5, 5, 5, 7, 7, 9, 10, 10, 10, 10, 10, 15, 16, 20, 20, 20, 35, 35, 50, 50, 50, 50, 60, 60, 70, 70, 75, 90, 100, 100, 100, 100)
- ❖ Clerical Spell Scroll (Animate Dead, Hold Person)
- ❖ Dagger +1
- ❖ Scroll of Protection from Cold



### Draconian Trove of

#### Iridiasa the Argent

##### **[Refer to dragon entry number 09]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, T.

If a treasure trove is indicated, it is as follows:

- ❖ 1,345 Copper Pieces
- ❖ 9,054 Electrum Pieces

- ❖ 9 Gems (suggested GPV 10, 10, 20, 30, 45, 50, 50, 60, 90)
- ❖ 5 Pieces of Jewelry or Art Objects (suggested GPV 200, 300, 300, 600, 700)



### Draconian Trove of

#### Jokulstora the Frost Razor

##### **[Refer to dragon entry number 10]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: E, O, S.

If a treasure trove is indicated, it is as follows:

- ❖ 1,543 Silver Pieces
- ❖ Potion of Extra-Healing
- ❖ Potion of Invisibility



## Draconian Trove of

### Pharun the Phantastic

#### **[Refer to dragon entry number 11]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 3,653 Gold Pieces
- ❖ 10 Pieces of Jewelry or Art Objects (suggested GPV 200, 300, 300, 300, 400, 400, 500, 600, 700, 700)



## Draconian Trove of

### Falthe of the Talon

#### **[Refer to dragon entry number 12]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S.

If a treasure trove is indicated, it is as follows:

- ❖ 3 Pieces of Jewelry or Art Objects (suggested GPV 100, 500, 800)
- ❖ Potion of Delusion
- ❖ Potion of Invulnerability



## Draconian Trove of

### Odorion the Glimmering

#### **[Refer to dragon entry number 13]**

90% chance of possessing no treasure, 10% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, R, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 5,643 Copper Pieces
- ❖ 4,675 Gold Pieces
- ❖ 8 Gems (suggested GPV 4, 7, 9, 10, 10, 12, 16, 50)
- ❖ 2 Pieces of Jewelry or Art Objects (suggested GPV 300, 700)
- ❖ Magical Spell Scroll (Fumble, Rope Trick, Contact Other Plane)



## Draconian Trove of

### Grimvolka the Vile

#### **[Refer to dragon entry number 14]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: E, O, S.

If a treasure trove is indicated, it is as follows:

- ❖ 1,576 Gold Pieces
- ❖ Potion of Clairaudience
- ❖ Potion of Rainbow Hues
- ❖ Oil of Impact

## ❖ Map to Guarded Monetary Treasure

**Draconian Trove of****Brynthelis the Constrictor****[Refer to dragon entry number 15]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 7,653 Copper Pieces
- ❖ 11 Gems (suggested GPV 5, 6, 9, 10, 12, 20, 50, 100, 500)

**Draconian Trove of****Thrymbol the Unforgiving****[Refer to dragon entry number 17]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S.

If a treasure trove is indicated, it is as follows:

- ❖ 4,765 Electrum Pieces
- ❖ 11 Gems (suggested GPV 6, 9, 10, 40, 50, 65, 70, 80, 90, 100, 100)

**Draconian Trove of****Nauxus the Viperous****[Refer to dragon entry number 16]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 7,543 Silver Pieces
- ❖ 4,654 Gold Pieces
- ❖ 745 Platinum Pieces
- ❖ 6 Pieces of Jewelry or Art Objects (suggested GPV 800, 800, 1,000, 1,200, 1,200, 1,400)
- ❖ Cursed Scroll
- ❖ Druidic Spell Scroll (Call Lightning)



## Draconian Trove of

### Aberandon the Cunning

#### **[Refer to dragon entry number 18]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 1,765 Silver Pieces
- ❖ 7 Pieces of Jewelry or Art Objects (suggested GPV 400, 500, 500, 700, 1,000, 1,300, 1,800)
- ❖ Leather Armor +2 (human-sized)
- ❖ Magical Scroll (Magic Missile, Knock)
- ❖ Map to Guarded Monetary Treasure
- ❖ Potion of Climbing



## Draconian Trove of

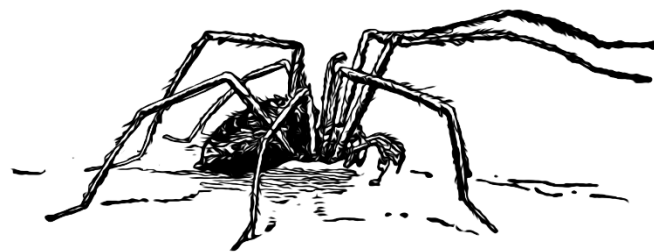
### Endoria the Wily

#### **[Refer to dragon entry number 19]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 8,543 Copper Pieces
- ❖ 9,650 Electrum Pieces
- ❖ 352 Platinum Pieces
- ❖ Magical Spell Scroll (Pyrotechnics, Shocking Grasp, Spider Climb)
- ❖ Potion of Invisibility
- ❖ Potion of Levitation
- ❖ Potion of Treasure Finding



## Draconian Trove of

### Ursa of the Pyre

#### **[Refer to dragon entry number 20]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 10,220 Silver Pieces
- ❖ 10,119 Gold Pieces
- ❖ 892 Platinum Pieces
- ❖ Map to Guarded Magical Treasure
- ❖ Potion of Levitation
- ❖ Potion of Speed



## Draconian Trove of

### Desthra-Akal the Malignant

#### **[Refer to dragon entry number 21]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 20,540 Silver Pieces
- ❖ 8 Gems (suggested GPV 10, 50, 50, 100, 200, 500, 500, 500)
- ❖ 5 Pieces of Jewelry or Art Objects (suggested GPV 400, 400, 900, 1,700, 2,100)



### **Draconian Trove of**

#### **Quordinius the Beguiler**

#### **[Refer to dragon entry number 22]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, R, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 6,332 Copper Pieces
- ❖ 9,541 Electrium Pieces
- ❖ 1,006 Platinum Pieces
- ❖ 12 Gems (suggested GPV 5, 8, 10, 10, 15, 16, 16, 20, 20, 30, 50, 200)
- ❖ 2 Pieces of Jewelry or Art Objects (suggested GPV 100, 900)



### **Draconian Trove of**

#### **Cacothora the Umbral**

#### **[Refer to dragon entry number 23]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H.

If a treasure trove is indicated, it is as follows:

- ❖ 12,981 Gold Pieces
- ❖ 8 Gems (suggested GPV 8, 10, 10, 50, 50, 50, 100, 500)



### **Draconian Trove of**

#### **Hainon-Colm the Crystal Keeper**

#### **[Refer to dragon entry number 24]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H, S.

If a treasure trove is indicated, it is as follows:

- ❖ 26,367 Silver Pieces
- ❖ 5,986 Electrum Pieces
- ❖ 1,097 Platinum Pieces



## Draconian Trove of

### Wendolyn the Serene

#### **[Refer to dragon entry number 25]**

90% chance of possessing no treasure, 25% chance of possessing a 1/4-size hoard (25%). Treasure Type: H, T.

If a treasure trove is indicated, it is as follows:

- ❖ 12,576 Silver Pieces
- ❖ 14 Gems (suggested GPV 5, 10, 10, 20, 30, 35, 45, 45, 50, 50, 75, 100, 110, 130)
- ❖ Magical Spell Scroll (Sleep, Dimension Door, Minute Meteor)



## Draconian Trove of

### Quaelon of the Emerald Realm

#### **[Refer to dragon entry number 26]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 21,502 Silver Pieces
- ❖ 20,438 Gold Pieces
- ❖ 5 Gems (suggested GPV 10, 50, 50, 50, 100)
- ❖ Broom of Flying
- ❖ Hammer +1
- ❖ Potion of Healing
- ❖ Potion of Invisibility
- ❖ Potion of Polymorph Self

❖ Scroll of Protection from Lycanthropes



## Draconian Trove of

### Vrylok the Frost Reaper

#### **[Refer to dragon entry number 27]**

Possesses an archetypal dragon hoard. Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ 2,467 Silver Pieces
- ❖ 4 Gems (suggested GPV 50, 90, 550, 650)



## Draconian Trove of

### Zalorion the Gate Warder

#### **[Refer to dragon entry number 28]**

Possesses an archetypal dragon hoard. Treasure Type: H.

The treasure trove is as follows:

- ❖ 3,519 Platinum Pieces
- ❖ 52 Gems (suggested GPV 5, 6, 7, 8, 8, 9, 10, 10, 10, 10, 10, 10, 10, 10, 10, 12, 12, 16, 20, 20, 20, 35, 40, 45, 50, 50, 50, 50, 50, 50, 80, 100, 100, 100, 100, 100, 100, 160, 200, 300, 350, 450, 500, 500, 500, 700, 700, 800, 800, 1,000, 1,000, 1,600)



### Draconian Trove of

#### Xatha the Corruptor

#### [Refer to dragon entry number 29]

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 26,857 Electrum Pieces
- ❖ 31,892 Gold Pieces
- ❖ 50 Gems (suggested GPV 3, 5, 10, 10, 10, 10, 10, 10, 10, 10, 10, 11, 16, 20, 50, 50, 50, 50, 50, 70, 100, 100, 100, 100, 100, 160, 500, 500, 500, 500, 700, 1,000, 1,000, 1,300, 7,000)
- ❖ Clerical Spell Scroll (Heroes' Feast, Invisibility to Undead, Purify Food and Drink)
- ❖ Cloak of Elvenkind
- ❖ Plate Mail +1 (human-sized)
- ❖ Potion of Water Breathing
- ❖ Scroll of Protection from Non-Magical Missile Weapons



### Draconian Trove of

#### Shiridia the Ice Bringer

#### [Refer to dragon entry number 30]

Possesses an archetypal dragon hoard.  
Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ 6,132 Electrum Pieces
- ❖ Oil of Etherealness
- ❖ Potion of Diminution
- ❖ Potion of Invisibility
- ❖ Potion of Super-Heroism
- ❖ Potion of Vitality



### Draconian Trove of

#### Regentius the Mercurial

#### [Refer to dragon entry number 31]

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H, T.

If a treasure trove is indicated, it is as follows:

- ❖ 27,399 Silver Pieces
- ❖ 19,543 Gold Pieces
- ❖ 9 Pieces of Jewelry or Art Objects (suggested GPV 1,000, 1,100, 1,200, 1,200, 1,600, 1,800, 2,000, 2,000, 2,100)



## Draconian Trove of

### Yndrisia the Storm Bringer

#### **[Refer to dragon entry number 32]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H, S.

If a treasure trove is indicated, it is as follows:

- ❖ 35,643 Silver Pieces
- ❖ 40 Gems (suggested GPV 5, 5, 6, 8, 10, 10, 10, 10, 10, 10, 11, 13, 16, 16, 20, 20, 30, 45, 50, 50, 50, 50, 50, 90, 100, 100, 100, 100, 100, 100, 120, 140, 200, 200, 200, 500, 500, 500, 800)
- ❖ 8 Pieces of Jewelry or Art Objects (suggested GPV 100, 200, 500, 600, 1,000, 1,600, 1,700, 2,000)



## Draconian Trove of

### Drakha-tholm the Enslaver

#### **[Refer to dragon entry number 33]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 19,677 Electrum Pieces
- ❖ 22,651 Gold Pieces
- ❖ 1,750 Platinum Pieces
- ❖ 20 Gems (suggested GPV 6, 8, 8, 8, 10, 10, 10, 10, 10, 10, 10, 10, 13, 50, 50, 50, 65m 100, 500, 600)

- ❖ 5 Pieces of Jewelry or Art Objects (suggested GPV 700, 1,000, 1,000, 1,300, 2,000)
- ❖ Elixir of Youth
- ❖ Philter of Beauty
- ❖ Potion of Gaseous Form
- ❖ Potion of Growth

## Draconian Trove of

### Doraxus the Defiler

#### **[Refer to dragon entry number 34]**

Possesses an archetypal dragon hoard. Treasure Type: H.

The treasure trove is as follows:

- ❖ 53,200 Silver Pieces
- ❖ 34,463 Electrum Pieces
- ❖ 1,996 Platinum Pieces
- ❖ 13 Gems (suggested GPV 4, 35, 80, 100, 100, 100, 100, 500, 500, 1,000, 1,000, 5,000)
- ❖ 13 Pieces of Jewelry or Art Objects (suggested GPV 200, 200, 900, 1,000, 1,000, 1,000, 1,200, 1,200, 1,500, 1,600, 2,000, 2,000, 2,100)
- ❖ Elixir of Madness
- ❖ Magical Spell Scroll (Confusion, Darkness 15' Radius, Monster Summoning I)
- ❖ Potion of Healing
- ❖ Ring of the God of Magic and Arcane Knowledge
- ❖ Short Sword +2



**Draconian Trove of****Moragalos the Bane Bringer****[Refer to dragon entry number 35]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 8,435 Copper Pieces
- ❖ 58,676 Silver Pieces
- ❖ 33,994 Electrum Pieces
- ❖ 24 Gems (suggested GPV 10, 10, 10, 50, 50, 50, 50, 50, 50, 50, 60, 75, 100, 100, 100, 100, 130, 300, 500, 500, 700, 1,000, 1,000, 1,000)
- ❖ 19 Pieces of Jewelry or Art Objects (suggested GPV 100, 200, 400, 400, 500, 600, 700, 800, 800, 900, 1,000, 1,200, 1,700, 1,800, 2,000, 3,000, 4,000, 5,000, 6,000)

**Draconian Trove of****Brim-Brennus the Untouchable****[Refer to dragon entry number 36]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 42,650 Silver Pieces
- ❖ 59 Gems (suggested GPV 5, 6, 6, 7, 8, 10, 10, 10, 10, 10, 12, 20, 40, 45, 50, 50, 50, 50, 50, 50, 75, 80, 90, 100, 100, 100, 100, 100, 100, 100, 100, 110, 140, 200, 200, 200, 300, 350, 500, 500, 500, 500, 500, 500, 500)

550, 750, 800, 1,000, 1,000, 1,000,  
1,000, 1,000, 1,500, 2,000, 2,000,  
2,000, 2,000, 5,000, 10,000)

**Draconian Trove of****Avaliensis the Vainglorious****[Refer to dragon entry number 37]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, T.

The treasure trove is as follows:

- ❖ 84,991 Silver Pieces
- ❖ 16,430 Electrum Pieces
- ❖ 27,003 Gold Pieces
- ❖ Clerical Spell Scroll (Neutralize Poison, Animated Dead Monsters, Spiritual Hammer, Exorcise, Imbue with Spell Ability)

**Draconian Trove of****Olm the Oath Keeper****[Refer to dragon entry number 38]**

50% chance of possessing no treasure, 50% chance of possessing a 1/2-size hoard (50%). Treasure Type: H, R, S, T.

If a treasure trove is indicated, it is as follows:

- ❖ 2,617 Copper Pieces

- ❖ 1,365 Platinum Pieces
- ❖ 11 Gems (suggested GPV 7, 8, 10, 14, 50, 50, 80, 100, 100, 200, 1,000)
- ❖ 8 Pieces of Jewelry or Art Objects (suggested GPV 400, 600, 700, 800, 900, 1,100, 2,000, 5,800)
- ❖ Broad Sword +1, Cursed
- ❖ Potion of Healing
- ❖ Potion of Poison



### Draconian Trove of

### Shu'ul the Unhallowed

**[Refer to dragon entry number 39]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 35,875 Electrum Pieces
- ❖ 1,602 Platinum Pieces
- ❖ 14 Pieces of Jewelry or Art Objects (suggested GPV 300, 1,000, 1,300, 1,400, 2,000, 3,000, 3,000, 5,000, 5,000, 5,400, 5,500, 7,000, 7,000, 8,000)



### Draconian Trove of

### Palladius the Imperious

**[Refer to dragon entry number 40]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 6,112 Gold Pieces
- ❖ 532 Platinum Pieces
- ❖ 40 Gems (suggested GPV 8, 10, 10, 10, 10, 10, 14, 15, 20, 20, 45, 45, 50, 50, 50, 50, 50, 50, 50, 50, 60, 70, 100, 100, 100, 100, 100, 100, 100, 100, 160, 200, 350, 450, 450, 500, 500, 1,000, 1,000, 1,000, 2,000)



### Draconian Trove of

### Heleken the Sleet Caller

**[Refer to dragon entry number 41]**

Possesses an archetypal dragon hoard.  
Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ Clerical Spell Scroll (Cure Serious Wounds, Cure Critical Wounds)
- ❖ 11 Crossbow Bolts +2
- ❖ Long Sword, Cursed Berserking
- ❖ Scimitar +1



### Draconian Trove of

### Jalathora the Vigilant

### [Refer to dragon entry number 42]

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 15,650 Copper Pieces
- ❖ 22,878 Gold Pieces
- ❖ 1,003 Platinum Pieces
- ❖ 72 Gems (suggested GPV 5, 6, 6, 7, 10, 10, 10, 10, 10, 12, 12, 14, 15, 15, 15, 20, 20, 20, 35, 45, 45, 50, 50, 50, 50, 50, 50, 50, 50, 55, 60, 70, 90, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 130, 160, 160, 200, 300, 450, 500, 500, 500, 500, 500, 500, 500, 600, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,500, 2,000, 2,000, 5,000)



### Draconian Trove of

### Lyrashaza the Impaler

### [Refer to dragon entry number 43]

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 66 Gems (suggested GPV 5, 7, 10, 10, 10, 10, 10, 10, 10, 14, 15, 20, 20, 45, 45, 50, 50, 50, 50, 50, 50, 60, 70, 70, 70, 90, 90, 90, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 100, 140, 150, 300, 350, 450, 500, 500, 500, 500, 500, 600, 650, 700, 750, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,400, 2,000, 5,000, 5,500)
- ❖ 17 Pieces of Jewelry or Art Objects (suggested GPV 200, 500, 600, 700, 700, 800, 800, 1,000, 1,800, 2,000, 2,000, 3,000, 4,000, 4,000, 6,000, 8,000, 16,000)
- ❖ Chime of Opening
- ❖ Dagger +2
- ❖ Doom's Tongue, an Intelligent Long Sword +3 (Intelligence 15, Alignment Neutral Good, speaks, knows Common and Cloud Giant, detect sloping passages in a 10' radius, detect precious metals in a 20' radius, detect shifting walls in a 10' radius)
- ❖ Potion of Extra-Healing
- ❖ Potion of Invisibility



### **Draconian Trove of**

### **Golmgratha the Infernal**

**[Refer to dragon entry number 44]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 23,840 Copper Pieces
- ❖ 43,119 Gold Pieces
- ❖ 1,112 Platinum Pieces
- ❖ 2 Gems (suggested GPV 50, 1,000)
- ❖ 17 Pieces of Jewelry or Art Objects (suggested GPV 500, 700, 800, 800, 1,000, 1,100, 1,500, 1,600, 1,700, 1,800, 2,000, 2,500, 3,000, 5,000, 6,000, 7,000, 14,000)
- ❖ Magical Spell Scroll (Fireball, Gust of Wind)
- ❖ Scroll of Protection from Possession



### **Draconian Trove of**

### **Shazar'un the Tempest**

**[Refer to dragon entry number 45]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 27,419 Silver Pieces
- ❖ 28,112 Electrum Pieces
- ❖ 4,734 Platinum Pieces
- ❖ Chain Mail +1 (dwarf-sized)
- ❖ Clerical Spell Scroll (Know Alignment, Detect Lie, Cure Blindness, Plane Shift, Resurrection)
- ❖ Footman's Flail +1

- ❖ Map to a Guarded Magical Treasure
- ❖ Potion of Extra-Healing
- ❖ Potion of Heroism
- ❖ Studded Leather Armor +1 (human-sized)



### **Draconian Trove of**

### **Calastaria the Resplendent**

**[Refer to dragon entry number 46]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 44,902 Silver Pieces
- ❖ 31,659 Gold Pieces
- ❖ 3,704 Platinum Pieces
- ❖ 27 Gems (suggested GPV 1, 5, 8, 9, 10, 10, 10, 11, 14, 20, 50, 50, 50, 50, 60, 80, 100, 100, 100, 100, 500, 500, 750, 900, 1,000, 1,000, 10,000)
- ❖ 2 Darts +3
- ❖ False Treasure Map to a Combined Hoard
- ❖ Scroll of Protection from Demons



**Draconian Trove of****Ferebror the Merciful****[Refer to dragon entry number 47]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 45,992 Silver Pieces
- ❖ 15 Pieces of Jewelry or Art Objects  
(suggested GPV 300, 500, 700, 1,100, 1,400, 1,700, 1,800, 2,000, 3,000, 3,000, 3,000, 5,000, 6,000, 7,000, 8,000)
- ❖ Elixir of Life
- ❖ Oil of Disenchantment
- ❖ Philter of Glibness
- ❖ Potion of Gaseous Form
- ❖ Potion of Healing
- ❖ Potion of Levitation
- ❖ Scroll of Protection from Petrification

**Draconian Trove of****Osslathra the Decayer****[Refer to dragon entry number 48]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 13,555 Gold Pieces

- ❖ 18 Pieces of Jewelry or Art Objects  
(suggested GPV 600, 700, 900, 900, 1,000, 1,000, 1,200, 1,400, 1,800, 2,000, 3,000, 3,000, 4,000, 5,000, 6,000, 6,400, 7,000, 8,000)

**Draconian Trove of****Myrrgotha the Blizzard Bringer****[Refer to dragon entry number 49]**

Possesses an archetypal dragon hoard.  
Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ 6,543 Silver Pieces
- ❖ Oil of Acid Resistance
- ❖ Philter of Persuasiveness
- ❖ Potion of Flying
- ❖ Potion of Polymorph Self

**Draconian Trove of****Fulgrum the Torturer****[Refer to dragon entry number 50]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 52,805 Silver Pieces

- ❖ 17 Gems (suggested GPV 2, 4, 5, 8, 10, 14, 20, 50, 80, 100, 140, 200, 500, 500, 600, 1,000, 6,500)
- ❖ 17 Pieces of Jewelry or Art Objects (suggested GPV 300, 400, 500, 600, 800, 900, 1,100, 1,100, 1,300, 1,400, 1,800, 2,000, 3,000, 4,000, 5,000, 6,000, 10,000)
- ❖ Oil of Sharpness +4
- ❖ Potion of Delusion
- ❖ Potion of Growth (x2)

- ❖ 39,156 Gold Pieces
- ❖ 18 Pieces of Jewelry or Art Objects (suggested GPV 200, 300, 600, 700, 800, 1,100, 1,200, 1,400, 1,500, 1,800, 2,000, 2,400, 3,000, 4,000, 5,000, 6,000, 7,000, 13,000)



### **Draconian Trove of**

### **Eirux the Manxome**

**[Refer to dragon entry number 53]**

Possesses an archetypal dragon hoard.  
Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ 30,118 Silver Pieces
- ❖ Potion of Black Dragon Control
- ❖ Potion of Fire Resistance
- ❖ Potion of Poison



### **Draconian Trove of**

### **Ithrux the Manxome**

**[Refer to dragon entry number 51]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 73,562 Silver Pieces
- ❖ 28,865 Electrum Pieces
- ❖ 40,502 Gold Pieces



### **Draconian Trove of**

### **Kruthos the Ruiner**

**[Refer to dragon entry number 52]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

**Draconian Trove of****Bronnwen the Blade-Fanged****[Refer to dragon entry number 54]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 56,993 Silver Pieces
- ❖ 31,542 Gold Pieces
- ❖ 23 Gems (suggested GPV 1, 5, 7, 10, 10, 10, 16, 20, 45, 50, 50, 50, 80, 100, 100, 120, 150, 500, 500, 500, 800, 1,000, 1,000)

**Draconian Trove of****Prydion the Aloof****[Refer to dragon entry number 55]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 4,607 Platinum Pieces
- ❖ 32 Gems (suggested GPV 5, 6, 7, 7, 8, 10, 10, 10, 10, 14, 20, 20, 40, 50, 50, 50, 100, 100, 100, 200, 300, 500, 500, 500, 550, 650, 800, 1,000, 1,000, 2,000, 5,000)

**Draconian Trove of****Prae-Tyrrior the Mighty****[Refer to dragon entry number 56]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 19,007 Electrum Pieces
- ❖ 12,115 Gold Pieces
- ❖ 15 Pieces of Jewelry or Art Objects (suggested GPV 100, 200, 300, 400, 400, 800, 900, 1,300, 1,800, 2,000, 5,000, 5,700, 6,000, 6,000, 6,000)

**Draconian Trove of****Taurol the Stygian****[Refer to dragon entry number 57]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 44 Gems (suggested GPV 5, 10, 10, 10, 10, 10, 10, 10, 11, 20, 20, 30, 45, 50, 50, 50, 50, 50, 50, 70, 75, 80, 100, 100, 100, 100, 100, 130, 140, 200, 300, 500, 500, 500, 750, 800, 1,000, 1,000, 1,000, 1,500, 5,000, 5,000)



## Draconian Trove of

### Iudexus the Justiciar

#### [Refer to dragon entry number 58]

Possesses an archetypal dragon hoard.  
Treasure Type: H, T.

The treasure trove is as follows:

- ❖ 38,739 Gold Pieces
- ❖ 24 Pieces of Jewelry or Art Objects (suggested GPV 400, 600, 700, 900, 900, 1,000, 1,000, 1,000, 1,200, 1,300, 1,300, 1,600, 1,700, 2,000, 2,000, 3,000, 3,000, 4,000, 5,000, 5,900, 6,000, 7,000, 10,000, 14,000)



## Draconian Trove of

### Agnorium the Great

#### [Refer to dragon entry number 59]

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 23,567 Silver Pieces
- ❖ Elixir of Life
- ❖ Philter of Stammering and Stuttering
- ❖ Potion of Heroism
- ❖ Potion of Rainbow Hues
- ❖ Potion of Speed



## Draconian Trove of

### Spaera the Hope Bringer

#### [Refer to dragon entry number 60]

Possesses an archetypal dragon hoard.  
Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 22,468 Electrum Pieces
- ❖ 36 Gems (suggested GPV 1, 5, 5, 6, 10, 10, 10, 14, 20, 30, 50, 50, 50, 50, 50, 55, 60, 80, 100, 100, 100, 120, 130, 200, 500, 500, 500, 600, 750, 1,000, 1,000, 1,000, 1,000, 2,000, 5,000, 10,000)
- ❖ Magical Spell Scroll (Wizard Eye, Magic Jar, Mount, Glass See, Faithful Hound)
- ❖ Scroll of Protection from Fire



## Draconian Trove of

### Hraghul the Destroyer

#### [Refer to dragon entry number 61]

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H.

The treasure trove is as follows:

- ❖ 78,419 Silver Pieces
- ❖ 13,634 Electrum Pieces
- ❖ 20,063 Gold Pieces
- ❖ 1,532 Platinum Pieces
- ❖ 27 Pieces of Jewelry or Art Objects (suggested GPV 200, 300, 300, 400, 500, 500, 600, 700, 800, 1,000, 1,100, 1,1200, 1,400, 1,600, 1,600,

1,800, 2,000, 3,000, 4,000, 5,000,  
5,200, 6,000, 7,000, 8,000, 10,000,  
13,000)

If the roll indicates the hoard is enhanced,  
add the following items:

- ❖ 11,641 Electrum Pieces
- ❖ 9,565 Gold Pieces
- ❖ 5 Pieces of Jewelry or Art Objects  
(suggested GPV 200, 400, 500, 900,  
1,400)



### **Draconian Trove of**

### **Sclysia of the Deathly Ice**

#### **[Refer to dragon entry number 62]**

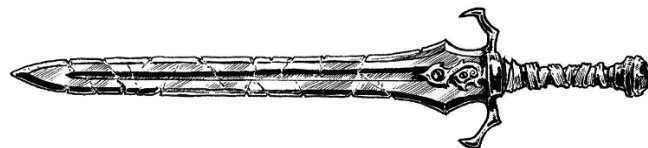
50% chance of possessing an archetypal  
hoard, 50% chance of possessing a large  
hoard (150%). Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ 4,009 Copper Pieces
- ❖ 3,120 Silver Pieces
- ❖ Oil of Fumbling
- ❖ Potion of Fire Resistance
- ❖ Potion of Flying
- ❖ Potion of Heroism

If the roll indicates the hoard is enhanced,  
add the following items:

- ❖ 2,639 Gold Pieces
- ❖ Broad Sword +1
- ❖ 2 Darts +2
- ❖ Scroll of Protection from Undead
- ❖ Short Sword +1, Arcane Slayer (+2  
vs. magic-using and enchanted  
creatures)



### **Draconian Trove of**

### **Aspidia the Defender**

#### **[Refer to dragon entry number 63]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 8,891 Copper Pieces
- ❖ 21,609 Electrum Pieces
- ❖ 59,643 Gold Pieces
- ❖ 3,054 Platinum Pieces
- ❖ 7 Gems (suggested GPV 20, 50, 50,  
80, 500, 500, 500)
- ❖ 21 Pieces of Jewelry or Art Objects  
(suggested GPV 200, 200, 400, 500,  
800, 900, 1,000, 1,100, 1,700,  
1,800, 2,000, 3,000, 4,000, 5,000,  
5,300, 6,000, 6,800, 7,000, 8,000,  
9,000, 11,000)



## Draconian Trove of

### Tantus Tor the Just

**[Refer to dragon entry number 64]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 26,237 Copper Pieces
- ❖ 76,543 Silver Pieces
- ❖ 15 Pieces of Jewelry or Art Objects (suggested GPV 900, 1,000, 1,400, 1,800, 2,000, 4,000, 5,000, 6,000, 6,500, 7,000, 8,000, 10,000, 11,800, 12,000, 26,000)
- ❖ Map to Hidden Monetary Treasure
- ❖ Medallion of ESP (30' range)
- ❖ Oil of Slipperiness
- ❖ Rod of Absorption
- ❖ Scroll of Protection from Magical Missile Weapons



## Draconian Trove of

### Tonitrai of the Thunderbolt

**[Refer to dragon entry number 65]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 46,992 Gold Pieces
- ❖ 25 Gems (suggested GPV 10, 10, 10, 10, 13, 14, 30, 40, 50, 50, 50, 60, 100, 100, 100, 100, 100, 200, 500, 500, 800, 1,000, 1,500, 5,000, 5,000)



## Draconian Trove of

### Praesidia the Protectress

**[Refer to dragon entry number 66]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 36,425 Electrum Pieces
- ❖ 2,050 Platinum Pieces
- ❖ Potion of Animal Control (avians)
- ❖ Ring of Protection +1



**Draconian Trove of****Faerosia the Savage****[Refer to dragon entry number 67]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 26,653 Copper Pieces
- ❖ 85,436 Silver Pieces
- ❖ 13,563 Electrum Pieces
- ❖ 44,908 Gold Pieces
- ❖ 4,470 Platinum Pieces
- ❖ 12 Pieces of Jewelry or Art Objects  
(suggested GPV 100, 400, 800,  
1,000, 1,400, 1,800, 2,000, 2,700,  
3,000, 4,000, 5,700, 6,000)

**Draconian Trove of****Kronstruchior the Immolator****[Refer to dragon entry number 68]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 36,900 Electrum Pieces
- ❖ 23,501 Gold Pieces
- ❖ 30 Gems (suggested GPV 6, 7, 8, 10,  
10, 10, 11, 12, 15, 20, 30, 40, 50, 50,  
50, 60, 75, 100, 100, 100, 200, 300,  
350, 500, 600, 1,000, 1,000, 1,000,  
5,000, 5,000)
- ❖ Full Plate Armor +1 (human-sized)
- ❖ Long Sword +3
- ❖ Philter of Love

- ❖ Scroll of Protection from Demons
- ❖ Small Shield +1

**Draconian Trove of****Indominus the Imperator****[Refer to dragon entry number 69]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, T.

The treasure trove is as follows:

- ❖ 17,470 Electrum Pieces
- ❖ 49,656 Gold Pieces
- ❖ 8 Gems (suggested GPV 10, 70, 100,  
150, 450, 500, 500, 1,000)
- ❖ 15 Pieces of Jewelry or Art Objects  
(suggested GPV 100, 400, 700, 800,  
900, 1,300, 1,400, 1,800, 2,000,  
3,000, 4,000, 5,000, 5,400, 9,000,  
12,000)



### **Draconian Trove of**

#### **Invixus the Unvanquished**

**[Refer to dragon entry number 70]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 35,674 Silver Pieces
- ❖ 27,631 Electrum Pieces
- ❖ Druidic Spell Scroll (Plant Door)
- ❖ Magical Spell Scroll (Disintegrate, Lightning Bolt)



### **Draconian Trove of**

#### **Cryselde the Wicked**

**[Refer to dragon entry number 71]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: E, O, S.

The treasure trove is as follows:

- ❖ 2,453 Copper Pieces
- ❖ 5,908 Silver Pieces
- ❖ 12 Gems (suggested GPV 10, 80, 100, 500, 500, 1,000, 1,000, 2,000, 2,000, 5,000, 5,000, 5,000)
- ❖ 13 Sling Bullets +1
- ❖ Dust of Disappearance
- ❖ Potion of Climbing
- ❖ Potion of Gaseous Form
- ❖ Potion of Healing
- ❖ Potion of Treasure Finding
- ❖ Scroll of Protection from Breath Weapons

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 9,453 Silver Pieces
- ❖ Clerical Spell Scroll (Dust Devil, Wind Walk, Snake Charm, Cure Serious Wounds, Holy Word)
- ❖ Map to Trapped and Guarded Monetary Treasure
- ❖ Ring of Swimming



### **Draconian Trove of**

#### **Rapax the Mephitic**

**[Refer to dragon entry number 72]**

Possesses an archetypal dragon hoard.  
Treasure Type: H.

The treasure trove is as follows:

- ❖ 35,757 Gold Pieces

- ❖ 21 Gems (suggested GPV 10, 11, 15, 20, 50, 60, 65, 80, 500, 500, 600, 800, 900, 1,000, 1,000, 1,300, 2,000, 5,000, 5,000, 10,000, 10,000)



### **Draconian Trove of**

#### **Caemlira the Valiant**

**[Refer to dragon entry number 73]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 13,654 Copper Pieces
- ❖ 26 Gems (suggested GPV 10, 20, 30, 50, 50, 100, 450, 500, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 1,000, 5,000, 5,000)



### **Draconian Trove of**

#### **Faerathel the Nefarious**

**[Refer to dragon entry number 74]**

Possesses an archetypal dragon hoard.  
Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 12,656 Copper Pieces

- ❖ 10 Pieces of Jewelry or Art Objects (suggested GPV 700, 1,000, 1,200, 1,500, 2,000, 4,000, 8,000, 9,000, 10,000, 11,000)
- ❖ Helm of Underwater Action
- ❖ Oil of Elemental Invulnerability
- ❖ Potion of Flying
- ❖ Ring of Protection +2
- ❖ Scroll of Protection from Devils
- ❖ Wand of Magic Detection



### **Draconian Trove of**

#### **Raethira the Storm Breaker**

**[Refer to dragon entry number 75]**

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 52,564 Gold Pieces
- ❖ 3,702 Platinum Pieces
- ❖ 12 Gems (suggested GPV 9, 10, 35, 50, 80, 150, 500, 2,000, 2,000, 5,000, 5,000, 5,000)
- ❖ 18 Pieces of Jewelry or Art Objects (subbested GPV 100, 300, 400, 1,000, 1,100, 1,200, 1,500, 1,700, 1,800, 3,000, 4,000, 5,000, 5,300, 5,800, 7,000, 8,000, 8,000, 12,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 6,882 Silver Pieces
- ❖ 19,340 Electrum Pieces
- ❖ 18,892 Gold Pieces
- ❖ 8 Gems (suggested GPV 10, 50, 50, 100, 200, 500, 500, 500)



### Draconian Trove of

### Resurrus the Ascendant

#### [Refer to dragon entry number 76]

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H.

The treasure trove is as follows:

- ❖ 23,991 Silver Pieces
- ❖ 28 Gems (suggested GPV 5, 7, 10, 10, 10, 10, 45, 50, 50, 50, 60, 100, 100, 100, 100, 130, 140, 500, 500, 500, 500, 650, 750, 800, 1,000, 2,000, 5,000, 9,000)
- ❖ 17 Pieces of Jewelry or Art Objects (GPV 800, 900, 900, 1,100, 1,500, 2,000, 2,900, 4,000, 5,000, 5,100, 5,200, 5,600, 6,000, 6,700, 7,000, 11,000, 12,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 5,667 Copper Pieces
- ❖ 31,908 Silver Pieces
- ❖ 7,509 Electrum Pieces
- ❖ 6,590 Gold Pieces
- ❖ 16 Gems (suggested GPV 10, 10, 10, 16, 45, 50, 50, 50, 70, 100, 100, 140, 150, 200, 350, 500)



### Draconian Trove of

### Caendolm the Radiant

#### [Refer to dragon entry number 77]

Possesses an archetypal dragon hoard. Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 19,112 Electrum Pieces
- ❖ 58,435 Gold Pieces
- ❖ 23 Gems (suggested GPV 10, 10, 10, 50, 50, 50, 50, 55, 60, 65, 75, 80, 100, 100, 350, 500, 500, 500, 1,000, 1,000, 2,000, 5,000, 6,500)
- ❖ Elixir of Life
- ❖ Oil of Etherealness
- ❖ Potion of Flying
- ❖ Potion of Speed



### Draconian Trove of

### Devorix the Soul Eater

#### [Refer to dragon entry number 78]

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 35,908 Gold Pieces
- ❖ 36 Gems (suggested GPV 7, 8, 10, 10, 10, 10, 10, 14, 15, 20, 30, 40, 45, 50, 50, 50, 50, 100, 100, 100, 100, 150, 160, 500, 500, 500, 600, 700, 1,000, 1,000, 1,300, 2,000, 5,000, 6,000, 7,500, 10,000)
- ❖ Elixir of Life

- ❖ Elixir of Youth
- ❖ Magical Spell Scroll (Blink, Fumble, Extension II, Glass See)
- ❖ Oil of Fiery Burning

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 31,890 Silver Pieces
- ❖ 12,349 Electrum Pieces
- ❖ 7 Pieces of Jewelry or Art Objects (suggested GPV 400, 500, 1,200, 1,200, 1,800, 2,000, 2,500)



### **Draconian Trove of**

#### **Aerisia the Valorous**

#### **[Refer to dragon entry number 79]**

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 20,993 Silver Pieces
- ❖ 27 Gems (suggested GPV 8, 9, 9, 10, 10, 10, 35, 35, 45, 50, 50, 50, 60, 70, 80, 100, 100, 100, 110, 200, 500, 500, 500, 550, 1,000, 1,000, 4,000)
- ❖ Brazier of Commanding Fire Elementals
- ❖ Magical Spell Scroll (Water Breathing, Spell Immunity, Cacodemon)
- ❖ Map to Guarded Monetary Treasure
- ❖ Potion of Undead Control
- ❖ Spear +2

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 760 Platinum Pieces
- ❖ 9 Gems (suggested GPV 8, 10, 20, 50, 60, 100, 200, 500, 1,000)



### **Draconian Trove of**

#### **Caelidion the Wise**

#### **[Refer to dragon entry number 80]**

Possesses an archetypal dragon hoard. Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 31,998 Silver Pieces
- ❖ 9,653 Electrum Pieces
- ❖ 10,890 Gold Pieces
- ❖ 10 Gems (suggested GPV 500, 500, 1,000, 1,000, 5,000, 5,000, 5,000, 5,000, 5,000, 10,000)
- ❖ 3 Pieces of Jewelry or Art Objects (suggested GPV 1,100, 1,800, 6,000)



## Draconian Trove of

### Zuurexia the Terrible

#### **[Refer to dragon entry number 81]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H.

The treasure trove is as follows:

- ❖ 34,898 Electrum Pieces
- ❖ 53,006 Gold Pieces
- ❖ 19 Gems (suggested GPV 5, 5, 10, 10, 10, 14, 40, 50, 50, 100, 100, 200, 500, 500, 700, 800, 1,000, 2,000, 20,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 16,522 Silver Pieces
- ❖ 19,534 Electrum Pieces
- ❖ 14 Pieces of Jewelry or Art Objects (suggested GPV 300, 600, 800, 1,000, 1,200, 2,000, 2,100, 2,900, 3,000, 5,000, 6,000, 6,200, 9,000, 11,000)



## Draconian Trove of

### Symbeline the Magestrrix

#### **[Refer to dragon entry number 82]**

Possesses an archetypal dragon hoard. Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 27,980 Copper Pieces
- ❖ 31,053 Silver Pieces
- ❖ 26,809 Electrum Pieces

- ❖ 27,902 Gold Pieces
- ❖ 1,501 Platinum Pieces
- ❖ 17 Gems (suggested GPV 10, 10, 10, 20, 30, 50, 50, 50, 90, 100, 200, 500, 500, 600, 700, 1,000, 1,000)
- ❖ 13 Pieces of Jewelry or Art Objects (suggested GPV 300, 1,000, 1,100, 1,500, 1,600, 1,700, 1,800, 2,000, 4,000, 5,500, 6,000, 6,100, 8,000)
- ❖ Potion of Extra-Healing
- ❖ Potion of Gold Dragon Control



## Draconian Trove of

### Maeridia the Illustrious

#### **[Refer to dragon entry number 83]**

Possesses an archetypal dragon hoard. Treasure Type: H, T.

The treasure trove is as follows:

- ❖ 92,105 Silver Pieces
- ❖ 41,809 Gold Pieces
- ❖ Clerical Spell Scroll (Continual Light, Heal)
- ❖ Magical Spell Scroll (Wall of Force, Shatter, Animal Growth)
- ❖ Scroll of Protection from Elementals



## Draconian Trove of

### Verithra the Truth Speaker

#### [Refer to dragon entry number 84]

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 7,830 Copper Pieces
- ❖ 1,635 Silver Pieces
- ❖ 15,453 Gold Pieces
- ❖ Philter of Glibness
- ❖ Potion of Healing (x2)
- ❖ Potion of Poison
- ❖ Potion of Sweet Water

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 11,660 Gold Pieces
- ❖ 16 Gems (suggested GPV 6, 10, 10, 45, 50, 50, 75, 100, 100, 140, 500, 500, 750, 1,000, 1,000, 5,000)
- ❖ 10 Pieces of Jewelry or Art Objects (suggested GPV 200, 600, 700, 800, 900, 1,200, 1,400, 1,500, 1,800, 2,000)
- ❖ Magical Spell Scroll (Incendiary Cloud, Wall of Iron, Fly, Stone to Flesh)
- ❖ Scroll of Protection from Cold



## Draconian Trove of

### Cessendra the Tranquil

#### [Refer to dragon entry number 85]

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H.

The treasure trove is as follows:

- ❖ 71,803 Silver Pieces
- ❖ Hammer +1
- ❖ Magical Spell Scroll (Dispel Illusion, Wall of Ice, Geas, Protection from Normal Missiles)
- ❖ Potion of Extra-Healing
- ❖ Potion of Fire Resistance
- ❖ Slippers of Spider Climbing

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 15,704 Gold Pieces
- ❖ 30 Gems (suggested GPV 1, 10, 10, 12, 14, 20, 50, 50, 50, 70, 100, 100, 100, 110, 120, 140, 160, 200, 400, 500, 500, 500, 800, 900, 1,000, 1,000, 1,200, 2,000, 5,000, 5,500)
- ❖ 9 Pieces of Jewelry or Art Objects (suggested GPV 600, 900, 1,000, 2,200, 4,000, 5,000, 6,000, 6,100, 8,000)



## Draconian Trove of

### Venenthra the Pestilent

#### **[Refer to dragon entry number 86]**

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H.

The treasure trove is as follows:

- ❖ 66,453 Silver Pieces
- ❖ 31 Gems (suggested GPV 1, 5, 9, 10, 10, 10, 14, 20, 45, 50, 50, 50, 80, 90, 100, 100, 100, 150, 200, 350, 400, 500, 500, 500, 500, 900, 1,000, 1,000, 1,000, 2,000, 3,500)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 33,654 Copper Pieces
- ❖ 16,450 Gold Pieces
- ❖ 1,760 Platinum Pieces
- ❖ 19 Gems (suggested GPV 6, 10, 10, 10, 14, 20, 50, 50, 60, 90, 100, 100, 160, 200, 350, 500, 500, 500, 1,000)
- ❖ 6 Pieces of Jewelry or Art Objects (suggested GPV 400, 700, 800, 1,000, 1,100, 2,000)



## Draconian Trove of

### Ashiria the Vorpai

#### **[Refer to dragon entry number 87]**

Possesses an archetypal dragon hoard. Treasure Type: H, T.

The treasure trove is as follows:

- ❖ 18,699 Silver Pieces
- ❖ 22 Pieces of Jewelry or Art Objects (suggested GPV 200, 400, 600, 800, 900, 1,000, 1,100, 1,200, 1,800, 2,000, 3,000, 4,000, 5,000, 5,100, 5,200, 5,800, 6,000, 6,800, 8,000, 9,000, 10,000, 12,000)



## Draconian Trove of

### Crystus the Amaranthine

#### **[Refer to dragon entry number 88]**

Possesses an archetypal dragon hoard. Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 85,891 Silver Pieces
- ❖ 18,013 Gold Pieces
- ❖ 1,106 Platinum Pieces
- ❖ 25 Gems (suggested GPV 5, 8, 9, 10, 10, 15, 20, 35, 45, 50, 50, 70, 100, 100, 100, 120, 500, 500, 750, 800, 1,000, 1,000, 2,000, 3,500, 5,000)
- ❖ 21 Pieces of Jewelry or Art Objects (suggested GPV 400, 500, 600, 700, 800, 900, 1,200, 1,300, 1,500, 1,600, 1,700, 1,800, 2,000, 2,700, 2,800, 3,000, 4,000, 6,000, 7,000, 12,000, 16,000)
- ❖ Clerical Spell Scroll (Continual Light, Cure Serious Wounds)



## Draconian Trove of

### Maelgrim the Jagannath

#### **[Refer to dragon entry number 89]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 36,754 Electrum Pieces
- ❖ 3,789 Platinum Pieces
- ❖ 25 Gems (suggested GPV 5, 7, 10, 20, 35, 45, 50, 50, 50, 75, 100, 1 00, 100, 130, 200, 300, 500, 500, 650, 700, 800, 1,000, 1,000, 2,000, 7,500)
- ❖ 19 Pieces of Jewelry or Art Objects (suggested GPV 300, 500, 800, 900, 1,000, 1,100, 1,400, 1,800, 1,900, 2,000, 2,400, 4,000, 5,000, 5,600, 6,000, 8,000, 11,000, 12,000, 13,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 75,334 Silver Pieces
- ❖ 38,350 Gold Pieces
- ❖ Oil of Timelessness
- ❖ Philter of Beauty
- ❖ Philter of Persuasiveness
- ❖ Potion of Climbing
- ❖ Potion of Healing
- ❖ Potion of Longevity



## Draconian Trove of

### Vorinion the Truthful

#### **[Refer to dragon entry number 90]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 48,089 Silver Pieces
- ❖ 18,006 Electrum Pieces
- ❖ 13 Pieces of Jewelry or Art Objects (suggested GPV 200, 300, 1,000, 1,200, 1,600, 1,900, 2,000, 2,700, 2,900, 3,000, 4,000, 5,300, 7,000)
- ❖ Oil of Fire Resistance
- ❖ Pole Arm +1 (Halberd)
- ❖ Potion of Treasure Finding
- ❖ Potion of Water Breathing

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 23,809 Copper Pieces
- ❖ 15,632 Gold Pieces
- ❖ 3,688 Platinum Pieces
- ❖ 30 Gems (suggested GPV 7, 10, 10, 10, 11, 14, 20, 40, 50, 50, 50, 70, 80, 90, 100, 100, 100, 110, 200, 450, 500, 500, 500, 700, 800, 1,000, 1,000, 1,500, 1,600, 2,000)
- ❖ 18 Pieces of Jewelry or Art Objects (suggested GPV 300, 400, 500, 600, 800, 1,000, 1,200, 1,600, 1,900, 3,000, 4,000, 5,000, 6,200, 7,000, 8,000, 10,000, 12,000, 15,000)
- ❖ CruciatuS, an Intelligent Long Sword +2 (Intelligence 13, Alignment Lawful Good, communicates through semi-empathy, detect sloping passages in a 10' radius)
- ❖ Cloak of Protection +2
- ❖ Javelin +1
- ❖ Leather Armor +1 (dwarf-sized)

- ❖ Magical Spell Scroll (Feeblemind, Polymorph Other, Fireball, Mirror Image)
- ❖ Scroll of Protection from Elementals
- ❖ Scroll of Protection from Lycanthropes



- ❖ Oil of Elemental Invulnerability
- ❖ Potion of Extra-Healing (x2)
- ❖ Ring of Three Wishes



### Draconian Trove of Vindruul the Conqueror

**[Refer to dragon entry number 92]**

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 42,113 Silver Pieces
- ❖ 15,602 Electrum Pieces
- ❖ 23,879 Gold Pieces
- ❖ 24 Gems (suggested GPV 10, 10, 40, 45, 50, 50, 50, 75, 100, 100, 110, 120, 150, 160, 200, 500, 500, 1,000, 1,000, 1,200, 2,000, 5,000, 5,000, 5,000)
- ❖ Clerical Spell Scroll (Protection from Evil 10' Radius, Exorcise)
- ❖ Scroll of Protection from Devils
- ❖ Scroll of Protection from Magic
- ❖ Magical Spell Scroll (Limited Wish, Symbol)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 13,435 Copper Pieces
- ❖ 24,530 Silver Pieces
- ❖ 2,051 Platinum Pieces
- ❖ 21 Pieces of Jewelry or Art Objects (suggested GPV 200, 300, 500, 900, 1,000, 1,300, 1,600, 1,700, 1,800, 2,000, 2,300, 2,600, 3,000, 4,000,

### Draconian Trove of Imprethenior the Reconciler

**[Refer to dragon entry number 91]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, S.

The treasure trove is as follows:

- ❖ 14,508 Copper Pieces
- ❖ 13 Gems (suggested GPV 6, 10, 11, 40, 50, 100, 150, 350, 500, 1,000, 2,000, 5,000, 25,000)
- ❖ 16 Pieces of Jewelry or Art Objects (suggested GPV 600, 700, 900, 1,000, 1,200, 1,400, 1,700, 4,000, 5,000, 5,000, 5,600, 7,000, 8,000, 9,000, 10,000, 12,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 1,498 Platinum Pieces

5,000, 5,100, 5,500, 6,000, 8,000, 9,000, 18,000)

- ❖ Druidic Spell Scroll (Water Breathing, Creeping Doom)



### **Draconian Trove of Strolgu'ur the Inexorable**

#### **[Refer to dragon entry number 93]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 56,804 Gold Pieces
- ❖ 4,106 Platinum Pieces
- ❖ Magical Spell Scroll (Burning Hands, Magic Missile, Massmorph)
- ❖ Potion of Invisibility
- ❖ Potion of Poison
- ❖ Potion of Rainbow Hues
- ❖ Scroll of Protection from Plants

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 23,645 Electrum Pieces
- ❖ Battle Axe +1
- ❖ Druidic Spell Scroll (Animal Summoning II, Liveoak, Know Alignment, Protection from Lightning, Speak with Plants)
- ❖ Potion of Clairvoyance
- ❖ Potion of Invulnerability
- ❖ Potion of Polymorph Self



### **Draconian Trove of**

### **Vaelis Thrax the Foe-Breaker**

#### **[Refer to dragon entry number 94]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H.

The treasure trove is as follows:

- ❖ 34,097 Silver Pieces
- ❖ 4,450 Platinum Pieces
- ❖ 11 Pieces of Jewelry or Art Objects (suggested GPV 200, 600, 900, 1,800, 2,000, 3,000, 5,000, 8,000, 10,000, 10,000, 12,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 18,534 Gold Pieces
- ❖ 10 Gems (suggested GPV 10, 50, 50, 100, 200, 500, 1,000, 1,000, 1,000, 2,000)



### **Draconian Trove of**

### **Solvarius the Redeemer**

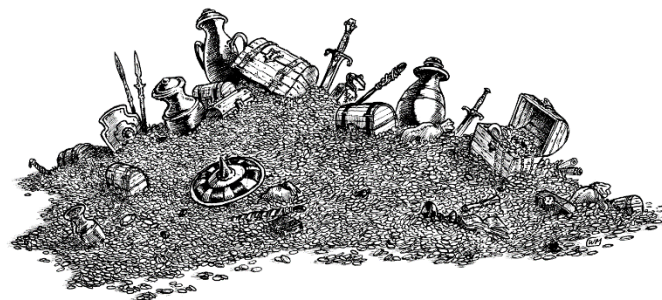
#### **[Refer to dragon entry number 95]**

Possesses an archetypal dragon hoard. Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 42,143 Gold Pieces

- ❖ 4,981 Platinum Pieces
- ❖ 30 Gems (suggested GPV 5, 6, 8, 10, 10, 10, 12, 13, 20, 50, 50, 50, 70, 100, 100, 100, 110, 200, 300, 400, 500, 500, 500, 550, 600, 800, 1,000, 1,000, 5,000, 5,000)
- ❖ Potion of Human Control (dwarves)
- ❖ Potion of Frost Giant Strength
- ❖ Potion of Delusion
- ❖ Potion of Healing
- ❖ Clerical Spell Scroll (Death's Door, Penetrate Disguise, Flame Strike, Cure Serious Wounds)



### **Draconian Trove of**

### **Maculatus the Purifier**

#### **[Refer to dragon entry number 97]**

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 18,095 Electrum Pieces
- ❖ 9 Pieces of Jewelry or Art Objects (suggested GPV 500, 500, 3,000, 4,000, 4,000, 5,000, 5,000, 11,000, 12,000)
- ❖ Illusionist's Spell Scroll (Dispel Exhaustion, Non-Detection, Rainbow Pattern, Wraith Form, Dispel Magic)
- ❖ Map to a Guarded Magical Treasure
- ❖ Potion of Plant Control
- ❖ Scroll of Protection from Lycanthropes
- ❖ Short Sword +1

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 10 Gems (suggested GPV 10, 10, 10, 45, 50, 50, 55, 60, 100, 1,000)
- ❖ 1 Piece of Jewelry or Art Object (suggested GPV 5,000)
- ❖ Magical Spell Scroll (Repulsion, Comprehend Languages, Extension



### **Draconian Trove of**

### **Argenthior the Majestic**

#### **[Refer to dragon entry number 96]**

50% chance of possessing an archetypal hoard, 50% chance of possessing a large hoard (150%). Treasure Type: H, T.

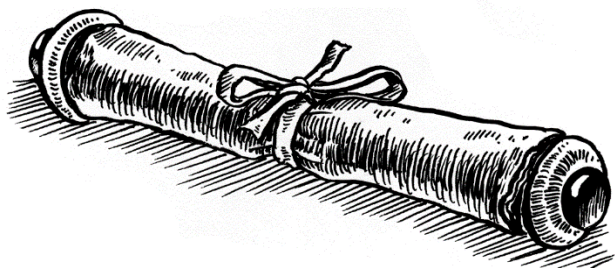
The treasure trove is as follows:

- ❖ 14,547 Copper Pieces
- ❖ 992 Platinum Pieces
- ❖ 16 Pieces of Jewelry or Art Objects (suggested GPV 400, 700, 700, 1,000, 2,000, 2,200, 2,500, 4,000, 5,100, 5,600, 6,000, 7,000, 8,000, 10,000, 12,000, 16,000)

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 21,752 Silver Pieces
- ❖ 2,546 Platinum Pieces
- ❖ 10 Gems (suggested GPV 8, 10, 10, 16, 20, 50, 50, 100, 100, 10,000)

I, Invisible Stalker, ESP, Control Weather)



### **Draconian Trove of**

#### **Vorprethara the Heartless**

#### **[Refer to dragon entry number 98]**

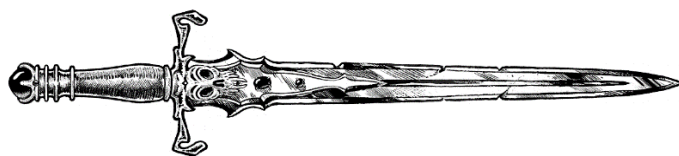
25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, S, T.

The treasure trove is as follows:

- ❖ 34,919 Electrum Pieces
- ❖ 23,436 Gold Pieces
- ❖ 47 Gems (suggested GPV 8, 10, 10, 10, 10, 10, 12, 14, 16, 20, 45, 50, 50, 50, 50, 50, 55, 60, 65, 75, 80, 90, 100, 100, 100, 100, 110, 120, 130, 150, 200, 400, 500, 500, 500, 500, 600, 650, 700, 750, 800, 1,000, 1,000, 1,000, 1,400, 1,500, 2,000)
- ❖ 19 Pieces of Jewelry or Art Objects (suggested GPV 500, 600, 700, 700, 1,000, 1,000, 1,200, 1,400, 2,000, 3,000, 4,000, 5,000, 8,000, 8,000, 9,000, 9,000, 10,000, 10,600, 12,000)
- ❖ Elixir of Youth
- ❖ Oil of Acid Resistance
- ❖ Oil of Elemental Invulnerability
- ❖ Oil of Timelessness
- ❖ Potion of Flying
- ❖ Potion of Invisibility

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 11 Gems (suggested GPV 10, 15, 50, 55, 80, 100, 140, 500, 500, 1,000, 1,000)
- ❖ Long Sword +4, Defender
- ❖ Magical Spell Scroll (Black Tentacles, Cone of Cold, Magic Jar, Banishment, Polymorph Other, Imprisonment)
- ❖ Ring Mail +1 (gnome- or halfling-sized)
- ❖ Scroll of Protection from Paralyzation
- ❖ Scroll of Protection from Petrification
- ❖ Two-Handed Sword +2



### **Draconian Trove of**

#### **Mirabor the Wondrous**

#### **[Refer to dragon entry number 99]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, T.

The treasure trove is as follows:

- ❖ 64,742 Silver Pieces
- ❖ 36,341 Electrum Pieces
- ❖ 50,633 Gold Pieces
- ❖ 4,064 Platinum Pieces

If the roll indicates the hoard is enhanced, add the following items:

- ❖ 3,369 Platinum Pieces
- ❖ 10 Gems (suggested GPV 10, 50, 100, 100, 100, 500, 500, 550, 800, 1,000)

- ❖ 10 Pieces of Jewelry or Art Objects (suggested GPV 600, 700, 1,000, 1,700, 2,000, 4,000, 5,000, 6,000, 7,000, 8,000)
- ❖ Magical Spell Scroll (Wall of Fire, Charm Monster, Time Stop, Disintegrate)
- ❖ Scroll of Protection from Elementals
- ❖ Scroll of Protection from Undead

- ❖ 16,135 Gold Pieces
- ❖ 4,132 Platinum Pieces
- ❖ 15 Pieces of Jewelry or Art Objects (suggested GPV 300, 600, 600, 800, 1,100, 1,400, 1,800, 2,000, 3,000, 4,000, 5,000, 5,600, 6,000, 8,000, 12,000)
- ❖ Druidic Spell Scroll (Charm Person or Mammal, Animal Growth, Animal Summoning I)
- ❖ Elixir of Youth
- ❖ Potion of Speed
- ❖ Potion of Super-Heroism



## Draconian Trove of

## Arcanthia the Invincible

### **[Refer to dragon entry number 00]**

25% chance of possessing an archetypal hoard, 75% chance of possessing a huge hoard (200%). Treasure Type: H, R, S, T.

The treasure trove is as follows:

- ❖ 101,530 Silver Pieces
- ❖ 40,362 Gold Pieces
- ❖ 3,167 Platinum Pieces
- ❖ 13 Gems (suggested GPV 5, 10, 10, 20, 40, 50, 100, 100, 100, 1,000, 1,000, 5,000, 5,000)
- ❖ 8 Pieces of Jewelry or Art Objects (suggested GPV 500, 1,000, 4,000, 6,000, 6,000, 6,200, 11,200, 32,000)
- ❖ Oil of Elemental Invulnerability
- ❖ Philter of Glibness
- ❖ Potion of Animal Control (mammals, marsupials, and avians)
- ❖ Potion of Extra-Healing
- ❖ Potion of Fire Giant Strength
- ❖ Potion of Healing (x2)
- ❖ Potion of Treasure Finding

If the roll indicates the hoard is enhanced, add the following items:

## About the Author



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr,

Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as *Zork*, *Telengard*, *Temple of Apshai*, *Ultima*, *Tunnels of Doom*, *The Bard's Tale*, *Phantasie*, *Pool of Radiance*, *Wizard's Crown* and *Wasteland*. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran *Dark Angel Collectibles*, selling classic FRPG materials as *Darkseraphim*, and assisted the *Acaeum* with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaenum, Dragonsfoot, ENWorld, Grogardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

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