

SKYSCRAPERS & SORCERY

SUPPLEMENTAL RULES



ENCYCLOPEDIA DRACONIS




OSR
WHITE BOX
COMPATIBLE

BY ANTHONY C. HUNTER
SLEEPING GRIFFON PRODUCTIONS



Written by: Anthony C. Hunter

Cover Design by: Anthony C. Hunter

Skyscrapers & Sorcery © 2015 Anthony C. Hunter, All Rights Reserved.

With the exception of the Skyscrapers & Sorcery Logo and the artwork, the Text of this book is released under the Open Game License and the Creative Commons Attribution license.



Dragons in Skyscrapers & Sorcery

There was a request for Dragons to be made available as adversaries (or allies) for Skyscrapers & Sorcery, so here you go.

Now, you can find standard dragons in any number of sources that are available for free, including the downloads of the Swords & Wizardry White Box, or the S&W Complete or tons of places online.

If you want a standard dragon, use one of those sources. I'm going to give you a slightly different take on dragons however, one that fits how I see the world of Skyscrapers & Sorcery.

Like anything else I do, referees should feel free to take a hammer to anything that does not suit their personal view of the world, of if they know that their players have read these rules, twist 'em up (the rules, not your players, well, you can do that too, but usually they outnumber the referee, so take care).

Are Dragons Real?

Dragons exist and have existed for ages. They evolved as an offshoot of dinosaurs and survived when their lesser cousins did not. There are not many true dragons in the world, but one of the important lessons they learned early on was to not draw too much attention to themselves where humans are concerned.

There are rumors that the supposed battle between Marduk and Tiamat were exaggerated, to allow Tiamat to withdraw to obscurity, rather than be slain. That pesky Saint George, did, according to Draconic historians, actually slay a dragon, although sources claim that it was a young dragon, caught away from it's parent, or a very elderly, possibly senile dragon. Those sources have not been verified, but in the closed and secretive circles where dragons communicate, they are considered to be gospel truth.

In modern times, Dragons have become stuff of legend, literature and motion pictures, stuff of modern myth, as it were. Frankly, dragons are not only quite happy with this development, but it is rumored that they actually prefer and help promote the idea that they are myths. But in this document, my friends, we will reveal the truths that dragons do not wish to be brought forth. Read on and welcome enlightenment (or hopefully entertainment, at least)...

The Basic Facts about Dragons

There are several facts about dragons that referees should be aware of. This information refers to the race that considers themselves to be "True" Dragons, *Draconis Regius Veruma*.

We will simply refer to them as dragons in this text for the sake of simplicity and the fact that the author would most likely misspell their name repeatedly, sowing even more seeds of confusion, and while this would be to their liking, it is less than desirable for the reader.

- All dragons are effectively immortal, or at least, seem that way.
Other than dying through acts of violence, dragons are nigh immune to the ravages of disease (with certain exceptions, which will be mentioned later, if I can keep the agents of the dragons away from my keyboard).
- All dragons are shapechangers.
Dragons instinctively learn to control their ability to change shape within days of hatching, although it may take decades to master the level of finesse required to fit in among humans. A dragon can change their shape from their natural form to another form in the space of 2 combat rounds, even creating the appearance of clothing when they do so.
- There can only be fifty true dragons in the world at any one time.
No one understands why, but there seems to be a limit to the number of dragons that can be alive at one time. Some scholars believe that perhaps the number of draconic 'souls' available are limited by the cosmos. Regardless of the true reason, there will never be more than fifty true dragons in the world
- Dragons can mate with other races.
However, if a dragon mates with a human and they produce an offspring, that offspring is human, for the most part. A dragon-blooded human receives the following benefits:
 - +2 to all saving throws
 - 2 in 6 chance of magic resistance
 - -1[+1] bonus to Armor Class
 - +1 Constitution and +1 to any other attribute

Only dragons who mate with other dragons have a chance of bringing forth more true dragons

- True dragons are not separated by scale colors.
As shapechangers, a dragon can actually choose the color they prefer for their scales when in dragon form. Some choose to change their colors as a human decides to wear a different style or color of clothing for whatever whim or occasion that suits their mood.

Dragons who have a set scale color and breath weapon related to that scale color are the offspring of true dragons, limited in their abilities by dint of the limitation of fifty true dragons, or some other factor. On that note. . .

- True dragons may have different breath weapons
All dragons can breathe fire (8 in 20 chance to be able to use it during a combat round as an action). Each dragon also has one additional type of breath weapon they may choose to use instead of fire if they so desire. Either roll randomly for breath weapon type or choose what you, as referee, want them to have. Dragons may use their breath weapons in whatever form they currently occupy.

Draconic Breath Weapons

D6	BREATH TYPE	SHAPE	EFFECTS
1	Poison Gas	Cloud (30' sphere)	1d6/HD, Save for weakness (-4 to all rolls for 3d6+6 hours)
2	Lightning	Line (60')	1d6/HD, Save for half damage. Double damage to electronics.
3	Cold	Cone (60')	1d6/HD, save for half damage. Movement and actions halved for 1d6+2 combat rounds.
4	Fire	Cone (60')	1d6/HD, save for half damage. Combustible items may catch fire and burn.
5	Sleep Gas	Cloud (30' sphere)	Save (-2) or be rendered unconscious for 3d6 hours
6	Acid	Line (60')	1d3/HD damage for a number of rounds equal to HD+1d6, save for half damage. Equipment will take damage as well, any armor will be rendered less effective by a step of one per four rounds affected.

True Dragons "*Draconis Regius Veruma*"

ARMOR CLASS	1 [18]	SAVING THROW	6
HIT DICE	15-18+		
TOTAL HIT BONUS	+12	ATTACKS	Bite [1d6+4] Slam [2d6+4] or by weapon
MOVEMENT	15 36 flying		
LEVEL / XP	as a creature 3 HD higher	SPECIAL	Breath Weapon Great Strength Great Agility

True Dragons gain a +2 to damage with both close and ranged combat attacks (already figured in to bite and slams) due to high strength and dexterity scores.

Slams are the dragon version of an unarmed strike, whether it be a punch or a tail slap. The damage a dragon does and the number of hit points they have per hit dice is also affected by their age category, as shown below.

Referees are encouraged not to roll hit points randomly for true dragons, but to use a set number of hit points per hit die as indicated below. The damage per age category bonus is added to close and ranged combat damage as well as to damage from their breath weapons. Always bear in mind that true dragons are formidable opponents.

True Dragon Age Category Effects (*roll randomly or chose*)

Roll 1d6	Age	HP/HD	Damage Modifier
1	Yngling (hatchling to 19 years)	1	+1
2	Young (20-39 years)	2	+2
3	Mature (40-99 years)	4	+3
4	Old (100-149 years)	6	+4
5	Elder (150-499 years)	8	+5
6	Ancient (500+ years)	10	+6

Draconic Weaknesses

As mentioned before, dragons are immune to all of diseases that can affect humankind, and to most toxins as well. There do exist, however, a single disease and a particular toxin to which dragons are vulnerable.

Draconis Vastantes Infrmaris, aka "*Draconic Wasting*" This rare disease, when it affects a dragon, begins by slowly destroying the mental capabilities of the dragon. They begin losing their memories and then their ability to control their shapechanging, going from random, chaotic shifts to eventually settling back into their own, true form. This translates into game terms as a -2 penalty to mental related saves and action checks per stage of the disease.

In it's second stage, after it has begun reducing their mental capabilities, their physical abilities begin to deteriorate.

This is reflected by a weakness, reducing their hit points per hit die and their damage modifier to that of a dragon two age categories younger. This effect continues into the third and the fourth and final stage of the illness (two steps per stage, for a total of six step back at the fourth stage). Should the dragon be affected to where they are less physically capable than a youngling dragon, they will die as their systems shut down.

The third and the fourth and final stages are simply continuations of the earlier stages. Only the most ancient of dragons have any hope of surviving the disease, albeit at a very debilitated and reduced capacity from what they are used to.

There are rumors that there is one ancient dragon who has survived and is in the grasp of the fourth stage of the disease. Those dragons who own or have influence in medical and pharmaceutical research have teams dedicated to finding a cure, treatment or possibly even a preventative to this terrible illness that can lay them low and weak as a human.

Dragonsbane “Cerberonium Actonate”

A extremely rare mutated variant of the Aconitum, or wolfsbane, plant; the Dragonsbane flower only grows in areas where volcanic activity has been high. The black blossomed flower, with red and green tinges, is found growing in small patches in lava field, lava tubes and inside volcanic craters.

The flower of the dragonsbane has no ill effect upon dragons, but the root itself is another matter entirely. Having dragonsbane introduced into their system will cause a dragon to take 1d6 damage per combat round for 2d6 combat rounds; with a successful saving throw on any round reducing the damage to 1; a natural 20 on the save will allow the dragon to throw off the ill effects of that batch of toxin and be immune to it's effects (this does not provide them with an immunity to all dragonsbane, simply to that particular batch or grouping of plants).

Draconic Wealth

You may have heard or read stories of the vast hordes of wealth which dragons acquire. To some degree this is true, although in these more modern times, a dragon's wealth is often spread about the world, in the form of mansions, collections of rare art, fancy cars and even stock holdings and corporate empires. As one ancient dragon is said to be fond of stating, “Wealth is the greatest power in the world.”

Dragons and Magic

Some rumors claim that all dragons have vast experience in magical lore and are skilled occultists. While this may be true in certain instances, some dragons have no desire to meddle in the arcane arts. Some have spent their lives in the pursuit of martial prowess, some in reveling in simple, hedonistic pleasures and others in the mastery of science and engineering.

Although there are only half a hundred dragons ever in the world, their hobbies and training are quite varied. The one true interest all dragons possess in abundance however, is Self-Interest.

If something or someone does not provide them with a benefit, even if that benefit is simply a moment's distraction or amusement, they are as likely to ignore it or simply hire someone to 'remove' it. Be wary of purposely attracting the attention or the ire of dragons, for you are most likely but a fleeting distraction to them, and quite tasty with the proper seasoning.

I leave you now with the identity of one of the Fifty; an Ancient Dragon who has taken many human identities over the past seven centuries, and has amassed great wealth and power.

He is currently the head of a massive corporate empire, he owns casinos around the world, is heavily involved in construction and engineering firms and has a reputation for being loud and very opinionated. He loves putting his name in huge letters on buildings he owns.

He frequently makes media lists for being high among the fifty richest people in the world, and for being the worlds most obnoxious individual or most eligible bachelor.

Although the human form he chooses is far from attractive, he is often surrounded and accompanied by some of the world's most beautiful women. He has been married several times, and has a half dozen children by his former wives and another half dozen by several girlfriends and mistresses.

His human appearance is a man in his mid to late forties, perhaps early fifties (official records seem vague regarding his age), has a horribly orange tinted complexion like a suntan gone badly wrong and has the most incredibly unreal blonde hair. His hair looks like a bad toupee, but he takes great delight in having strangers pull on it to prove it is his, especially when he is on camera, which is frequently. Unlike most of his kind, this dragon revels in the media spotlight. There are those who know his true nature who say that he claims this is a method of getting his enemies to under-estimate him, and that frankly, he enjoys the controversy and attention.

He has been approached to run for political office, but scoffs at that, telling the reporters and toadies that he has more power than any president, king or potentate and does not have to answer to public opinion. It is known that public officials bend to his requests (and money) quite easily, and it is said that organized crime has a 'hands off' policy in regards to his casinos and construction business, even though those are normally the bread and butter of the mob.

That one of the Fifty, of whom we speak, is the billionaire known to the world as Ronald Triomphe.

Ronald Triomphe (Ancient Dragon) AC: 1[18] HD: 18 HP: 180 Save: 6
Total Hit Bonus: +12 Attacks: Bite (1d6+10)/Slam (2d6+10) or by weapon
Special: Great Str • Great Agility • Sleep or Fire Breath Move: 15 (36 fly)
Level / XP: 21 / 4400

DESIGNATION OF PRODUCT IDENTITY

"Skyscrapers & Sorcery" and the "Skyscrapers & Sorcery Logo and the introduction text (page 1) are copyright and the product Identity of Anthony C. Hunter, 2015

DESIGNATION OF OPEN CONTENT

All other text content not designated Product Identity is open content.

OPEN GAME LICENSE Version 1.0a

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

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

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be

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

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

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

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

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

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

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

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

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

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

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game

Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008- 2011 Matthew J. Finch.

White Lies roleplaying game, Copyright 2015 DwD Studios; Author Bill Logan.

White Star: White Box Science Fiction Roleplaying, Copyright 2015 Barrel Rider Games; Author James M. Spahn.

Skyscrapers & Sorcery, Copyright 2015 Sleeping Griffon Productions; Author Anthony C. Hunter