

# EXPANDED DRAGONS

## HATCHLINGS TO ELDER WYRMS

By James Mishler with Jodi Moran-Mishler



**Labyrinth Lord**  
**Compatible Product**

**PUBLISHER:** James Mishler

**AUTHORS:** James Mishler & Jodi Moran-Mishler

**COVER ART:** Felipe Gaona, Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

**INTERIOR ART:** Jacob E. Blackmon (p. 4), Dave Ross (p. 7, 11), Stan! (p. 3, 5, 12)

Find out more information about products from **James Mishler Games** at [jamesmishlergames.blogspot.com](http://jamesmishlergames.blogspot.com) or e-mail us at [jamesmishler@gmail.com](mailto:jamesmishler@gmail.com). Expanded Dragons – Hatchlings to Elder Wyrms © 2020 James Mishler.

For more information on Labyrinth Lord™ and related products or to join the Labyrinth Lord Society, please contact Goblinoid Games on the web at [www.goblinoidgames.com](http://www.goblinoidgames.com). This book is published pursuant to a License from Goblinoid Games. Labyrinth Lord™ is Copyright © 2007-2020, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Realms of Crawling Chaos™ are trademarks of Daniel Proctor. All Rights Reserved. These trademarks are used under the Labyrinth Lord Trademark License 1.2, available at [www.goblinoidgames.com](http://www.goblinoidgames.com)

### **TABLE OF CONTENTS**

Expanded Dragons .....	3
Chromatic Dragon Mutations .....	6
Linnorms and Orms .....	6
Lung Dragons .....	7
Pocket Dragons .....	12
Dragon Random Encounters.....	14
Open Gaming License.....	15
James Mishler Games Current Product List .....	17

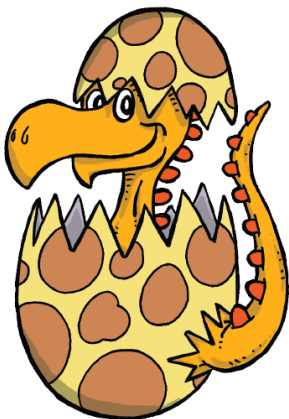
## EXPANDED DRAGONS

The most notable development in this supplement is the tying of dragon sizes (hit die variance) to the dragon life cycle of *age categories*, and the expansion thereof from seven to 11 age categories. This expands the potential size and power of dragons encountered from a tiny 6" long 1 HD hatchling white dragon to a gargantuan 504' long 21 HD elder wyrm gold dragon.

Along with the expansion of hit dice are some changes in how the age categories affect salient dragon abilities, notably the size of breath weapons and the method of determining the magic spells a dragon can know and cast. Explicit ties between age and size and dragon treasure hoards are also spelled out.

Age categories under this system are not based on hit points per hit die, but on total number of hit dice. The core rules state that dragon hit dice have a variation of +/- 1 to 3 hit dice. This system subsumes that as part of the age category of dragons, from the hatchling category with a -5 hit dice factor up to the elder wyrm category with +10 hit dice factor. Individual variation in size within an age category comes from total hit points.

DRAGON AGE AND SIZE		
Age Category	Age	Hit Dice
Hatchling	< 1	-5
Dragonet	1-2	-4
Juvenile	3-5	-3
Young	6-15	-2
Young Adult	16-30	-1
Adult	31-60	+/-0
Mature	61-125	+1
Old	126-250	+2
Ancient	251-500	+3
Wyrm	501-1,000	+5
Elder Wyrm	1,001+	+10



**Dragon Size:** Hatchlings and dragonets are ½' long per hit point, juveniles and young are ¾' long per hit point, young adult through mature are 1' long per hit point, old are 1.5' long per hit point, ancient are 2' long per hit point, wyrms are 2.5' long per hit point, and elder wyrms are 3' long per hit point.

**Dragon Shape:** The classic dragon of European myth and legend, or *dracoform* dragon, has a long serpentine neck, long serpentine tail, in between which is a (generally) lizard or crocodilian torso, with forward arms with clawed hands and rear legs with clawed feet, and from the shoulders rise leathery wings. Normally, body length is divided equally three ways between head and neck, torso, and tail. Wingspan is equal to the overall length from wing tip to wing tip; not aerodynamically sound, but then most of dragon flight is propelled by innate magic, with the wings assisting with lift and control.

**Burrowing:** Dragons of all kinds can squeeze through ridiculously narrow spaces; this ability is part natural, part magical. A dragon can fit through a space as narrow as 1/8<sup>th</sup> its length, while linnorms, orms, and lung dragons (see below) can fit through spaces as tight as 1/30<sup>th</sup> their length. Their movement rate when squeezed thusly is reduced to merely 30' (10'), 15' (5') if they are burrowing to create a tunnel (through earth or loose gravel, never through stone).

**Armor Class:** Improve the Armor Class of ancient dragons by -1, wyrms by -2, and elder wyrms by -3; thus, an elder wyrm gold dragon would have an AC of -5.

**Melee Attack Damage:** Hatchling and dragonet dragons deal less melee damage than their juvenile and older counterparts; halve all damage rolls, rounding up. At old and ancient age category, increase the base die type by 1; thus, old and ancient white and black dragons use 1d6 to determine damage with their claws rather than 1d4. At wyrm and elder wyrm, increase the damage die type by 2; e.g., wyrm and elder wyrm white and black dragons use 1d8 with their claws, while an elder wyrm red dragon would deal 4d12 with his bite attack.

**New Attacks:** Dragons of mature age and older gain the use of two additional attacks – wing buffet and tail slap.

A **wing buffet** is an area of effect attack, with an area based on their size. The wing buffet attack affects all creatures smaller than giant-sized in an area with a radius equal to the full length of the

dragon. All creatures in that area must make a saving throw versus Breath Attack. Those who fail suffer damage equal to the dragon's claw attack plus are knocked prone and pushed back a number of feet equal to the damage they suffer. Those who succeed at the saving throw suffer only half damage and remain standing. Using a wing buffet attack requires the dragon's full attack that round. Thus, if an old red dragon with 12 HD and 72 hit points (thus 108' long from tip of snout to tip of tail) were to use a wing buffet, it would affect every creature within 108', and if they failed their save they would suffer 1d10 points of damage, be knocked prone, and pushed back that many feet.

Additionally, once per day, the dragon can maintain a sustained wing buffet attack which lasts for one round per hit die. Victims caught in the area must make a saving throw every round. During the sustained wing buffet, the winds created by the buffet create an effect like the *control winds* spell; *strong winds* for mature, *severe winds* for old, *windstorm* for ancient, *hurricane force* for wyrm, and *tornado* for elder wyrm, affecting ships, buildings, and vegetation as noted.

A **tail slap attack** affects all creatures to the rear of the dragon within 1/3 of its total length (i.e., the length of its tail) as the dragon sweeps its tail back and forth throughout the area. Every creature in the area must make a saving throw versus Wands; failure indicates they are hit by the tail, suffer damage equal to the bite attack of the dragon, and are knocked prone and back a number of feet equal to the damage suffered. Success means they successfully dodged the tail and suffer no effect. A tail slap attack replaces either the bite or the two claw attacks of the dragon's normal attack routine.



**Breath Attacks:** Quarter all relevant measures of breath attacks for hatchlings, and halve those of dragonet and juvenile dragons; thus, a juvenile white dragon's cold breath would be a cone 40' long by 15' wide. Double all relevant sizes of the breath attacks for ancient and wyrm dragons, and triple them for elder wyrm dragons; thus, a red wyrm's fire cone would be 180' long by 60' wide at the end.

**Sleeping:** Older dragons tend to sleep more, spending days, weeks, months, or even years deep in dreams and reveries. Add 5% to the chance of a dragon being found sleeping for every age category above adult; +5% at mature, +10% at old, +15% at ancient, +20% at wyrm, and +25% at elder wyrm.

**Speaking:** Decrease chance to speak by 5% for each age category below young adult; thus -5% at Young, -10% at juvenile, -15% at wyrmling, and -20% at hatchling. Chance to speak does not increase with the older age categories. All dragons that can speak know at least the Common Tongue, Dragon, and their alignment tongue. They also can speak one additional language per age category above young adult. In addition, wyrms know 1d4 additional languages, elder wyrms know 2d4 additional languages; wyrms and elder wyrms may know one or more dead languages. Dragons can read and write any language they can speak.

**Dragon Magic:** Dragons who can speak can cast magic-user/elf spells as per a magic-user of a level equal to their hit dice less 5. Thus, a dragon with 10 hit dice cast spells as a 5<sup>th</sup>-level magic-user. Black, brass, copper, green, and white dragons each add one spell of each level known; blue, bronze, red, and silver add two spells of each level known; and gold dragons add three spells of each level known. Thus, an elder wyrm gold dragon with 21 hit dice would cast spells as a 16<sup>th</sup>-level magic-user and would have three additional spells of each level, 1<sup>st</sup> to 8<sup>th</sup>. Dragons may or may not have spell books, depending on how the individual Labyrinth Lord chooses to treat dragon magic, as either innate or learned. If learned, they have spell books, though they are highly unlikely to be of a size that are easily carted away!

**Dragon Treasure:** Hatchlings have a 1 in 6 chance of having treasure, and then it will only be 25% of whatever is rolled. Dragonets have a 2 in 6 chance of having treasure, but only 25% of normal. Juveniles have a 3 in 6 chance of having treasure, but only 50% of normal. Young dragons have 4 in 6 chance of having treasure, but only 50% of normal. Young



Adult have a 5 in 6 chance of having treasure, but only 75% of normal. Adult and mature dragons have normal treasure. Old dragons have two times normal; ancient dragons three times normal; wyrms four times normal; and elder wyrms five times normal.

**Gem-Reinforced Armor:** Dragons with sufficient treasure in gems may improve their Armor Class by embedding gems into their scales. For every 100 gems used in this way improve the Armor Class of the dragon by 1 point. Recovery of embedded gems depends on the nature of the death of the dragon; if *disintegrated* or otherwise destroyed through application of magical spells, most of the gems will be destroyed (all in the case of *disintegration*). If slashing and piercing weapons are used, most will survive; if using bashing weapons or attacking to subdue, at least a percentage dependent on the percentage of overall damage based on the bashing or subdual damage will be destroyed.

**Riding Dragons:** Many great heroes and villains are known for having dragons as steeds. Only friendly dragons who are willing, dragons who have been raised from the egg, or dragons who have been subdued allow themselves to be ridden. A dragon must be at least 24' in length for a human, dwarf, or elf-sized creature to ride it, 12' for a halfling or gnome-sized creature to ride. Every 24' in length allows another human, dwarf, or elf-sized passenger; every 12' in length allows another halfling or gnome-sized passenger.

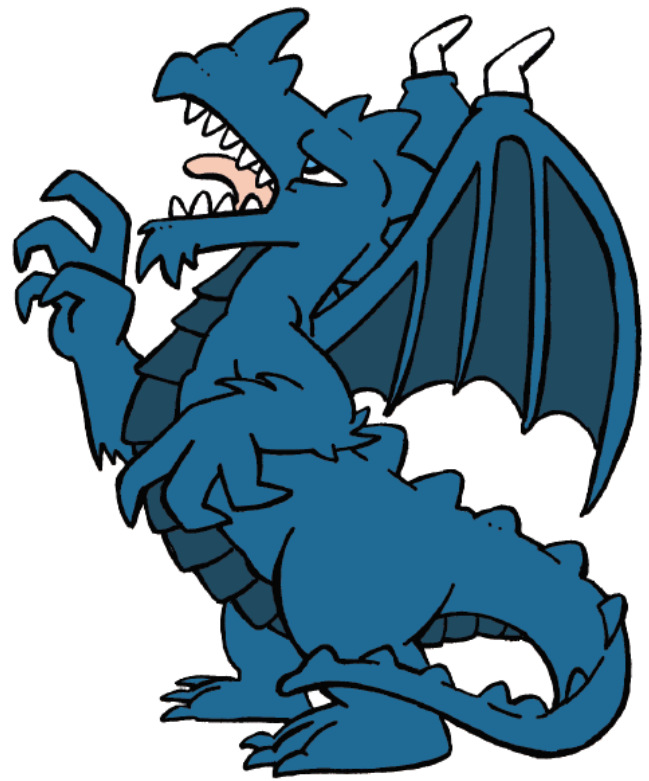
Trained dragon riders need to make checks to stay in control or on their dragon only when facing extreme circumstances; untrained dragon riders must make checks at pretty much any sort of maneuver. If tied into a saddle, generally they will not fall off (generally); however, loss of control can mean lost attacks, extra attacks by enemies, or other troublesome issues as the Labyrinth Lord's him.

Most checks on dragon-back will be Dexterity checks (d20, roll equal to or less than Dexterity score). Some might be Charisma checks to keep a recalcitrant subdued dragon under control. Other checks might be Intelligence or Wisdom-based, especially for developing or understanding tactics in battle. Anyone untrained in dragon-riding will suffer a -2 penalty to hit with melee and a -4 penalty to hit with missile weapons.

**Dragon Breeding:** Dragons are old enough to begin breeding at young adult age, though most speaking dragons generally wait until they are adult age. Dragons can breed at any time thereafter, age not

affecting the ability, though most of the very few dragons that attain the ancient age or older usually have concerns other than raising yet another a brood of hatchlings.

Most dragon couples are fortunate to breed a clutch of 1d2 dragons perhaps once per decade. The Chromatic dragons are somewhat more prolific, likely out of necessity as, being inimical to all other forms of life, they are more often hunted, and thus must needs replace their numbers more quickly. Metallic dragons often continue to live with their young as a family until the children go off to seek their own mates. Most Chromatic dragons kick their young out of the nest within 1d20 years; some even eat their young if they do not flee in time.



## CHROMATIC DRAGON MUTATIONS

Chromatic dragons are born of Chaos, and thus may have mutations to their form and abilities. There is a flat 1 in 8 chance a Chromatic dragon has a mutation; if so, roll below:

Chromatic Dragon Mutations	
D8	Mutation
1	<b>Two Heads</b> , each on its own neck; double bite attacks, each gets three breath attacks per day. Intelligence is greatly reduced, being split between the two heads. If a spell-caster, each head gets half the normal spell-casting level (one might have a level on the other, and thus be dominant). Also, easy to trick into disagreeing with itself.
2	<b>No Wings</b> , instead a third pair of arms. Double claw attacks, no flying, but can burrow at 30' (10') like a bulette.
3	<b>Super Thick Scales</b> ; cannot fly (wings absent or vestigial), but AC improved by -4.
4	<b>Thagomizer</b> on tail, like a stegosaurus. Extra attack each round, deals damage as per a bite attack, can only be used to attack targets behind the dragon.
5	<b>Additional Breath Weapon</b> ; may use the breath weapon(s) of one additional dragon type (d6: 1-5 Chromatic, 6 Metallic), may use breath weapons combined a total of four times per day. Scales and appearance a mix of the two dragon types. If mixed with Metallic, is an outcast in Chromatic society (such as it is).
6	<b>Mighty Breath Weapon</b> ; double all size measurements of the dragon's breath weapon, can be used six times per day.
7	<b>Super Spell Caster</b> ; Automatically speaks and casts spells, double number of spells per day of each level before adding spells based on type. Double hit dice for spell-casting level effects.
8	<b>Spawn of the Dragon Queens</b> ; Demonic blood runs through this dragon's veins (Chaotic Evil regardless of type). Automatically can speak (knows Demonic in addition to other languages) and cast spells. The dragon knows two additional spells per spell level known and may memorize clerical spells in addition to magic-user spells.

Plenty of other mutations are possible, this merely presents a basic range of options.

## LINNORMS AND ORMS

**Linnorms** and **orms** are serpentine dragons inspired by Scandinavian myths and legends about dragons. Orms and linnorms are much like the traditional Chromatic and Metallic dragons, with a few important differences.

Linnorms have the fore-quarters, forearms, neck, and head of a dragon, while their hind-quarters are long and serpentine like a snake. Orms do not have any arms or legs at all, and their serpent-like body sprouts straight from the end of their draconic head.

Their entire length, which is double the normal length of a dracoform dragon (as above), is effectively neck and tail. Neither orms nor linnorms *usually* have wings; however, as orms and linnorms can reproduce with dracoform dragons, about 2 in 6 orms and linnorms have inherited wings from their dracoform ancestry.

Orms and linnorms can perform a **constrict attack**, as per the giant python, which automatically deals damage equal to its bite attack each round until the attack is broken. They can constrict bipedal creatures no taller than 1/3 their length, quadrupedal creatures no longer than 2/3 their length, and serpentine creatures up to their own length; thus, a 45-foot-long linnorm could constrict a 15-foot tall giant, a 30-foot long dragon, or a 45-foot long orm. Large linnorms and orms can constrict multiple creatures as once, so long as the total height/length of the victims does not exceed the above limitations.

Chromatic orms and linnorms are much more common than Metallic (d6: 1-5 Chromatic, 6 Metallic). Roll d12 to determine the kind of Chromatic orm or linnorm: 1-4 white, 5-8 red, 9-10 green, 11 black, 12 blue. Metallic varieties of orms and linnorms are encountered equally often (though rarely enough at all).

## **LUNG DRAGONS**

Lung Dragons are different from the Chromatic and Metallic Dragons. They are based on a system of five elements – **Earth, Metal, Wood, Fire, and Water**, plus a sixth type, **Death** (who serve the gods of Chaos and/or Evil). Lung Dragons, as the name implies, are inspired by the dragons of Chinese myth and legend (dragons are known as *lung* or *long* in Chinese).

Their appearance is much like that of a traditional dracoform dragon, though even more snake-like, with a horse-like head and fish scales; most also subsume body parts of other animals, including cattle (horns), crocodiles (teeth), deer (especially antlers), dogs, fish, goats (beards), hawks (claws), horses, pigs, rabbits, rats, roosters, and tigers (paws). They have no wings – though they can fly just fine through innate magical abilities. Royal and Imperial rank-dragons bear a mane of frills, while only the Imperial-rank dragons bear Dragon Horns (cattle horns and deer antlers are common; these are the magnificent horns only worn by a dragon).

All Lung Dragons can breathe water as well as air (except for Fire Dragons).

Lung Dragons begin life in an immature form as a minor dragon spirit, taking on the form of a large serpent with arms and legs, rising over time from hatchling through adult age; these are *Spirit Dragons* known as *Linglung*.

Years or decades into adult status, if they have proven their worthiness through prior actions, or if they approach a dragon of the Celestial Bureaucracy and are tested and pass, they are advanced to *Celestial Dragon*, or *Tianlung* status, assigned an element, and join the *Ministry of Dragons of the Celestial Bureaucracy* as a 2-Claw Lesser Dragon, usually in charge of protecting and serving a minor natural location or shrine.

Thereafter Lung Dragons do not gain size and power through aging, they only gain such power through advancement in the Celestial Bureaucracy. Lung Dragons who do not advance in the Celestial Bureaucracy do not grow beyond adult stage.

Dragon ranks in the Celestial Bureaucracy are:

- 2-Claw Lesser Dragons = Mature Dragons;
- 3-Claw Greater Dragons = Old Dragons;
- 4-Claw Noble Dragons = Ancient Dragons;
- 5-Claw Royal Dragons = Wyrms;
- 5-Claw 2-Dragon Horn Imperial Dragons = Elder Wyrms.



**Number Encountered:** Usually only one; even as Immature dragons, Lung Dragons are solitary. However, multiple Celestial Dragons may be encountered together in rare instances when more power or wisdom needs to be applied to a difficult problem.

**Hit Dice:** All Lung Dragons have a base of 10 hit dice, adjusted as per the Age/Rank Categories, above. All Lung Dragons can speak, read, and write the Common Tongue, Celestial, and one additional language per rank.

**Movement:** Most Lung Dragons move at 90' (30') on land, swim 90' (30'), and fly 240' (80'). Immature Lung Dragons cannot fly; other dragons may have special move speeds.

**Armor Class:** Base Armor Class for all Immature forms is AC 3, improved by 1 per rank (AC 2 at 2-Claw, AC 1 at 3-Claw, down to AC -2 at 5-Claw 2-Dragon Horn).

**Attacks:** Lung Dragons have the classic claw/claw/bite routine dealing 1d6/1d6/3d6 points of damage. Dragons of the Celestial Bureaucracy may also make a tail slap attack, but lacking wings, may not make a wing buffet attack. Note that each dragon type has additional damage potential or special attacks that might modify these numbers.

**Breath Attack:** All Lung Dragons have a breath attack which can be used three times per day. These each cause damage as per normal dragon breath attacks, save for half damage. Most also cause a potential secondary effect, see below.

**Sleeping:** Chance of being caught sleeping in lair is 50% at Hatchling and decreases 5% per age category/rank from there, down to 0% at 5-Claw 2-Dragon Horn.

**Dragon Magic:** All Lung Dragons can speak; all can use magic of the generalist sort as well as elemental magic of their appropriate type. Immature Lung Dragons can only cast general spells. Death Dragons can use one elemental magic type (of the element they formerly were assigned) plus magic-user spells. Lung Dragons cast spells as a druid of level equal to their hit dice less 5.

**General Spells:** 1<sup>st</sup> level: *animal companion, detect magic, detect snares and pits, divine weather, invisibility to animals, locate creature, pass without trace, speak with animals*; 2<sup>nd</sup> level: *charm person or mammal, cure light wounds, feign death, find plant, stumble*; 3<sup>rd</sup> level: *cure disease hold animal, insect swarm, neutralize poison, snare*; 4<sup>th</sup> level: *cure serious wounds, dispel magic, protection from vegetation and fungus, repel vermin, summon animal I, summon sylvan beings, temperature control*; 5<sup>th</sup> level: *animal growth, anti-plant shell, commune with nature, control winds, insect plague, sticks to snakes, summon animal II*.

**Earth Spells:** 1<sup>st</sup> level: *command (C1), resist cold (C1)*; 2<sup>nd</sup> level: *resist fire (C2), strength (M2)*; 3<sup>rd</sup> level: *stone shape, striking (C3)*; 4<sup>th</sup> level: *hallucinatory terrain,*

*move earth (lesser)(M4); 5<sup>th</sup> level: summon earth dragon\*, wall of stone (M5).*

**Fire Spells:** 1<sup>st</sup> level: *burning hands (M1), manipulate fire (M1)*; 2<sup>nd</sup> level: *fire trap, heat metal, produce flame*; 3<sup>rd</sup> level: *protection from fire, pyrotechnics*; 4<sup>th</sup> level: *flashfire*; 5<sup>th</sup> level: *summon fire dragon\*, wall of fire.*

**Metal Spells:** 1<sup>st</sup> level: *light (C1), shocking grasp (M1)*; 2<sup>nd</sup> level: *false gold (M2), spiritual weapon (2)*; 3<sup>rd</sup> level: *call lightning, lightning bolt (M3)*; 4<sup>th</sup> level: *enchant arms (M4), protection from electricity*; 5<sup>th</sup> level: *summon metal\* dragon, wall of iron (M5).*

**Water Spells:** 1<sup>st</sup> level: *purify water, wall of vapor (I1)*; 2<sup>nd</sup> level: *create water, obscuring mist*; 3<sup>rd</sup> level: *water breathing*; 4<sup>th</sup> level: *lower water (C4)*; 5<sup>th</sup> level: *part water (C6), summon water dragon\*.*

**Wood Spells:** 1<sup>st</sup> level: *entangle, shillelagh*; 2<sup>nd</sup> level: *barkskin, warp wood*; 3<sup>rd</sup> level: *plant growth, tree shape*; 4<sup>th</sup> level: *passplant, speak with plants*; 5<sup>th</sup> level: *summon wood dragon\*, tree stride.*

**Morale:** Immature 9; 2 and 3-Claw 10; 4 and 5-Claw 11; 5-Claw 2-Dragon Horn 12 (will retreat to fight another day if facing overwhelming odds, unless guarding an Imperial charge, in which case it fights to the death).

**Size:** Lung Dragons are not at all large compared to the dracoform dragons or orms or linnorms, usually only being one foot long per hit die (not hit point, *hit die*).

However, once they join the Celestial Bureaucracy, they have the ability to grow quite large three times per day, extending their size to one foot per *hit point* for one turn plus one turn per rank. In an enlarged size their base claw and bite attack damage doubles (2d6/2d6/6d6).

They can also shrink at will to as small as merely one inch per hit die, which can be sustained as long as desired (halve all claw and bite damage, rounded down, and cannot use breath weapon in this form). In this form they can usually slip through even the smallest holes and cracks.

**Treasure:** Lung Dragons lust after treasure no less than any other types of dragons, once they join the Celestial Bureaucracy, they simply have more legitimate ways to earn it. As with all members of the Celestial Bureaucracy, Lung Dragons earn a salary, plus bonuses for quality work. Quantity of treasure is



as per other dragons, above, however, much of a Lung Dragon's treasure will be invested in finer things, ranging from screens and silks, to gems and jewelry, to musical instruments and fine ceramic ware. Convert half of all coin value to such items, often bulky and fragile.

**Dragon Pearls:** Lung Dragon's greatest treasures are the powerful Dragon Pearls. These large (3" to 3' diameter) pearls are given as bonuses for service above and beyond to the Celestial Bureaucracy or to the Dragon Kings. Dragon Pearls provide the bearer with an increase in their casting ability (or enable casting ability if not possessed), and most possess other abilities as well, as per a ring, wand, staff, or miscellaneous magical item.

**Minor Dragon Pearls** (3") increase casting ability (and spells memorized) by 1 level. They have a 50% chance of possessing the abilities of a magic ring.

**Lesser Dragon Pearls** (6") increase casting ability (and spells memorized) by 2 levels. They have a 50% chance of possessing the abilities of a wand; if not, they possess the abilities of a magic ring.

**Greater Dragon Pearls** (12") increase casting ability (and spells memorized) by 3 levels. They have a 50% chance of possessing the abilities of a magic staff; if not, they possess the abilities of a d6: 1-3 magic ring, 4-6 magic wand.

**Major or Royal Dragon Pearls** (24") increase casting ability (and spells memorized) by 4 levels. They have a 50% chance of possessing the abilities of a miscellaneous magic item (most often a *crystal ball*, but also includes other appropriate items); if not, they possess the abilities of a d6: 1-2 magic ring, 3-4 magic wand, 5-6 magic staff.

**Superior or Imperial Dragon Pearls** (36") increase casting ability (and spells memorized) by 5 levels. They possess the abilities of a miscellaneous magic item and a 50% chance to also possess the abilities of a d6: 1 magic ring, 2-3 magic wand, 4-6 magic staff.

Magic items and their abilities will be appropriate to the original dragon gifted the pearl; anyone can wield the powers, even if not of the correct class. A dragon pearl must be held or worn to be of any use. Dragon pearls are often sought by villains and fools alike, for they grant their power to whomever possesses them, but woe betide the thief who is found by a dragon!

**Immature Dragons** take the form of large, thick snakes with two forelegs and a fish-like tail. Some are more fish-like, others crocodilian, still others vaguely reptilian, avian, or even mammalian in other ways. None could ever be mistake for anything other than a five to 10 feet long Immature dragon.

Their breath weapon does not cause any damage, but subjects those within its confines (60' long, 20' wide cone) to the effects of a *scare* spell.

Anyone who kills an Immature dragon (the one who deals the final blow or spell that kills them) must save versus Spells at a -2 penalty or be geased to seek out the nearest dragon of the Celestial Bureaucracy for punishment. The punishment is based on the reason for the killing – if the dragon had gone rogue and was causing problems, it will be a minor punishment; if the dragon was innocent and slain for its treasure, the punishment is severe.

Roll d6 for alignment: 1 NG, 2-5 N, 6 NE.

**Earth Dragons** usually have yellow scales, turning ever more brilliant gold the higher they rise in ranks. They appear more muscular, thick, and robust than other Lung Dragons; their facial features are much more human-like. All Earth Dragons bear a crown of gold, as befits dragons who serve the Dragon God of Earth; the higher the rank, the larger the crown, the more gems upon the crown. A rich, earthy smell envelopes, precedes, and follows them, as does the sound of grinding stone and rumbling earth. The earth shakes and quakes when they move, even when flying through the air. They fly at only 180' (60'), move on the ground at 120' (40'), and can swim at only 60' (20').

Their breath weapon is a roar that, in addition to damage, causes an *earthquake*, as per the spell, centered on a point up to 120' away, affecting an area 20' in diameter per rank. Anyone bitten by an Earth Dragon must make a saving throw versus Petrification or be *turned to stone*, as per the spell; the Earth Dragon and its superiors can reverse this at will, otherwise the effect can be reversed only through the usual spells. Earth Dragons add 1 point of damage to each claw attack per rank (1 to 5) due to their great strength.

Roll d6 for alignment: 1-3 LN, 4-5 N, 6 NG.

**Metal Dragons** are very sleek, and seem to flow like shimmering mercury rather than fly or walk. They are relatively thin but very tough; their teeth are like daggers and their claws are like swords. They are

accompanied by the taste and smell of ozone and a sound like the crackling lightning. Metal Dragons begin with a glossy black-copper coloring at 2-Claw; shift to blackish-brass at 3-Claw; grayish-bronze at 4-Claw; grayish-silver at 5-claw; and shimmering silver tinged with bright gold at 5-Claw 2-Dragon Horn.

Their breath weapon is a bolt of lightning, 100' long by 5' wide. Anyone caught in their breath weapon wearing metal armor who fails their saving throw is affected as though they had the *heat metal* spell cast upon them. Due to the sharpness of their claws and teeth, Metal Dragon's claw/claw/bite damage is 1d8/1d8/3d8 (doubles to 2d8/2d8/6d8 at large size).

Roll d6 for alignment: 1-3 LN, 4-5 N, 6 CN.

**Wood Dragons** have bark-like scales and leaf-like fins on the arms and legs and along the ridge of the spine; their head is swathed in a mane of leaves like a tree canopy; in general they have a semblance to living, horizontal trees, with tree-limb-like arms and legs, sharp broken stumps for teeth, eyes of bright amber, and growths of moss. Their bark-like scales start out light brown and darken as they rise in rank; their leaf-like fins are bright green in spring; dark green in summer; a riot of yellow, orange, and red in autumn; and pale grayish-white in winter. Wood Dragons who lair in areas where evergreens are common have spiky needle formations rather than leaf-like formations. They are accompanied by the scent of leaves, moss, and deep old-growth forest, along with the hush of old woods or the cacophony of rich meadows. From spring through autumn, they are accompanied by clouds of colorful butterflies and birds, which nest amidst their scale; in winter, they are covered with webs and spiders.

Their breath weapon is a 50' long 40' wide cloud filled with the howling wrath of the forest, with thousands of sharp leaves or needles interspersed with acorns, apples, pinecones, and other fruits and nuts. If a target caught in this breath attack dies, it and its gear are instead *polymorphed* into a tree of random sort, 1' tall per maximum hit point, complete with face and other limbs and accoutrements apparent in the form of the tree. If the ground where the breath attack occurred is at all fertile, the entire area of effect rapidly fills with shoots, then saplings, then young trees, with runners and mosses, until within a matter of a few weeks a new stand of trees, thick and shadowy, fills the area.

The bite of a Wood Dragon is filled with sap, syrupy and sticky, which envelopes and slows (as per the

spell) any being bitten who fails a saving throw versus Paralysis. On a "Natural 1," the victim is encased in amber, in suspended animation, within 1d6 rounds. Anyone so encased can only be released by the Wood Dragon who bit them, by their superiors, or through the application of a *dispel magic* or more potent spell.

Roll d6 for alignment: 1-3 NG, 4-5 N, 6 LN.

**Fire Dragons** are unusual among the Lung Dragons in that they often *appear* to have wings, however, these "wings" are actually sheets of flame that fan out from their sides, trailing motes of fire, cinders, and smoke. Fire Dragons appear to be made out of burning-hot coals with flames dancing upon and among them; 2-Claw are dull red; 3-Claw are bright red; 4-Claw are bright orange; 5-Claw are bright blue; and 5-Claw 2-Dragon Horn are dazzling white. They move through the air and along the ground like wildfire, flying at 360' (120') in the air and moving 150' (50') along the ground. Fire Dragons cannot swim, and water affects them as holy water affects undead creatures. They are accompanied by smoke, cinders, sparks, and the hungry roar of a bonfire.

Their breath weapon is a cone of fire, 90' long by 30' wide; on a failed save, all non-magical items worn or carried by a victim are melted or reduced to ashes. Similarly, any non-magical weapon used to attack a Fire Dragon melts if the attacker fails a saving throw versus Spells.

A target that is bitten by a Fire Dragon must make a saving throw versus Spells or his armor and clothing are melted or burnt to ashes. A target that is clawed by a Fire Dragon is on fire and suffers an amount of fire damage of the same dice as the original attack the round thereafter, unless they have initiative and can stop, drop, and roll to put out the fire.

Roll for d6 alignment: 1-3 CN, 4-5 N, 6 NG.

**Water Dragons** usually have blue-green fish-like scales, deepening blue or green as they grow in power. They appear rather more fish-like, facially and in body form, and often have many frills and fins. They are very fast, and swim at 360' (120'). They are accompanied by the sound of thunder, rain, hail, and/or waves wherever they go, and a light mist, smelling of ozone and the sea, surrounds them at all times.

Their breath weapon is a storm of wind and hail, thunder and lightning, in a cloud 90' long by 30'

wide. In winter, the breath is as a severe blizzard, and anyone reduced to 0 or fewer hit points by the breath is frozen solid in suspended animation at 1 hit point. Only the Water Dragon or its superiors, or the palliation of a flesh to stone spell, can reverse this condition (the frozen form is impenetrable to heat and fire except dragon fire, which melts it into a dead puddle). In addition to the damage caused by the breath weapon, the effects of the *control winds* spell occur within the area – Strong Winds for 2-Claw, Severe Winds for 3-Claw, Windstorm for 4-Claw, Hurricane for 5-Claw, and Tornado for 5-Claw 2-Dragon Horn Dragons.

Water Dragons can perform one additional claw attack per round (1 to 5), due to their great speed.

Roll for d6 alignment: 1-3 NE, 4-5 N, 6 NG.

**Death Dragons** are covered in scales of unnatural shades in unpleasant combinations, but never in yellow or gold. Their faces are very human-like, often bone-white with flesh pulled taught over the skull, like the face of the dead. Their bodies are often more insect-like than serpent-like, sometimes entirely taking on the form of a centipede, or with spider or beetle-like appendages. Their bodies seem rotted or desiccated, with holes and rents out of which tumble maggots and clouds of flies. Their claws are skeletal, burnt by the wicked magical energies they wield. Darkness gathers around them, with the sound of the wailing of the damned preceding and following them.

Their breath weapon is a cloud of inky darkness, 90' long by 40' wide; on a successful save a target takes only quarter damage, on a failed save half damage plus loses one life energy level, as per the draining attack of a wight. If a target dies from life level drain, all their flesh is stripped off and they are instantly transformed into an undead skeleton at the command of the dragon.

Death Dragon claw attacks deal only 1d4 points of damage, but those struck by a claw attack must make a saving throw versus Paralysis or be paralyzed for 2d4 turns (elves are immune). Death Dragons count as Demons, and can be turned by high-level clerics as such.

Roll for d6 alignment: 1-3 CE, 4-5 NE, 6 LE.



## **POCKET DRAGONS**

Pocket dragons are tiny dragons, ranging in size from 1" to 24" in length. They result from an incompletely fertilized dragon egg. The egg still develops, but rather than a single full dragon, many little pocket dragons develop. Roll hit points as per a normal, fully-grown hatchling of the appropriate species; when the egg hatches, that is the number of 1 hit point pocket dragons that are spawned.

As their fully-developed siblings consider them a nice little snack, many pocket dragons quickly flee their birth-home. Pocket dragons infest the area where mated dragons reside, taking over the niches left by other small carnivorous creatures. As they grown and spread out faster than their true dragon siblings, a sudden swarm of pocket dragons can provide a warning that dragons are about to start hunting in an area.

Magic-users often summoned larger pocket dragons (3 HD) to serve as familiars.

### **POCKET-DRAGONS**

No. Enc.:	1d12 (3d12)
Alignment:	Unaligned
Movement:	60' (20')
Fly:	240' (80')
Armor Class:	0, 2, 4
Hit Dice:	1, 2, or 3
Attacks:	1 Bite or Breath
Damage:	1; 1d2, or 1d3 points
Save:	F1, F2, F3
Morale:	9
Hoard Class:	VII
XP:	xx

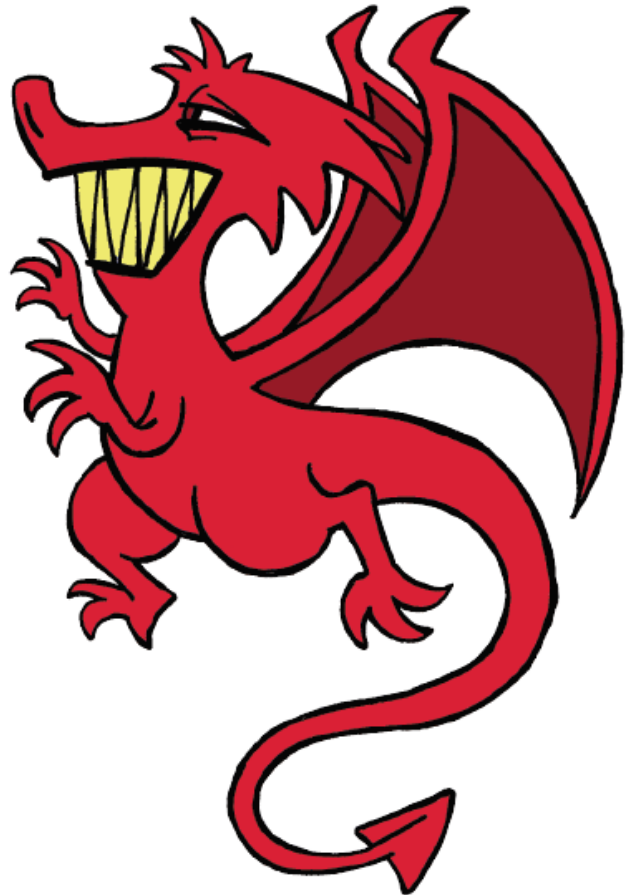
Pocket dragons originate in an incompletely fertilized dragon egg (drakes, linnorms, or orms, never lung dragons) which results, instead of a normal dragon hatchling, in the birth of several to dozens of tiny little dragons (1" drakes, 2" lindorms and orms). A single egg produces one such pocket dragon for every hit point of the potential hatchling as rolled (for white, 1d8; for red, 5d8, etc.).

While all pocket dragons begin with merely 1 hit point, all have the potential to grow further, roll for each pocket dragon (d6): 1-3 1 HD, 4-5 2 HD, 6 3 HD. Each pocket dragon grows 1 hit point and 1" (or 2") in length each week until it hits maximum hit points rolled. They take the form of the parents, though with parents of different colors and/or types, the pocket dragons may take on any combination of attributes.

1 and 2 HD pocket dragons are sterile drones, while 3 HD pocket dragons are male or female and interfertile; thus, areas with long history of dragon infestation also are infested by pocket dragons. Pocket dragons lay 1d12 eggs, each of which hatches 1d8 1 hit point pocket dragons, again of variable forms and colors, depending on the parents.

3 HD tyndraga can understand the Dragon tongue and speak it, though not very well, but well enough to be understood. They can also be taught to understand other languages and can mimic words much like a parrot or raven. These larger tyndraga often are summoned as familiars by magic-users; the increased intellect usually enables them to speak the languages they learn, but they only rarely choose to do so, and almost never in front of strangers.

Pocket dragons generally live for up to 30 years, plus their number of hit points. Pocket dragons familiars, like most such creatures, can live much longer, especially if their master or mistress is long-lived.





**ORGANIZATION:** Pocket dragons are sociable creatures, without the unpleasant natures of their dragon siblings, though they are often grouchy and sometimes cruel, much like cats. A clutch tries to remain together, generally, regardless of forms, colors, and sizes, for mutual support and survival. The 3 HD pocket dragons are the leaders, and the highest hit-point female the queen of the clutch. The clutch usually nests in locales similar to those preferred by their larger cousins, but not accessible by such, often in small caverns, large old trees or rotting tree stumps, or small glacial rifts.

**ECOLOGY:** Pocket dragons quickly rise to the top of the local low-end carnivore niche, competing with (and usually out-competing) birds, rodents, cats, wild dogs, and threatening wolverines, wolves, and even bears, if they are numerous enough. They eat anything smaller and slower than they, and hunt larger creatures, including humans, in packs.

**TREASURE:** A clutch often collects a small hoard of treasure, mostly for the shiny nature of the items, and so there are often coins, gems, and jewels heaped amongst shiny stones and odd bits of metal and glass. The pocket dragon queen uses this as her bed, and it is found at the center of their nest or lair.

**RANGE:** Pocket dragons are found wherever the dragons of their type generally lair; white pocket dragons are found in cold, glacial regions; black in swamps, marshes, and bogs; green in forests; blue in deserts and wastelands; and red in hills, mountains, and volcanic regions. As chromatic dragons are not as selective in their mating as metallic dragons, tyndrager clutches of mixed colors can be found, though those of the sort not native to the local environment rarely last more than a few years, while their brethren suited to the local ecology thrive.

**COMBAT:** Pocket dragons have only one effective melee attack, their bite, which deals 1, 1d2, or 1d3 points of damage depending on hit dice; their armor class, similarly, is 0, 2, or 4, depending on hit dice. They may also use their breath attack or, if there are at least 10 together in a group, swarm a target and cause *confusion*.

**BREATH WEAPON:** Pocket dragons also have a breath weapon attack, a small burst of the type of breath weapon of their respective color, dealing damage equal to their current hit points. This attack can be directed at a single target, to a range of 5 feet, 10 feet, or 15 feet. This attack can be used three times per day; a successful save versus Breath Attacks avoids all damage.

**CONFUSION:** When in a group of 10 or more pocket dragons are able to confuse by swarming around an opponent. When swarmed in this way by pocket dragons, an opponent makes all rolls to hit and all saving throws with a penalty of -2 and loses any bonus to AC due to Dexterity. No spell casting is possible. Pocket dragons not a part of the swarm may attack the swarmed opponent normally.

## **DRAGON RANDOM ENCOUNTERS**

Much has been made of making encounters, random or set, appropriate to the level and abilities of the adventuring party. If you as a Labyrinth Lord prefer this method, when a dragon is randomly encountered, choose the dragon's type and age category accordingly. However, if you prefer the "living world" method of determination, use the procedure below.

First, determine if there are any dragons that lair in the nearby area, such that the party is passing through their hunting or patrol area; if so, use that dragon, regardless of age. Otherwise, refer to the local geography and base the type on the following:

**Arctic/Glacial** d6: 1 Silver, 2-6 White.

**Desert** d12: 1-6 Blue, 7-9 Brass, 10-11 Copper, 12 Red.

**Farmland:** 3 in 6 chance is a Gold or Silver dragon (50/50) polymorphed into a human or demi-human form. Otherwise, base the roll on the nearest non-Farmland geographical type, randomize if needed.

**Forest/Jungle** d10: 1-2 Black, 3 Copper, 4 Gold, 5-10 Green.

**Grasslands** d8: 1-4 Blue, 5 Gold, 6-7 Silver, 8 Green.

**Hills** d8: 1 Brass, 2-3 Copper, 4 Gold, 5-7 Red, 8 Silver.

**Marsh, Swamp** d6: 1-5 Black, 6 Green.

**Mountains** d20: 1 Blue, 2 Bronze, 3 Copper, 4-5 Gold, 6-10 Red, 11-15 Silver, 16-20 White.

**Water, Fresh** d6: 1-2 Black, 3-4 Bronze, 5-6 Green.

**Water, Salt** d12: 1 Blue, 2 Green, 3-6 Bronze, 7-12 Sea.

Roll on the table below to determine age category:

<b>Age Categories of Random Dragons</b>	
<b>D100</b>	<b>Age Category</b>
01-10	Hatchling
11-25	Dragonet
26-50	Juvenile
51-75	Young
76-90	Young Adult
91-95	Adult
96	Mature
97	Old
98	Ancient
99	Wyrn
100	Elder Wyrn

If in lair, roll 1d4 to determine number of dragons in the lair. If not in lair, roll 1d12 to determine the number of dragons encountered: 1-6 one, 7-9 two, 10-11 three, 12 four.

If young or younger, all the dragons are of the same age and are either siblings and/or friends/allies. If young adult or older, two are a mated couple, and a third and/or fourth are children. Roll d8 to determine children's ages): 1-4 hatchling 5-6 dragonet, 7 juvenile, 8 young.

In the case of Lung Dragons, roll for age category/rank as above, but only one is ever encountered.

## **OPEN GAMING LICENSE**

**DESIGNATION OF OPEN GAME CONTENT:** The stat blocks of all monsters and the rule text of any abilities, powers, spells, or traps is Open Game Content, but none of the names or any of the descriptive text is open, unless such content is Open Game Content by virtue of appearing in the SRD. Any questions regarding the Open Game Content within this work should be directed to James Mishler at jamesmishler@gmail.com.

**DESIGNATION OF PRODUCT IDENTITY:** The names "James Mishler Games™," "Goblinoid Games™," "Labyrinth Lord™," "Advanced Labyrinth Lord™," "Realms of Talamhur™," and all names, personalities, descriptions, stories, storylines, histories, plots, thematic elements, images, artwork, symbols, designs, depictions, likenesses, formats, poses, illustration, graphic design, maps, and cartography are designated as Product Identity, as is any and all content that is not otherwise Open Game Content by virtue of appearing in the System Reference Document, being provided as Open Game Content in a work listed in Section 15 below, or is derivative thereof. Essentially, if it does not have to be OGC by operation of the license, it is not open in this product, and if it can be claimed as Product Identity, it is. Any questions regarding the Product Identity within this work should be directed to James Mishler at jamesmishler@gmail.com.

### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is 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, LLC.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

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.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Darwin's World, Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future, Copyright 2008, Daniel Proctor and Ryan Denison; Authors Daniel Proctor and Ryan Denison.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Juiblex, The Faceless Lord% (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based, on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Rabbits & Rangers, Copyright 2016, James V. West; Author James V. West.

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor; Author Daniel Proctor.

Advanced Labyrinth Lord, Copyright 2018, Daniel Proctor; Author Daniel Proctor.

Expanded Dragons – Hatchlings to Elder Wyrms, Copyright 2020, James Mishler; Authors James Mishler and Jodi Moran-Mishler.

END OF LICENSE



# James Mishler Games Product List

Current November 1, 2020

Number	Title	Setting	Date	PDF	Print
JMG0001	Hercynian Grimoire #1 (Vol. 1, No. 1)	Olden Lands*	2013	Yes	Special
JMG0002	GD&C #1: Chaos Queen of Ants	Olden Lands*	2013	Yes	No
JMG0003	Vampires of the Olden Lands	Olden Lands*	2013	Yes	Special
JMG0004	Map 00 Olden Lands Continent	Olden Lands	2013	Yes	No
JMG0005	Ogres of the Olden Lands	Olden Lands*	2013	Yes	Special
JMG0006	Midzee Maps [ <i>Mutant Future</i> ]	Murikah	2014	Yes	No
JMG0007	Castle Adlerstein and Environs Map Pack	Olden Lands	2014	Yes	No
JMG0008	Barbarian Class	Generic	2014	Yes	Special
JMG0009	Demi-God Race	Generic	2015	Yes	Special
JMG0010	Myrkridder – The Demonic Dead	Generic	2015	Yes	Special
JMG0011	Ghosts – The Incorporeal Undead	Generic	2015	Yes	Special
JMG0012	Monstrous Miscellany #01	Generic	2015	Yes	No
JMG0013	Dragonborn	Generic	2017	Yes	Special
JMG0014	Quick Start Character Race & Class Sheets	Generic	2019	Yes	Special
JMG0015	ALL Character Record Sheets	Generic	2019	Yes	No
JMG0016	ALL Adventure Record Sheets	Generic	2019	Yes	No
JMG0017	Balor-Kin Racial Class	Generic	2019	Yes	No
JMG0018	Marilith-Kin Racial Class	Generic	2019	Yes	No
JMG0019	Nalfeshnee Racial Class	Generic	2019	Yes	No
JMG0020	Quick Start Race & Class Guide**	Generic	2020	No	Yes
JMG0021	Barbarian, Demi-God, & Dragonborn**	Generic	2020	No	Yes
JMG0022	Ghosts – The Incorporeal Undead**	Generic	2020	No	Yes
JMG0023	Hercynian Grimoire #1 (Vol. 1, No. 1)**	Olden Lands*	2020	No	Yes
JMG0024	Myrkridder, Ogres, & Vampires**	Olden Lands*	2020	No	Yes
JMG0025	Expanded Dragons – Hatchlings to Elder Wyrms	Generic	2020	Yes	No

Items marked "Special" under "Print" were printed in limited-edition compilations for Gary Con XII (2020)

\* Designed for *Castles & Crusades* and *Labyrinth Lord*; unless noted, other products are for *Labyrinth Lord*

\*\* Gary Con XII Limited-Edition Special (2020)