

Advanced Swords & Sorcery Bestiary

Dragon Men

Frequency: Very rare

Number: 10d12

Size: Man-sized (6 ft tall)

Move: 90 ft or by armour

Armour Class: 7 or by armour

Hit Dice: 2

Attacks: 1

Damage: 1d6 or by weapon

Special Abilities: See below

Magic Resistance: Standard

Lair Probability: 50%

Intelligence: Average (high)

Alignment: Neutral evil

Level/EP: 2/50+1/hp

As their name suggests, these are hybrid creatures. In both shape and size they resemble men, but their bodies are covered with dark scales, their limbs end in claws and their faces have an unmistakably draconic visage. Furthermore, upon their backs are folded membranous wings, which have no other function than to recall a monstrous ancestry. Whilst they have no need of lighter forms of armour, dragon men often wear mail or something similar to augment their natural defences.

Whilst dragon men are capable of delivering a powerful bite attack for 1d6 damage, they prefer to use more conventional weapons in combat; bows, spears and swords are typical. Once each day, they may breathe fire in a narrow stream at a target up to ten feet away, inflicting 2d6 damage, or 1d6 in the case of a successful saving throw. In addition to having generally high morale, dragon men are completely immune to the effects of supernatural and magically induced fear.

For every ten soldiers encountered there will be one sergeant with fifteen hit points; these fight as though three hit dice and add one to damage rolls made with most weapons. If more than thirty dragon men are present there will be one lieutenant with twenty hit points; he also fights as though three hit dice, but adds one to hit and two to damage. If there are more than sixty dragon men they will be led by a captain with twenty five hit points; he fights as though four hit dice, and adds two to hit and damage rolls.

Of the origin of dragon men little is known for certain. It is often said that they are the result of dark sorcery or bargains struck with infernal beings, and some learned sages have gone so far as to suggest that they might once have been men. Others contend that dragon men are not native to the world, but vestiges of an ancient and alien empire. That they have a draconic heritage of some sort is thought undeniable, though an alternative theory postulates a distant kinship with lizard men and troglodytes.

Treasure: Individually 5d6 silver coins; in lair 1d3 x 1,000 copper coins (50%), 2d6 x 1,000 silver coins (50%), 1d6 x 1,000 gold coins (50%), 5d6 gems (25%), 3d6 jewellery (50%), and 1d3 magic items (25%).

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