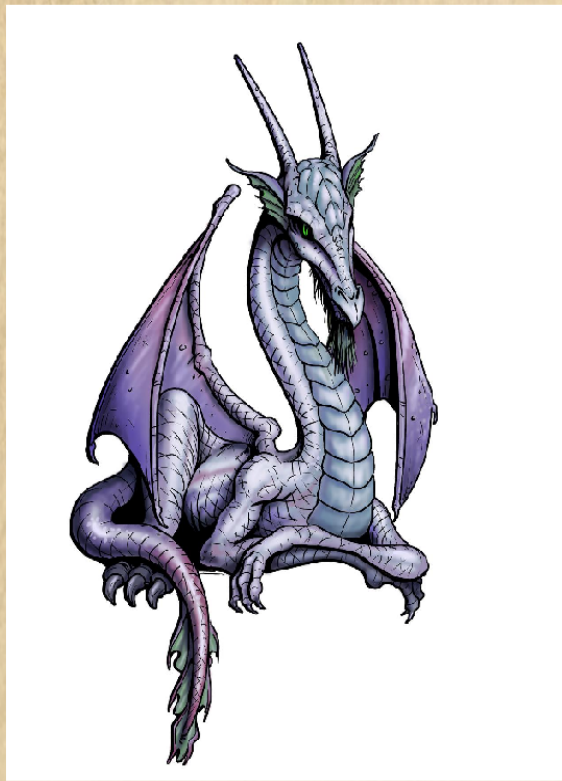


DRAGON

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



Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Dragon

A Player Character Class for Labyrinth Lord

and other old-school role-playing games

Written by: James M. Spahn

Art by: Gary Dupuis



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

Prime Requisite: CON and INT

Hit Dice: 1d8

Maximum Level: 8th

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dragon Spellcasting Progression

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

DESIGNATION OF PRODUCT IDENTITY

Labyrinth Lord™ is copyright 2007 - 2012, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at <http://www.goblinoidgames.com>.

Barrel Rider Games™ is copyright 2012, James M. Spahn. The Barrel Rider Games™ logo is copyright 2012, James M. Spahn.

Adamant Entertainment™ is Copyright Adamant Entertainment 2007

Art is copyright 2012 Gary Dupuis™

DESIGNATION OF OPEN GAME CONTENT

All text not identified as Product Identity is Open Game Content.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such

Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.