

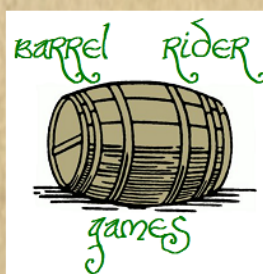
DRAGON SLAYER



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

Written by: James M. Spahn

Art by: Walter Crane & Will Pagony



Labyrinth Lord
Compatible Product

Dragon Slayer

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Requirements: Str 12, Con 12, Wis 12

Prime Requisite: STR and CON

Hit Dice: 1d8

Maximum Level: 20th

Dragon. The mere word conjures terror in the hearts of a great many people of the world. Yet there are some who would dedicate their life

to conquering this fear and seeing that these great and horrible beasts are slain. These valiant warriors are known as dragon slayers. Typically, these errant travelers are well armed and armored, calling to realm their home. Instead, they would protect the entire world from the foulest beast born of legend and myth.

Dragon slayers are proficient in all weapons and armor, as well as shields. They use the Attack Value and Saving Throws of a fighter of equal level. Because of their dedication and discipline, the vast majority of dragon slayers are lawful in alignment, though more nefarious dragon slayers do exist. They often make pacts with the very creatures they are trained to defeat, extorting local villages and kingdoms to increase both their own riches and the hordes of the wyrms with whom they ally themselves.

Reaching 9th Level: Upon reaching 9th level a dragon slayer's heroics have earned them the admiration of a powerful lord or patron. For their service they are given a powerful magical item to aid them in their endeavors. This item is almost always a magical weapon of a very powerful nature. Sometimes it is even a sentient sword, typically housing the spirit of some ancient dragon slayer who has long since fallen in battle. Because of their nomadic lifestyle and highly dangerous purpose, they never draw permanent followers when they reach 9th level.

Keen Blade: A warrior is only as strong as the weapon he wields. When facing a dragon in combat, the Dragon Slayer receives a +2 bonus to attack and damage.

Speech of the Ancients: At 1st level all dragon slayers are able to speak and understand the

language of dragons. They may also read and write this ancient tongue.

Strong Armor: While dragons have mighty scales of mail to protect them, those who hunt the great wyrms must make the most of their protection. Whenever a dragon slayer of 3rd level or higher engages in combat against a dragon they receive a +2 bonus to their Armor Class against all attacks the dragon makes.

Stout Heart: Some say only a fool would challenge the greatest of all magical beasts. But you have a deep wellspring of courage and resolve in your heart when facing fearsome wyrms. Dragon slayers who reach 5th level receive a +4 bonus to all saving throws made to resist spells cast by a dragon.

Duck and Cover: Dragon slayers are particularly adept at using shields to protect themselves from the deadly breath weapons of their chosen foe. At 7th level they receive a +4 bonus to all Breath Weapon saving throws made to resist a dragon's breath attack as long as they are equipped with a shield.

Appraising Eye: When sorting through a dragon's treasure horde, a dragon slayer of 11th level or higher is automatically able to assess the value of the items found, including detecting which items are magical and if there are any cursed items present. This ability can only be used regarding items found in the dragon's horde, and the dragon slayer may physically handle the cursed items of this nature to identify them as such without suffering their adverse effects. This ability can be used as often as the dragon slayer wishes, but takes one hour of examination per 10,000 gp of treasure.

Perplexing Riddler: The dragon slayer has learned that some dragons can be defeated by their own egos. When a dragon slayer of 13th level encounters a dragon they may attempt to engage the dragon in a contest of riddles or placate their

ego with praise. They may only attempt this ability once on an individual dragon and may not use it on any other creature. After spending three rounds of uninterrupted discussion between dragon and dragon slayer, the dragon must succeed in a saving throw vs. spells. If it fails it regards the dragon slayer with an indifferent or uninterested Reaction, as described by the Monster Reaction rules on page 52 of the *Labyrinth Lord* Core Book. At the Labyrinth Lord's discretion if the rolls a natural one on its saving throw it may even regard the dragon slayer in a friendly manner, if the dragon slayer and dragon are of the same alignment.

Any hostile actions taken by the dragon slayer or his companions instantly nullifies this effect.

Perfect Reflexes: Dragon slayers who reach 15th level no longer need to make saving throws to reduce the damage they receive from a dragon's breath weapon. They automatically succeed in these saving throws and always suffer half damage from a dragon's breath attack.

Undaunted Spirit: At 17th level a Dragon slayer is so deeply committed to their quest that their spirit cannot be daunted by draconic magic. They automatically succeed in all saving throws made to resist spells cast by a dragon.

Tenacious Soul: By the time a dragon slayer reaches 19th level they have gazed into the eyes of the greatest wyrms of the realm. They are completely dedicated to their deadly task, even unto death. When they are engaged in combat with a dragon, the dragon slayer does not die until they reach a negative number of hit points equal to their character level. If the dragon slayer defeats the dragon or retreats from combat they must receive magical healing of some nature to restore them to at least one hit point within 2d6 rounds of the combat ending or they fall down dead.



Experience	Level	Hit Dice (1d8)	Special Ability
0	1	1	Keen Blade, Speech of the Ancients
2,035	2	2	
4,065	3	3	Strong Armor
8,125	4	4	
16,251	5	5	Stout Heart
32,501	6	6	
65,001	7	7	Duck and Cover
120,001	8	8	
240,001	9	9	
360,001	10	+2 hp only *	
480,001	11	+4 hp only *	Appraising Eye
600,001	12	+6 hp only *	
720,001	13	+8 hp only *	Perplexing Riddler
840,001	14	+10 hp only *	
960,001	15	+12 hp only *	Perfect Reflexes
1,080,001	16	+14 hp only *	
1,200,001	17	+16 hp only *	Undaunted Spirit
1,320,001	18	+18 hp only *	
1,440,001	19	+20 hp only *	Tenacious Soul
1,560,001	20	+22 hp only *	

*Hit point modifiers from constitution are ignored

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