

LABYRINTHINE LORE PRESENTS: UNEARTHED LORE

Dragon Armor

DRAGON ARMOR



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Legends abound of warriors clad in the skins and scales of dragons. Inevitably, after a slain dragon's loot is counted and divided, thoughts will turn to what use, if any, could be made of the mythic beast's hide. The most common use found for a dragon's hide is the making of Dragon Armor and Dragon Shields. The process of crafting the armor will require the hiring of a high (10th) level Wizard, a skilled tanner, and a competent blacksmith. All three must work in concert, and all three will demand great amounts of gold as payment, knowing full well that if someone is in possession of a dragon's hide, that someone must be in possession of the dragon's hoard. The magical and mundane processes required to craft the hide into Dragon Armor will usually take 3d6 weeks (2d6 for Dragon Shields).

PROPERTIES OF DRAGON ARMOR

- Dragon Armor, if properly crafted, offers the same protection as Scale armor (AC 6) with a magic bonus of -3 (if the dragon whose hide was used was young), -5 (for hides of mature adult

dragons, the most commonly encountered dragons), or -7 for old dragons. Dragon Shields add -2 to AC.

- Dragon Armor offers a +3 bonus to Saving Throws made against breath attacks from similar dragon types (for example: Blue Dragon Armor would impart this bonus to breath attacks from blue dragons only.) Against any other breath attack, the bonus to save is reduced to +1. Dragon Shields offer a +1 bonus to save versus all breath attacks.
- Dragon Armor also offers a bonus to save versus attacks of a nature similar to the breath weapon used by the hide's dragon type. The bonus bestowed ranges from +1 to +3 and is determined by the dragon's Age; +1 if the dragon whose hide was used was Young, +2 for hides of Mature dragons, and +3 for dragons of greater age. Dragon Shields offer a flat +1 bonus independent of age. These bonuses only apply to saves versus mundane or magical elements of a nature similar to the breath weapon of the hide's dragon type. Thus, Black Dragon Armor will offer this bonus to saves involving acid, Blue Dragon Armor to Saving Throws versus lightning based attacks, Green versus poison attacks, Red Dragon Armor imparts this bonus versus fire based attacks, and White Dragon Armor will impart the bonus to saves versus frost or cold based attacks.

DRAGON ARMOR & REACTION

A final note on the wearing of Dragon Armor. Although the wearing of Dragon Armor provides an invaluable asset to adventurers and Dragon Hunters, dragons in the presence of a dragon hide wearing adventurer will most likely attack on sight. If the Dragon Armor wearer is in a party, most (if not all) attacks coming from a dragon will be directed at the wearer.

AMOUNT

Regardless of the dragon's Age/Size, 1 dragon may produce 1 suit of armor and 1 shield (or 4-5 shields). The tanner will need to circumvent the damaged hide in order to produce an appropriate suit of Dragon Armor.

OTHER DRAGON-WARE

Dragon Armor isn't the only thing adventures may craft

from the corpse of their fallen draconic foe. What follows are a few additional items which might be extracted from dragons. This list is by no means exhaustive or complete and LLs are encouraged to add their own creations. Each item described below will require the hiring of a 10th level magic-user as well as a tanner and/or blacksmith. As with Dragon Armor, the magic-user, tanner, and blacksmith will demand great amounts of gold as payment.

DRAGON DAGGERS

Crafted from a dragon's teeth, claws, or horns, Dragon Daggers crafted from Mature dragons possess a +2 bonus and +3 versus dragons. Those produced from Young dragons are +1/+2 vs. dragons, while those crafted from Old dragons are +3/+3 vs. dragons.

DRAGON CAPE

Made from the wings of dragons, Dragon Capes allow the wearer to fly as if under the effects of a *Fly* spell. The number of times per day that this item may be used, as well as the duration of the flight, is determined by the dragon's age. A Dragon Cape crafted from a Mature dragon will allow the wearer to fly for 1d6 + 6 turns. Capes from Young and Old dragons will allow the wearer to fly for 1d6 + 3 and 1d6 + 9 turns respectively. The number of times per day the wearer may use the cape's power is 1/day for Young dragons, 2/day for Mature dragons, and 3/day for Old dragons. Regardless of the dragon's age, flight movement remains 120'.

DRAGON WAND [MU/E]

Dragon glands affixed to a wand. Usable by magic-users or elves. Number of charges dependent on the age of the dragon (Young = 1d10, Mature = 2d10, Old = 3d10). The exact effects of a Dragon Wand are determined by the dragon's type.

- **Black:** Acid Blast (60' long, 5' wide, linear). 3d4

points of damage (save halves the damage). May destroy items carried (see Item Saving Throw, Method 2: LL p.55).

- **Blue:** Lightning Blast (100' long, 5' wide, linear). 3d6 points of damage, +1d6 points of damage for targets in metal armor (save halves the damage).
- **Green:** Poisonous Cloud (50' long, 40' wide, cloud). 3d4 points of damage (save halves the damage) + any food or drink carried by the victim becomes poisoned.
- **Red:** Fiery Blast (90' long, 30' wide, cone). Deals 4d4 points of damage (save halves) + there is a 50% chance of the target's clothing igniting, inflicting a further 1d6 points of damage/round (until the fire is put out).
- **White:** Cone of Cold (80' long, 30' wide, cone). Causes 3d6 points of damage (save halves the damage). In addition, items carried by the target may become frozen and brittle, running the chance of being destroyed (see Item Saving Throw, Method 2: LL p.55).

DRAGON EYE AMULET

Allows the wearer to see in total darkness, be it magical or natural in origin. In addition, it may pierce through any invisibility effects, as well as discerning the true nature of creatures or objects, such as those affected by a Polymorph spell. A Dragon Eye Amulet will also afford the wearer effects identical to a Detect Magic spell. These effects are constant as long as the amulet is worn and have a range of 60'.

DRAGON HEART

An amulet crafted from the heart of a dragon. Grants the wearer immunity to magically induced or natural fear.