



DEADLY DRAGONS

DIRE AND DAUNTING

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



DEADLY DRAGONS DIRE AND DAUNTING

for Old-School Essentials
by Giuseppe Rotondo

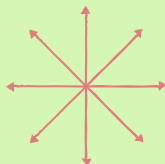
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INTRODUCTION

The following tables and rules require **Old-School Essentials**, and are generally compatible with any other Original, BX or BECMI clone of the classic fantasy role-playing game. These tables provide extra details to better flesh out dragons and make them unique.

Deadly Dragons Dire and Daunting is inspired by the dragons of folklore, fairy tales, classic literature, and modern fantasy. In particular, these rules assume dragons usually are solitary, individualistic beings. This assumption is in contrast with the standard monster description presented in *Old-School Essentials*, as the Number Appearing listed for dragons is 1d4 (1d4). Such value means that under standard rules dragons may be encountered as wandering monsters in groups of 1 to 4, and that a dragon lair in the wilderness hosts 1d4 x5 individuals. *Deadly Dragons Dire and Daunting* assumes each dragon lives alone, too proud and narcissistic to share their abode (and hoard!) with others of its kind. This assumption allows for each dragon to be a unique individual, and the centerpiece of a whole adventure.

INSTRUCTIONS

You can use the following tables in several ways.

Use All the Tables: Use the following tables to create a unique dragon from scratch, determining all the details about the creature itself and its treasure, lair, friends, enemies, and even an adventure hook. The final result is an interesting “dragon situation” the referee can drop into their sandbox or campaign setting.

Use Some of the Tables: The referee may use some of the tables according to their needs. The referee may, for example, already have decided to have a young red dragon inside their dungeon, or an ancient green dragon ruling over a forest. The referee is, of course, free to use only the tables they need to further flesh out their dragon encounters as they see fit and to ignore some of the tables, and to reroll or even hand-pick some of the results to best suit their adventures and campaign world.

PART 1:

THE

DRAAGON

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DRAGON TYPE

Use this table if you want to randomly determine the dragon basic type.

Roll 1d8, or 1d12 if you use the <i>Old-School Essentials</i> Advanced Rules.	
1	Black Dragon
2	Blue Dragon
3	Gold Dragon
4	Green Dragon
5	Red Dragon
6	Sea Dragon
7	White Dragon
8	Reroll or choose
9	Bronze Dragon
10	Copper Dragon
11	Silver Dragon
12	Reroll or choose

AGE

The dragon's age may affect its HD and treasure.

Hit Dice Adjustment: Apply to the standard Hit Dice listed in the monster entry. Any adjustment to the dragon's HD may require adjustments to its THACO, saves, and XP award (see Monster Saving Throws table, Monster THACO by Hit Dice table, and XP Awards for Defeated Monsters table in *Old-School Essentials*).

Treasure Value Adjustment: The listed adjustment applies to the treasure value as listed in the Treasure Table 1 (see page 26).

Rules Adherence: Results from 3 to 11 are faithful to the dragon age rules in *Old-School Essentials*. If you want rule adherence, ignore and reroll results 2 and 12.

Roll 2d6 to determine the dragon's age.	
2	Fledgling: -4 HD, -90% treasure value.
3	Very young: -3 HD, -75% treasure value.
4	Young: -2 HD, -50% treasure value.
5	Young adult: -1 HD, -25% treasure value.
6-8	Adult: no HD adjustment.
9	Old: +1 HD, +25% treasure value.
10	Very old: +2 HD, +50% treasure value.
11	Ancient: +3 HD, +100% treasure value.
12	Primeval: +4 HD, +200% treasure value.

PHYSICAL FEATURES

Roll 1d20 to determine the dragon's physical features. These features alter the appearance and functionality of each dragon. You may use them to have each dragon unique, or to create different lineages of dragons with similar traits.

- 1 The dragon's skin changes color like a chameleon's. Surprise on a 1-4, due to camouflage.
- 2 The dragon's head is crowned by a mane similar to a lion's.
- 3 The dragon's wings are feathered. Flying movement increased by 20%.
- 4 The dragon's head is crowned by a set of antlers similar to a deer's. It gains an additional ramming attack, dealing the same damage as its claws.
- 5 The dragon's head is crowned by a set of long, sharp horns. It gains an additional gore attack, dealing the same damage as its bite.
- 6 The dragon has no wings and is limited to terrestrial movement.
- 7 The dragon has no wings and is limited to terrestrial movement. It also has 1d4 extra pairs of legs and its movement is increased by 20% per extra pair.
- 8 The dragon is a winged serpent without legs. It has no claw attacks.
- 9 The dragon has no wings and no legs and is a long, nimble, serpentine dragon. It is limited to terrestrial movement and has no claw attacks, but can crush enemies in its spires. When a bite attack is successful, the dragon wraps around the victim and begins to squeeze, immediately inflicting damage equal to its bite automatically and on each subsequent round.

- 10 The dragon's belly is very large. Gains +6 hp; all movement is reduced by 50%, and it may find it impossible to move through narrow passages.
- 11 The dragon has a spiked tail which it can use to attack, dealing the same damage as its bite.
- 12 The dragon's claws are sharp, strong and larger than usual. They deal +2 damage.
- 13 The dragon's fangs are sharper and larger than usual. Its bite deals +2 damage.
- 14 The dragon's maw is larger than usual, and capable of swallowing a human-sized victim. An attack roll of 19 or 20 with its bite attack indicates a victim is swallowed. Inside the dragon's belly: suffer damage equal to its claw per round (until the dragon dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death. If the dragon uses its breath attack, the swallowed victim is expelled.
- 15 The dragon has a long, prehensile tongue. Attack up to 30' away. On a hit, prey (up to human size) is dragged to the mouth and automatically hit with the bite attack.
- 16 The dragon's scaly skin is twice as hard and makes the dragon slow. AC is improved by 3 points. It always loses initiative.
- 17 The dragon has a strong, lashing tail. It gains an additional tail attack which causes no damage, but knocks the opponent down: cannot attack that round.
- 18 The dragon has 1d3 extra pairs of wings. Its flying movement is increased by 20% per extra pair.
- 19 The dragon has two heads. It can make two bite attacks instead of one.
- 20 Roll twice, ignore and reroll contradicting results.

BREATH WEAPON

Roll a 1d20 to determine one special feature for the dragon's breath weapon.

- 1** The dragon's breath is partially compromised by a disease and every attempt has a 50% chance of failure. If a breath attack fails, it is not considered used for that day.
- 2-3** The dragon's breath is weak and only deals half the regular damage.
- 4-6** The dragon can only use its breath attack up to two times per day.
- 7-14** No special feature.
- 15-17** The dragon can use its breath attack up to four times per day.
- 18-19** The dragon has mastered its breath attack and can choose its shape (cloud, cone, or line) at every use.
- 20** The dragon's breath is strong and deals +1d6 damage.



WEAKNESS

Dragons do all they can to keep their weakness secret, but some of their allies might know about it. Discovering a dragon's weakness may prove extremely useful to defeat it.

Roll 1d20.

1-3 No weakness besides its greed and pride.

4 Its scales are worn or weak: -3 AC.

Something scares, irritates or disgusts the dragon, who must make a Morale check if confronted with it. Roll 1d10:

1 Songs

2 Music

3 Poetry, or even just speaking in rhymes

4 Questions about its unknown ancestry

5-6

5 Silver weapons

6 Disease

7 Holy symbols

8 Human and demihuman children

9 Incorporeal undead

10 Giant insects (ants, bees, spiders, beetles, and similar)

The dragon has been prophesied to meet its demise by a specific attack, which will inflict 4d6 damage (the attack must hit). Roll 1d8:

1 a silver blade

2 a thrown rock

3 a torch

4 a shield bash

7

5 a lance charge

6 a staff

7 a hammer

8 a crossbow bolt

9 Incorporeal undead

10 Giant insects (ants, bees, spiders, beetles, and similar)

8 One melee attack is compromised (lost a claw, rotten teeth) and cannot be used.

9-10 It has a lingering, painful wound. Hitting the wound (-2 to hit) causes a Morale check.

11 It is terrified by hits to the head. Hitting the head (-2 to hit) causes a Morale check.

It is allergic to a substance. If the substance gets within melee range, the dragon sneezes incessantly (-4 to all melee attack rolls, impossible to use breath weapon and spells). Roll 1d10:

1 Beeswax

2 Tallow

12-13

3 Flour

4 Strawberries

5 Wine

6 Hens feathers

7 Roses

8 Garlic

9 Pixies

10 Corporeal undead

The dragon once was a human or demihuman, who became a dragon as the consequence of a curse, which has also erased their memory. A remove curse spell will restore the original being. Roll 1d8:

- | | | |
|----|---|--|
| | 1 | Was a peasant (normal man), cursed for their foolhardy |
| | 2 | Was a level 9 fighter, cursed for their cruelty |
| 14 | 3 | Was a level 9 dwarf, cursed for their stubbornness |
| | 4 | Was a level 9 magic user, cursed for their curiosity |
| | 5 | Was a level 9 elf, cursed for their ambition |
| | 6 | Was a level 8 halfling, cursed for their gluttony |
| | 7 | Was a level 9 cleric, cursed for their pride |
| | 8 | Was a level 9 thief, cursed for their greed |

15 The dragon thinks it is highly vulnerable to one type of element or energy (usually the opposite element of its breath). While this is not true, any damage from such an element causes a Morale check.

16 One element or energy causes double damage to the dragon (usually the opposite element of its breath).

17 It sleeps a lot. The chance of being asleep increases by 20.

Fascinated by a particular race or ancestry: +2 to reaction. Roll 1d20:

- | | | |
|-----|-------|-----------|
| 18- | 1-3 | Humans |
| 19 | 4-7 | Halflings |
| | 8-11 | Dwarves |
| | 12-20 | Elves |

20 Roll twice!



INTELLIGENCE, LANGUAGE AND MAGIC

Alternate Rule: In the standard Old-School Essentials rules, various dragon types have different chances of being capable of speech and using magic. This table determines in a single roll how intelligent the dragon is, if it is able to speak, and if it can cast any spells.

Golden Dragons: In the standard Old-School Essentials rules, golden dragons are always capable of speech. Add +3 to the result on the table.

Roll 2d6 and add the dragon's HD to the result.	
9 or less	Feral (INT 2). The dragon cannot speak and behaves like a predatory beast. Reroll for Lawful dragons.
10-11	Very low intellect (INT 4), very easily tricked but also prone to rage. Speaks Draconic. No spells.
12-13	Low intellect (INT 7), quite easily tricked. Speaks Draconic and Common. No spells.
14-15	Intelligent (INT 9). Speaks Draconic, Common, and 1 more language. No spells.
16-17	Intelligent (INT 10). Speaks Draconic, Common, and 1 more language. Spells: 3 × 1st level.
18-19	Intelligent (INT 11). Speaks Draconic, Common, and 1 more language. Spells: 3 × 1st level, 3 × 2nd level.
20-21	Intelligent (INT 12). Speaks Draconic, Common, and 1 more language. Spells: 3 × 1st level, 3 × 2nd level, 3 × 3rd level.
22-23	Very intelligent (INT 14). Speaks Draconic, Common, and 2 more languages. Spells: 4 × 1st level, 4 × 2nd level, 2 × 3rd level.
24-25	Very intelligent (INT 16). Speaks Draconic, Common, and 3 more languages. Spells: 4 × 1st level, 4 × 2nd level, 4 × 3rd level.
26 or more	Super intelligent (INT 18 or more). Speaks Draconic, Common, and 4 more languages. Spells: 5 × 1st level, 4 × 2nd level, 4 × 3rd level, 1 × 4th level.

MOTIVATIONS AND DESIRES

Basic Motivations: Most dragons are generally motivated by their alignment, their legendary pride and greed, and their will to survive.

Further Motivations and Desires: Each individual dragon may have further motivations and desires. Motivations are more of a general attitude; desires can be temporary and change often.

MOTIVATION

Roll 1d20.	
1	Fear (-1 to attack rolls; AC improved by 1)
2	Wrath (+1 to attack rolls; AC reduced by 1)
3	Revenge
4	Duty
5	Envy
6	Ambition
7	Boredom
8	Loneliness
9	Paranoia (Halved chance of sleeping; -1 to attack rolls)
10	Compassion (as a way of proving its superiority)
11	Narcissism
12	Gluttony
13	Sloth
14	Lust
15	Insanity
16	Curiosity
17	Love
18	Spleen
19	Stoicism
20	Roll twice!

DESIRES

Roll 1d20.	
1	Wants (more) gems of a specific type
2	Covets (more) platinum
3	Desires (more) magic items
4	Lusts for jewels it can wear
5	Collects potions
6	Wants scrolls and spellbooks
7	Desires endless knowledge
8	Craves fame
9	Desires quality entertainment
10	Wants to find a mate
11	Desires (more) slaves, worshippers, or allies
12	Craves for rare, exotic, gourmet food, including rare monsters
13	Desires (more) art objects
14	Wants to be portrayed by painters, sculptors
15	Wants to rule a land
16	Longs for magic rings
17	Wants another dragon dead. Add a dragon enemy.
18	Looks for a worthy opponent
19	Wants to play riddles
20	Roll twice!

DRAGON NAMES

Roll 1d20 and combine two or more syllables to create a dragon name.

1	Kal	Kar	Rar
2	Ym	Um	Am
3	Xag	Xeg	Xyg
4	Zor	Zar	Zer
5	Kat	Kit	Kot
6	Kor	Kyr	Kur
7	Darg	Derg	Dorg
8	Rerth	Ryrth	Rorth
9	Zyd	Zad	Zod
10	Myr	Mar	Mor
11	Fyr	Far	For
12	Nak	Nek	Nyk
13	Har	Hor	Hyr
14	Hax	Hyx	Hex
15	Ran	Ron	Ryn
16	Tyr	Tor	Tar
17	Xent	Xant	Xort
18	Wor	Wyr	Wer
19	Gart	Gyrt	Gort
20	Zak	Zyk	Zok

PART 2:

TREA

SURE

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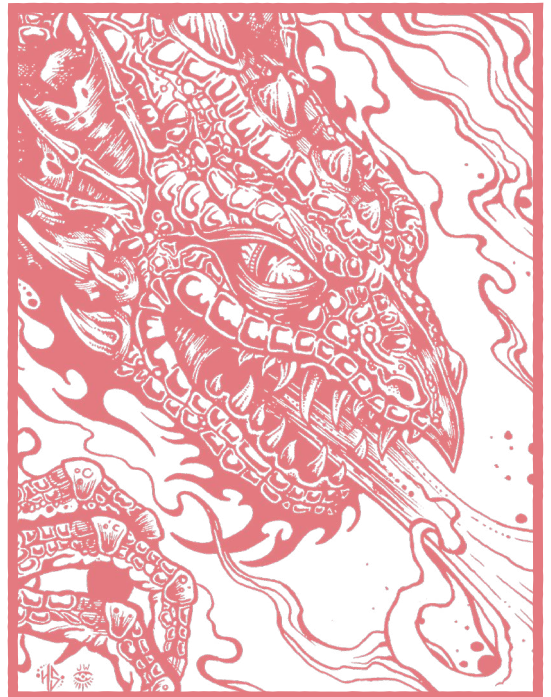
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TREASURE TABLE 1: VALUE

Alternate Tables: All dragons in *Old-School Essentials* have treasure type H, with average value 60,000gp. This and the following tables aim at generating a dragon's hoard more quickly, while maintaining randomness, and also at making it interesting.

Roll 2d6 to establish the overall value of the dragon's hoard. Apply modifiers resulting from the dragon's age, if any (see **Age** table at page 9).

2	Nothing! The dragon's hoard has been stolen and it is obviously mad about it.
3	5,000gp
4	10,000gp
5	25,000gp
6	40,000gp
7	60,000gp
8	70,000gp
9	80,000gp
10	90,000gp
11	100,000gp
12	110,000gp



TREASURE TABLE 2: COMPOSITION

Roll 1d20 to establish the general composition of the dragon's hoards. For more varied results, divide the total value in two or more portions and make a roll for each.

1 Mostly silver and copper coins

2-3 Mostly silver and electrum coins

4-7 Mostly electrum and gold coins

8-11 Mostly gold and platinum coins

12 About half the value in coins (roll a d10 on this table to determine type of coins), and half in gems with an average value of 500gp

13 Mostly gems, with an average value of 500gp

14 Mostly jewels, with an average value of 1,000gp

15 About half the value in coins (roll a d10 on this table to determine type of coins), and half in unusual precious items: fine porcelain or glassware (easily broken); rare spice (ruined by water); cloth, tapestry, paintings, ancient books and scrolls of great artistic or historical value (all highly flammable). Each item is worth 1,000gp.

16 About half the value in coins (roll a d10 on this table to determine type of coins), and half in jewels with an average value of 1,000gp

17 About half the value in gems with an average value of 500gp, and half in jewels with an average value of 1,000gp

18 The value is divided in roughly equal parts between coins (roll a d10 on this table to determine type of coins), gems with an average value of 500gp, and jewels with an average value of 1,000gp

19 About 25% of the value of the treasure is in a single exceptional gem. Roll again on this table to establish the composition of the other 75%. Examples of exceptional gems: star crystal, moon pearl, ethereal diamond, astral amethyst, blood ruby, nether diamond.

20 About 50% of the value of the treasure is in a single exceptional jewel. Roll again on this table to establish the composition of the other 50%.

Exceptional jewels may be made of platinum or even rarer, more precious metals, and may be studded with dozens of gems, or even exceptional gems (see above). They may also be dragon-sized!

TREASURE TABLE 3: MAGIC ITEMS

Alternate Table: All dragons in Old-School Essentials have treasure type H, which has a 15% chance to include 1d4 magic items plus 1 potion and 1 scroll.

This table determines in a single roll both if any magic item is present in the hoard, and the item type, making treasure generation easier and faster. The results are also more varied, and tied to the dragon's HD.

Roll 1d20 and add the dragon's HD.

1-10	no magic items
11	1 magic item
12	1 scroll
13	1 potion
14	1 potion, plus 1 scroll
15	1 magic item, plus 1 scroll
16	1 magic item, plus 1 potion
17	1 magic item, plus 1 potion, plus 1 scroll
18	2 magic items, plus 1 scroll
19	2 magic items, plus 1 potion
20	2 magic items, plus 1 potion, plus 1 scroll
21	3 magic items, plus 1 scroll
22	3 magic items, plus 1 potion
23	3 magic items, plus 1 potion, plus 1 scroll
24	4 magic items, plus 1 scroll
25	4 magic items, plus 1 potion
26	4 magic items, plus 1 potion, plus 1 scroll
27	5 magic items, plus 1 potion, plus 1 scroll
28	5 magic items, plus 2 potion, plus 1 scroll
29	5 magic items, plus 1 potion, plus 2 scroll
30	5 magic items, plus 2 potion, plus 2 scroll

31	6 magic items, plus 2 potion, plus 2 scroll
32	6 magic items, plus 3 potion, plus 2 scroll
33	6 magic items, plus 2 potion, plus 3 scroll
34	6 magic items, plus 3 potion, plus 3 scroll
35	7 magic items, plus 3 potion, plus 3 scroll

TREASURE

TABLE 4:

ORIGIN

Roll 1d20 to determine whence the dragon's hoard came from.

1	It was an ancient dwarf king's treasure. Add 2d6 gems with an average value of 500gp.
2	It was an elven queen's treasure. Add 2d6 jewels with an average value of 1,000gp.
3	It was a giant king's treasure. Add 1 giant-sized jewel worth 5,000gp.
4	It is a collection of several princes' and princesses' ransoms. Add 1,000gp to the treasure.
5-6	It is the accumulation of tolls extorted to travelers crossing the area around the dragon's lair.
7-8	It is the accumulation of tributes of enslaved or defeated humanoid tribes. Roll an additional humanoid tribe on the Allies table.
9	It is the accumulation of donations from several cities that paid to be spared. Add 20,000gp to the treasure.
10	It is the treasure of a long lost civilization.
11	It is the heirloom of the dragon's ancestry.
12	It was the hoard of another, now dead dragon. Add a dragon skull!
13-14	It is the accumulation of riches taken from assaulted merchant caravans or ships. Add 2d6 items as listed in entry n. 15 of the Treasure Composition table.
15-16	It is the accumulation of donations and gifts from the dragon's allies. Add 2d6 items as listed in entry n. 15 of the Treasure Composition table.
17-18	It is the accumulation of spoils of dead would-be dragonslayers. Add two more rolls on Treasure Table 3: Magic Items (see page 30).
19-20	Roll twice!

SPECIAL

TREASURE:

DRAGON

EGGS

Female dragons (50% of the dragon population) have 2d6-8 eggs in their lairs, if they are young adult or older. If the result is lower than 1, the dragon has no eggs.

Priority: A dragon's eggs are always their most important priority. Their alignment, treasure, and even survival, comes second.

When will the eggs hatch? The eggs must be brooded for 1d6 months (If the result is 6, roll again and add up the result, and continue until the result on the die is not 6).

How to brood dragon eggs? The eggs must be brooded in the same type of environment they were found in. Depending on the dragon type, this may require fire, ice, mud, gold, sand, and so on.

Chance of hatching: Each egg that isn't brooded by a dragon has a 50% chance of hatching. The referee may adjust the probability based on the brooding method and precautions.

Newborn Dragons: Newborn dragons have 1 HD, and greatly reduced movement and claw and bite damage (1d4). Each year, they grow by 1 HD for the first 3 years; then they grow by 1 HD every 10 years, until they reach the typical adult HD. Once adult, the dragon gains 1 HD every century.

Animal Trainer: A newborn dragon can be trained by an animal trainer specialist who is specialized in dragons. Their typical wage is 1,000gp per month.

Selling: Dragon eggs can be sold for 1d4 x 1,000gp each. Newborn dragons can be sold for 1,000gp per hp they have.

PART 3:

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ALLIES AND ENEMIES

These tables provide creatures that are friends, allies, slaves, or enemies of the dragon.

Alignment-Based: Allies and enemies are based on the dragon's alignment. Roll 1d6 on the table below to determine the alignment of the dragon's allies and enemies. Make one roll for its allies and another roll for its enemies. Once you've determined the allies' and enemies' alignment, roll on the appropriate Allies and Enemies table.

Consider the Environment: Ignore and reroll results that are incompatible with the environment of the dragon's lair or nearby region.

Alliance Relationship: "Allies" can be loyal friends, fair weather friends, mutual help without sympathy, or even subdued or enslaved victims which may become active enemies if the opportunity arises.

Allies Role: Allies may guard the dragon's lair, or dwell somewhere near it. If sentient, they may also act as ambassadors, lackeys, or "tax collectors".

Enemy Relationship: It can be an open enemy, or one side (the dragon or its enemies) might ignore that the other wants them dead!

Number of Allies/Enemies: See Old-School Essentials monster entry, and use the second value (in parentheses) of Number Appearing to determine how many monsters are present. If the second value is zero, use the first.

Chaotic Dragons:

Usually have chaotic or neutral allies; they usually have lawful enemies.

Allies

1-17 Chaotic allies

18-20 Neutral allies

Enemies

1-14 Lawful enemies

15-18 Neutral enemies

19-20 Chaotic enemies

Neutral Dragons:

Usually have neutral allies, but may have allies of any alignment; they may have enemies of any alignment.

Allies

1-5 Chaotic allies

6-15 Neutral allies

16-20 Lawful allies

Enemies

1-7 Chaotic enemies

8-13 Neutral enemies

14-20 Lawful enemies

Lawful Dragons:

Usually have lawful or neutral allies; they usually have chaotic enemies.

Allies

1-17 Lawful allies

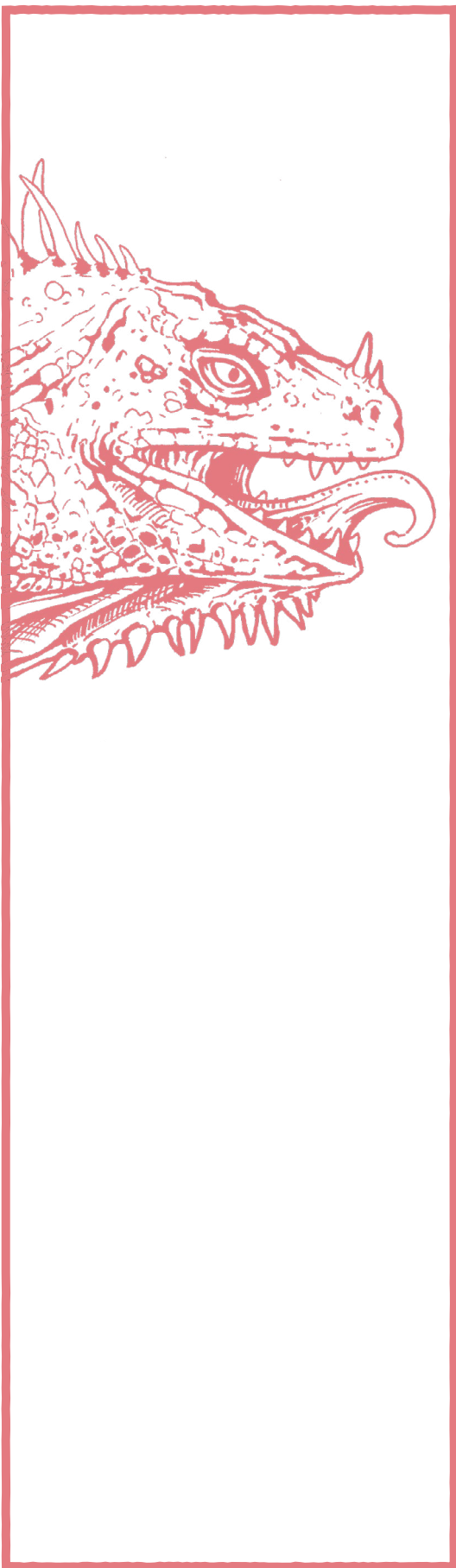
18-20 Neutral allies

Enemies

1-16 Chaotic enemies

17-19 Neutral enemies

20 Lawful enemies



CHAOTIC ALLIES AND ENEMIES

Roll 1d20.

1 No allies/enemies

Chaotic humans. Roll 1d8

1 Acolytes

2 Bandits

3 Brigands

2 **4** Mediums

5 Nomads

6 Nobles

7 Pirates

8 Veterans

3 Thouls

4 Troglodytes

5 Bugbears

6 Cyclops

7 Orcs

8 Frost Salamanders (or Gargoyles)

9 Gnolls

10 Goblins

11 Harpies

12 Hellhounds

13 Hobgoblins

14 Kobolds

Giants. Roll 1d6:

1-2 Fire Giants

15 **3-4** Frost Giants

5-6 Hill Giants

Lycanthropes. Roll 1d6:

1-2 Werewolves

16 **3-4** Devil Swines

5-6 Wererats

17 Trolls, Ogres, or Minotaurs

18 Another Dragon!

19- Roll twice!

20

NEUTRAL ALLIES AND ENEMIES

Roll 1d20.	
1	No allies/enemies
Neutral humans. Roll 1d8	
1	Acolytes
2	Bandits
3	Berserkers
4	Buccaneers
5	Mediums
6	Nomads
7	Nobles
8	Veterans
3	Apes, White
4	Bats (normal or giant)
5	Great Cats, Wolves, or Dire Wolves
6	Centaurs
7	Giant Crabs, or Warp Beasts
8	Dryads
9	Dwarves
10	Elves
Lizards, Giant. Roll 1d6:	
1	Dracos
2,3	Geckos
4-5	Horned Chameleons
6	Tuataras
12	Lizardmen
Lycanthropes. Roll 1d6	
1-2	Werebears
3-4	Wereboars
5-6	Weretigers
14	Flame Salamanders, or Mermen

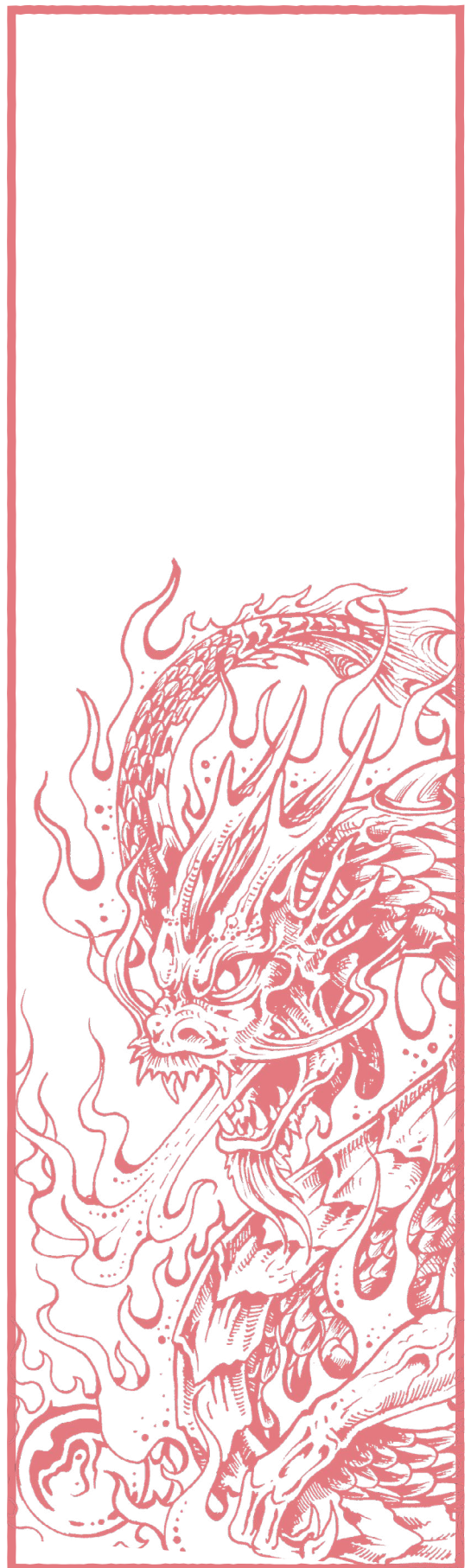
Fairy people. Roll 1d6:	
1-2	Nixies
3-4	Pixies
5-6	Sprites
16	Rock Baboons
Giants. Roll 1d6:	
1-2	Cloud Giants
3-6	Stone Giants
18	Another Dragon!
19-20	Roll twice!



LAWFUL ALLIES AND ENEMIES

Roll 1d20.

- | | |
|-------|------------------------|
| 1 | No allies/enemies |
| 2-3 | Acolytes |
| 4-5 | Dervishes, or Unicorns |
| 6-7 | Mediums |
| 8-9 | Nomads |
| 10-11 | Nobles |
| 12-13 | Veterans |
| 14 | Treants, or Blink Dogs |
| 15 | Dwarves |
| 16 | Neanderthals |
| 17 | Storm Giants |
| 18 | Another Dragon! |
| 19-20 | Roll twice! |



ADVENTURE HOOKS

Roll 1d20. Ignore and reroll results that are not compatible with the dragon type, alignment, or other results from previous tables.

A famous magic item of great power is known to be in the dragon's hoard. Roll 1d20.

1 Elemental Summoning Device: Air

2 Elemental Summoning Device: Earth

3 Elemental Summoning Device: Fire

4 Elemental Summoning Device: Water

5 Efreeti Bottle

6 Armour +3

1 **7** Armour +3, Shield +3

8 Ring of Djinni Summoning

9 Ring of Wishes 1-3

10-11 Staff of Wizardry

12-13 Sword +3

14 War Hammer +3, Dwarf-ven Thrower

15-16 Spear +3

17-18 Mace +3

19 Sentient Sword

20 Roll twice, or create a new magic item

2 An item of great symbolic and political power, such as a famous crown, banner or scepter, is known to be in the dragon's hoard. It has enough symbolic power to unite or claim a kingdom (or to cause a war). Add the item, worth $2d6 \times 5,000gp$, to the dragon's hoard.

3-4 An item of great value is known to be in the dragon's hoard and someone is willing to pay to obtain it. Add an exceptional jewel, or other item, worth $1d4 \times 5,000gp$, to the dragon's hoard.

5 The dragon has settled in its current lair only recently and has been very busy trying to establish dominance. Authorities of nearby settlements (and/or leaders of sentient monsters) want it killed or driven away.

6 The dragon's enemies are willing to pay $2d6 \times 1,000gp$ for experienced dragonslayers, who can keep all of the dragon's treasure for themselves.

7 The dragon's enemies are willing to pay $2d3 \times 1,000gp$ for spies to locate the entrance to the dragon's lair.

8 The dragon's enemies are willing to pay $2d4 \times 1,000gp$ to have it baited out of its lair for one hour.

9 Rumors report the dragon has eggs, and someone is willing to pay $1d4 \times 1,000gp$ for each egg retrieved (the rumors may of course be false).

10 A local noble is willing to pay $2d6 \times 1,000gp$ for a dragon head to decorate their halls.

11 A local noble is looking for "trusted helpers" to join his dragon slaying expedition, but actually wants them to defeat the dragon for him, while he waits outside the lair and subsequently takes all the glory and fame for himself.

12 Adventurers are required to negotiate an alliance or truce with the dragon.

13 The dragon sends its allies to find adventurers to get rid of its enemies.

14 The dragon sends its allies to find adventurers to satisfy its current desires (see Desires table page 21).

A sage needs a dragon component to prepare a special potion or magic item, and is willing to pay 5,000gp for it. Roll 1d20:

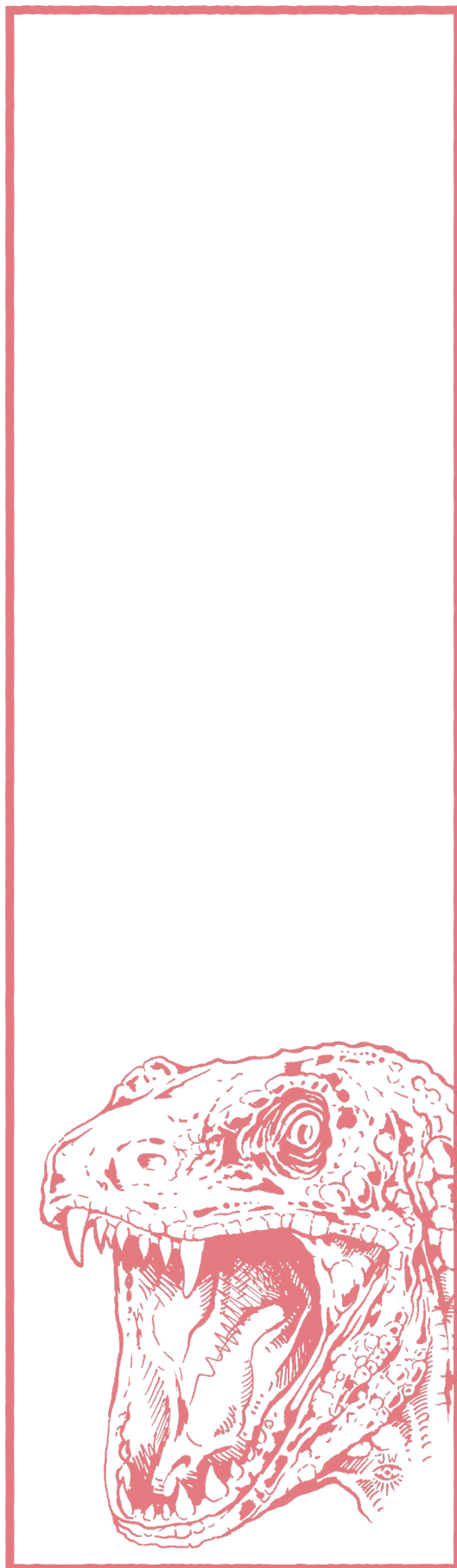
	1	Tears
	2	Blood
	3	Tooth
	4	Scale
	5	Claw
	6	Bone
	7	Meat
	8	Horn
15	9	Eye
	10	Tongue
	11	Heart
	12	Bottled roar
	13	Snore
	14	Phlegm
	15	Bottled laughter
	16	Spit
	17	Tail
	18	Lash
	19	Hair
	20	Vomit

16 According to rumors the dragon has become decrepit, or is currently weak, or diseased. Add suitable Weakness (see table page 14). Several aspiring dragonslayers, especially of the opposite alignment, attempt to find the dragon's lair.

17 The dragon's enemies want to hire spies to discover the dragon's weakness.

18-19 The dragon has kidnapped a noble or other political or religious leader, and heroes are required to free them.

20 The dragon has kidnapped a noble or other political or religious leader, and heroes are required to escort and deliver the requested ransom.



LAIR

Ideally, a dragon's lair should fulfill two functions: guard its treasure and eggs (if any) when the dragon is outside, and allow for safe rest or sleep.

Dragons can fly and cover long distances and ignore elevation and ground-level hazards; they are unharmed by the energy or element of their breath weapon. A good lair exploits both capabilities.

LAIR TYPE

Roll 1d12, or roll 2d12 and ignore the higher result for a more "naturalistic" distribution of results. Reroll if the result is incompatible with the dragon type or environment. Buildings such as castles and temples are abandoned and might be in ruin.

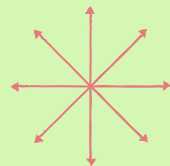
- 1 Natural cavern
- 2 Abandoned mine
- 3 Natural chasm or pit
- 4 Mountain peak
- 5 Castle
- 6 Tower
- 7 Temple
- 8 Dwarven city
- 9 Underwater cave
- 10 Hollow volcano
- 11 Colossal tree
- 12 Deepest level of a dungeon

LAIR FEATURES

The lairs of adult dragons should always be secluded and hard to reach (results n. 1 and 2).

Roll 1d8 to add features to the dragon's lair. Consider making more rolls for older dragons.

- 1 Secluded. Reasonably distant from settlements, roads, and other intelligent creatures' lairs. A dragon can fly at about 6 mph.
- 2 Hard to reach. The lair is in a rough, inhospitable, or dangerous terrain area, possibly inhabited by dangerous beasts or monsters, and/or is deep inside a dungeon.
- 3 Hidden. Vegetation, rock formations, snow, sand, a waterfall, an underwater entrance, a secret passage or magic illusion can make the entrance to the lair hard to locate or recognize.
- 4 Hard to enter. Entering the lair requires a difficult climb (up or down), walking a narrow path along a precipice, or swimming underwater for a long time.
- 5 Guarded. The dragon's allies or minions guard the place and can raise the alarm.
- 6 Trapped. Whether built by former inhabitants, or by the dragon's allies, traps can easily be eluded by the dragon by flying.
- 7 Dangerous. Environmental hazards associated with the element/energy of the dragon's breath weapon (lava pools, icy/boiling geysers, poisonous gasses, and so on), but also unstable architecture, narrow passages along precipices, difficult climb (up or down).
- 8 Magically warded. Entrance may require a secret word, sign, or object identifying the trespasser as one of the dragon's minions or allies.



OPTIONAL

DRAGONS

TABLES

FOR

OLD-SCHOOL

ESSENTIALS

