

# DRACONIC LORE

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# ALPHABETICAL LISTING OF DRAGONS

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Name	Page	Name	Page
Bile wyrm	5	Entropic dragon	32
Blast lizard	7	Molten dragon	34
Cavern dragon	8	Null dragon	36
Chthonian dragon	10	Oceanic dragon	38
Diamondback dragon	13	Reef dragon	40
Dire dragon	16	Revenant dragon	43
Dragonshark	18	Rift dragon	44
Dragoths		Rot dragon	46
Worker	20	Skulking dragon	48
Knight	21	Tome lizard	50
Adept	22	Vermin dragon	51
Drakes		Waste runner	54
Overview	23	Watch wyrm	55
Courier	25	Whipwing	56
Guardian	26	Wild dragon	57
Planar	28	Wind lizard	60
Scout	29	Wooly dragon	61
Watcher	30		

## DRAGONS BY SUBTYPE

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**Air:** wind lizard

**Aquatic:** bile wyrm, rift dragon, dragonshark, oceanic dragon, reef dragon,

**Chaos:** entropic dragon

**Cold:** rift dragon, wooly dragon

**Earth:** cavern dragon, diamondback dragon, wild dragon

**Electricity:** vermin dragon,

**Fire:** molten dragon, rift dragon

## DEFINITION OF DRAGON TYPE

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A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

*Hit Die:* d12.

*Base Attack Bonus:* As fighter (equal to HD).

*Good Saving Throws:* Fortitude, Reflex, Will.

*Skill Points:* (6 + Int modifier) × HD.

*Feats:* 1 + 1 per 4 HD.

*Notes:* Dragons are immune to sleep and paralysis effects, and unless otherwise noted, they have both darkvision with a range of 60 feet and low-light vision.

## STANDARD DRAGON ABILITIES

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The following dragons use the standard dragon abilities from MM as noted below. This includes: bite, claw, wing, tail slap, crush, tail sweep, grappling, breath weapon, frightful presence, spells, spell-like abilities, spell resistance, blindsight, keen senses, skills and feats.

**Bile wyrm:** See monster entry

**Cavern dragon:** As standard dragon, no wing attacks

**Chthonian dragon:** See monster entry

**Diamondback dragon:** As standard dragon, plus poison (see monster entry)

**Dire dragon:** As standard dragon, no breath weapon, no spells

**Entropic dragon:** As standard dragon

**Molten dragon:** As standard dragon

**Oceanic dragon:** As standard dragon

**Reef dragon:** As standard dragon

**Rift dragon:** As standard dragon, no wing attacks

**Rot dragon:** See monster entry

**Vermin dragon:** See monster entry

**Wild dragon:** See monster entry

**Wooly dragon:** As standard dragon, plus gore (see monster entry)

# DRAGONS RANKED BY CHALLENGE RATINGS

Name	CR	Page	Name	CR	Page
Watcher drake, hatchling	1/2	30	Dragoth adept	6	22
Courier drake, hatchling	1	25	Guardian drake, adult	6	26
Scout drake, hatchling	1	29	Planar drake, hatchling	6	28
Watcher drake, adult	1	30	Scout drake, elder drake	7	29
Courier drake, adult	2	25	Skulking dragon	7	48
Dragoth worker	2	21	Watch wynn	7	55
Tome lizard	2	50	Dragoth adept (chromatic)	8	22
Watcher drake, old	2	30	Guardian drake, old	8	26
Wind lizard	2	60	Planar drake, adult	9	28
Blast lizard	3	7	Guardian drake, elder drake	11	26
Courier drake, old	3	25	Planar drake, old	12	28
Guardian drake, hatchling	3	26	Planar drake, elder drake	15	28
Scout drake, adult	3	29	Null dragon	17	36
Watcher drake, elder drake	3	30	Dragonstark	19	18
Whipwing	3	56	Revenant dragon (template)	Base +2	43
Courier drake, elder drake	4	25			
Dragoth knight	4	20			
Dragoth knight (chromatic)	5	21			
Scout drake, old	5	29			
Waste runner	5	54			

# DRAGON CRs BY AGE AND TYPE

Age	Bite	Cavern	Chthonian	Diamondback	Dire	Entropic	Molten	Oceanic	Reef	Rift	Rot	Vermin	Wild	Wooly
Wyrmling	2	2	3	3	2	3	2	2	1	2	1	2	3	2
Very young	3	3	4	4	4	4	3	3	2	3	3	3	5	3
Young	5	4	6	5	6	6	5	5	3	5	5	4	7	4
Juvenile	8	6	9	7	7	9	6	7	5	6	7	7	9	6
Young adult	11	8	12	9	8	12	9	10	7	9	9	10	12	8
Adult	13	10	14	12	10	14	11	13	9	10	12	12	15	10
Mature adult	16	13	17	14	12	17	13	15	12	12	14	15	17	13
Old	18	15	19	16	14	19	15	17	14	14	17	17	19	15
Very old	19	17	20	18	15	20	17	18	15	16	18	18	20	17
Ancient	21	18	22	20	17	22	19	20	17	17	20	20	22	18
Wynn	22	20	23	22	18	23	20	22	18	18	21	21	23	20
Great wynn	24	21	25	24	19	25	21	24	20	19	23	23	25	22

# WELCOME!

Fantasy Flight Games is pleased to present *Draconic Lore*, the first softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *Draconic Lore* is a collection of draconic creatures suited for even the most jaded DM.

In this book, you'll find monsters to fill many roles in your game. Each was designed for a specific purpose, explained below.

Since this is a tome of dragons, many of the monsters in these pages are designed to be exceptionally challenging encounters. These "grudge monsters" can inflict permanent harm to a party of adventurers and should be used with care. The grudge monsters in this book include the chthonian dragon, diamondback dragon, dire dragon, entropic dragon, null dragon, rot dragon, vermin dragon, and watch wyrm. In particular, the chthonian, entropic, and rot dragons are potentially lethal encounters for an unprepared party.

The next largest category of creatures in this book are those that have adapted to their particular environment. These "terrain creatures" give you, as the DM, some extra alternatives when placing encounters in unusual locales. The cavern dragon is best suited for life in lightless underground caverns, while the molten dragon is found in bubbling volcanoes and the wooly dragon roams the frozen mountains of the arctic. The largest group of terrain creatures in the book is adapted to life underwater, however, including the dragonshark, oceanic dragon, reef dragon, and rift dragon. These creatures are extremely deadly when the party is traveling by boat, particularly if they have no means of breathing water.

A category often overlooked in bestiaries is comprised of creatures that players wish to chase down and either tame or kill. These "chase creatures" may possess particularly valuable treasure, or they may be especially suited for domestication. All of the drakes in this book are chase creatures, as are the tome and wind lizards. The drakes make good companions for any character, and the lizards are well suited to become familiars.

A few of the monsters in this book bring a plot with them when introduced into a campaign. You can easily create an adventure around one of these "plot creatures" when short on ideas. The bile wyrm and wild

dragon cause drastic changes to their environment, drawing the party's attention. Skulking dragons move into a city and begin feeding on the populace in secret, while revenant dragons can be used whenever a dragon is mistreated by the party, rising from the dead to teach them a lesson.

The next category of creatures can greatly change the flavor of a campaign or setting, depending on how you use them. Often, these "flavor creatures" can fill niches traditionally occupied by ordinary animals. You could choose to replace horses with waste runners in your campaign, for example. Blast lizards can make an interesting substitution for any burrowing creature found in the plains, such as prairie dogs or rabbits. Lastly, you might also consider swapping out a bird of prey for the whipwing, which uses a sticky breath weapon to capture food on the wing and often shares a lair with larger dragons.

Finally, one species in this book is intended for use as PCs and NPCs. The three dragoth castes offer abilities and character hooks that should prove popular with your players, provided you have an unexplored area to transform into the Dragoth Barrens.

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# BILE WYRM

## Dragon (Aquatic)

**Climate/Terrain:** Temperate and warm aquatic, marsh and underground

**Organization:** Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wurm, or great wurm: solitary, pair, or family (1–2 plus 2–5 offspring)

**Challenge Ratings:** Wyrmling 2; very young 3; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wurm 22; ancient wurm 24

**Treasure:** Double standard

**Alignment:** Always neutral evil

**Advancement:** Wyrmling 5 HD (Tiny); very young 7–8 HD (Small); young 10–11 HD (Medium-size); juvenile 13–15 HD (Large); young adult 17–20 HD (Large); adult 22 HD (Huge); mature adult 24–25 HD (Huge); old 27–28 HD (Huge); very old 30–32 HD (Gargantuan); ancient 34–36 HD (Gargantuan); wurm 38–39 HD (Gargantuan); great wurm 41+ HD (Colossal)

Bile wyrms are serpentine horrors reputed to be primitive kindred to true dragons.

Their bloated, limbless bodies are covered in jagged, greenish-yellow scales. This coloration fades to a sickly lime green around their reptilian maws. Long ropes of sizzling, acrid saliva continually drool from their jaws, hinting at the true threat lurking within the creature's belly. Vile digestive juices pulse through a bile wurm's body under intense pressure. A bile wurm can vomit forth this liquid in a steaming torrent; even the blood that sprays from its wounds can pose a serious threat to enemies unwise enough to engage the creature in melee.

Bile wyrms prefer to live in marshes or swamps, using the water to help support their immense bulk. Bile wyrms are far less cunning and ambitious than their dragon kin, but they are possessed of a voracious appetite. In fact, most of a bile wurm's treasure is often made up

of indigestible coins, gems and trinkets lodged in its gullet. Smaller bile wyrms sometimes swim through underground rivers to seek out new hunting grounds, emerging from a natural spring or a village's deepest well. As bile wyrms grow in size, however, these routes are closed off to them. They become increasingly territorial and devour everything that enters their domain. Even worse, the toxic fluids endlessly seeping from the bile wurm slowly poison the region's waterways, leaving the creature's hunting grounds a stagnant, lifeless mire. Bile wyrms speak Draconic.

## COMBAT

Bile wyrms are hateful creatures; only their sluggish nature limits their ravenous appetite. They viciously attack any creatures they encounter, seeking to devour them. Bile wyrms are canny enough to use the terrain of their blasted swamps to their advantage, hiding their bulk in deep waters.

A bile wurm makes bite and tail slap attacks as a true dragon of the same size.

Very old or older bile wyrms can also make tail sweep attacks. Lacking limbs, a bile wurm has no claw or wing attacks and cannot jump to make crushing attacks.

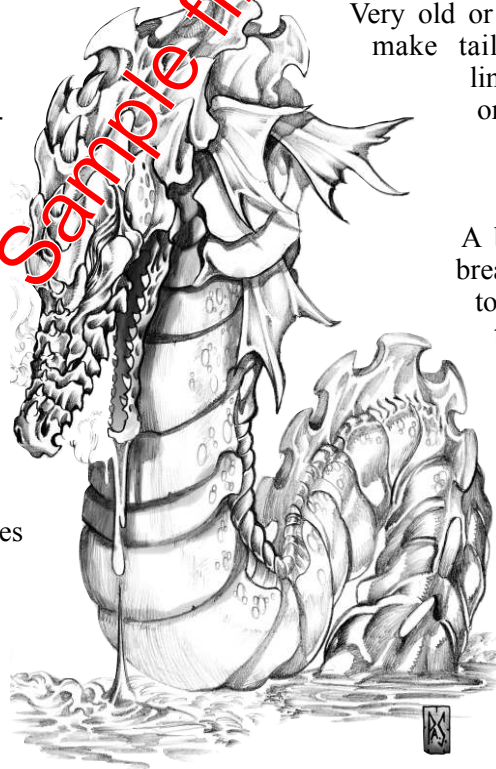
### Breath Weapon (Su):

A bile wurm has one type of breath weapon, a line of acidic toxins. Half of the damage this torrent inflicts is considered poison damage, and half of it is considered acid damage. Once the wurm breathes, it must wait 1d4 rounds before using its breath weapon again.

### Acid Spray (Ex):

When a bile wurm's hide is cut, lethal acid sprays forth in the seconds before the wound seals shut. Whenever an opponent in an adjacent space damages a bile wurm

with a piercing or slashing weapon, that opponent is subject to the damage listed below. As with the bile wurm's breath weapon, this damage is divided evenly between acid and poison. The sprayed subject can make a Reflex save (DC 10 + damage dealt to the bile wurm) to take half damage.



## BILE WYRMS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	T	4d12+5 (31)	15 (+2 size, +3 natural) touch 12, flat-footed 15	+7	+5	+4	+4	2d4 (13)	—	—
2	S	6d12+6 (45)	17 (+1 size, +6 natural) touch 12, flat-footed 15	+9	+6	+5	+5	4d4 (14)	—	—
3	M	9d12+18 (76)	19 (+9 natural) touch 12, flat-footed 15	+12	+8	+6	+6	6d4 (16)	—	—
4	L	12d12+36 (114)	21 (-1 size, +12 natural) touch 12, flat-footed 15	+16	+11	+8	+9	8d4 (19)	—	—
5	L	16d12+64 (168)	24 (-1 size, +15 natural) touch 12, flat-footed 15	+22	+17	+10	+11	10d4 (22)	18	16
6	H	21d12+105 (241)	26 (-2 size, +18 natural) touch 12, flat-footed 15	+28	+21	+12	+13	12d4 (25)	20	18
7	H	23d12+138 (287)	29 (-2 size, +21 natural) touch 12, flat-footed 15	+31	+23	+13	+15	14d4 (27)	21	20
8	H	26d12+182 (351)	32 (-2 size, +24 natural) touch 12, flat-footed 15	+35	+26	+15	+17	16d4 (30)	22	21
9	G	29d12+232 (420)	33 (-4 size, +27 natural) touch 12, flat-footed 15	+38	+29	+16	+18	18d4 (32)	26	23
10	G	33d12+297 (511)	36 (-4 size, +30 natural) touch 12, flat-footed 15	+43	+34	+18	+21	20d4 (35)	28	24
11	G	37d12+333 (573)	39 (-4 size, +33 natural) touch 12, flat-footed 15	+48	+35	+20	+23	22d4 (37)	31	25
12	C	40d12+400 (660)	38 (-8 size, +36 natural) touch 12, flat-footed 15	+49	+39	+22	+25	24d4 (40)	33	27

## BILE WYRM ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Acid Spray	Constrict Damage
1	20 ft., swim 40 ft.	12	10	13	10	10	6	Immunities, acid spray, fast healing 1	1d4-2	—
2	20 ft., swim 40 ft.	14	10	13	10	10	6		1d4-1	—
3	20 ft., swim 40 ft.	16	10	15	6	10	8	Constrict, fast healing 2, improved grab	1d4	1d4+4
4	20 ft., swim 40 ft.	20	10	17	6	12	8		1d4+1	1d6+7
5	20 ft., swim 40 ft.	24	10	19	8	12	10	Damage reduction 5/+1	1d4+1	1d6+10
6	20 ft., swim 40 ft.	28	10	21	8	12	10	Fast healing 4	1d4+2	1d8+13
7	20 ft., swim 40 ft.	30	10	23	8	14	12	Damage reduction 10/+1	1d4+2	1d8+15
8	20 ft., swim 40 ft.	33	10	25	10	14	12	Fast healing 6	1d4+2	1d8+16
9	20 ft., swim 40 ft.	36	10	27	10	14	14	Damage reduction 15/+2	1d4+4	2d6+19
10	20 ft., swim 40 ft.	38	10	28	12	16	14	Fast healing 8	1d4+4	2d6+21
11	20 ft., swim 40 ft.	41	10	29	12	16	16	Damage reduction 20/+2	1d4+4	2d6+22
12	20 ft., swim 40 ft.	44	10	30	14	16	16	Fast healing 10	1d4+8	2d8+25

**Improved Grab (Ex):** If a bile wurm bites an opponent at least one size category smaller than itself, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically constricts. Thereafter, the bile wurm can either conduct the grapple normally, or use its jaws to hold the opponent (-20 penalty on grapple check, but the bile wurm is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

**Constrict (Ex):** A young or older bile wurm can constrict with a successful grap-

ple check, dealing bludgeoning damage (see above) against beings its own size or smaller.

**Fast Healing (Ex):** A bile wurm heals damage each round so long as it is alive (see above). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the bile wurm to regrow or reattach lost body parts.

**Water Breathing (Ex):** A bile wurm can breathe underwater indefinitely and can freely use its breath weapon and other abilities while submerged.

**Skills:** A bile wurm gains skills as a true dragon. It gains a +8 racial bonus to Balance checks but it cannot jump.