

# d12 Monthly

**DRAGON  
ISSUE**

Issue 9  
February, 2022

## NEW KOBOLD BREEDS

SOME SURPRISES FOR  
YOUR CHARACTERS

## HARVESTING DRAGONS

HOW TO MAKE USE OF  
DRAGON PARTS

## WEAPON FOCUS: LONGBOW

Location: We look at a lair of a dragon & the *Dragonfeast* tavern

*d12 Monthly* is a helpful resource for fantasy roleplayers.

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Unless otherwise mentioned, all articles are written by Russ at YUMDM.

# The Dragon Issue

What would this zine be without an issue on dragons? I mean, they are right there in the name of our favourite game.

They are ancient and terrifying (or at least, should be), and can be angry and destructive, or charming and manipulative. Many personalities wrap around the various dragons.

Based on colour and divided into two different camps: good and evil, dragons make the game more fun.

With that in mind I have come up with several different articles you can use in your campaigns.

From understanding where they lair, to what cohorts they would have with them, you can start to build a dragon's den.

To help you with this, I have developed a sample dragon lair - that of the old black dragon, Gorthrax.

Plus, once you have conquered and killed the dragons, I provide helpful information on how to harvest a dead dragon and get the most out of them.

You will also find a tavern that serves dragon meat! As well as ways to make your dragon's magic more powerful.

I have also added a weapon focus on bows and arrows, and given some rules around various arrow types.

And finally, I have added in a poll that was conducted online all about a dragon's breath weapon - let me know if you find it interesting.

And, as always, happy gaming!

- Russ from YUMDM

<https://yumdm.com/>

[https://twitter.com/yum\\_dm](https://twitter.com/yum_dm)

## About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

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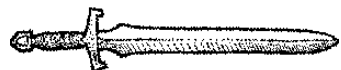
*Morris, and Peter Lawson.*

for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

*(New tiers are now available to receive a physical copy each month).*



# What Have We Here?

## New Kobolds to Throw at Your Players



Kobolds, at least in the modern game, have become associated with dragons.

(I know they were more dog-like in the earlier editions. If you want to keep this, then create a new race based on them to be the dragon's cohorts, or use troglodytes instead.)

This association over the years has led to various kobolds influenced by which dragon they serve, giving them unique abilities and traits.

### Black Kobolds

Black Kobolds are vicious and cunning - even more so than usual.

#### Traits

*Acid resistance:* Kobolds receive resistance to any acid damage (this will be half

damage or acid resistance 5, depending on the edition you play).

*Water breathing (Amphibious):* black kobolds can breathe freely underwater.

*Reptile Reaction Rolls:* black kobolds receive a +2 bonus to reaction checks with other reptiles.

## Shorthand Your NPCs

*From Issue 0*

I have used the MAP method I originally outlined for NPCs to apply to the Kobolds, while expanding the descriptions somewhat.

#### Motivation

#### Appearance

#### Personality

When creating an NPC, give them a short description for each of these descriptors.

For example, a cleric could have:

**Motivation:** Parishioners

**Appearance:** Overweight

**Personality:** Gregarious

Instantly you have an idea about how this NPC looks, acts, and what motivates them. And, in turn, as you roleplay them, so too will your players.



### **Motivation**

Black kobolds are motivated by greed, especially for coins of all types.

### **Appearance**

Their dark hides lay tight around them, always decaying, causing a skeletal frame. Added to this, they have deep, dark eye sockets, giving them an almost undead look about them.

### **Personality**

Tend towards being cunning and malevolent.

## **Blue Kobolds**

Blue kobolds are vain and highly territorial.

### **Traits**

*Lightning Resistance:* blue kobolds receive resistance to any lightning damage

*Sound Imitation:* blue kobolds can imitate any sound they hear.

*Minor Image:* blue kobolds can create an illusion once per day as per the spell *Minor Image* (see website for details).

### **Motivation**

They are motivated by protecting their territory and making themselves look better than they are.

### **Appearance**

These kobolds have polished skin and frilled ears. One in a thousand also has a horn protruding from its head and whose skin crackles occasionally with static electricity.

### **Personality**

Blue Kobolds are highly territorial, defending their ground much more than regular kobolds, who tend to flee at the first sign of trouble.

## **Green Kobolds**

Green kobolds are sneaky and duplicitous. They are not to be trusted.

### **Traits**

Green kobolds tend to hide and only come out of hiding when the odds are stacked against their opponent.

*Poison Resistant:* They are resistant to all sorts of poisons.

*Commanding:* A green kobold can cast *Command* as per the spell once per day.

### **Motivation**

They are motivated by avarice.

### **Appearance**

They have a green spiky frill atop their head, which runs down their spine, giving them an almost underwater look. They have a deep emerald colouration.

## **Red Kobolds**

Red Kobolds are destructive and angry. They are fierce in combat (until the tide turns against them) and are willing to die rather than lose.

### **Traits**

Red kobolds tend to face their opponent more head-on than any other.

*Fire Resistant:* red kobolds gain resistance to any fire.

*Damage Reduction:* They also receive damage reduction of 2/any.

### **Motivation**

These creatures are motivated by destruction and their victim's terror.

### **Appearance**

A deep red colour with small horns that twist this way and that.

## **White Kobolds**

Cold and distant, these kobolds rely on their animalistic urges rather than rational thought.

### **Traits**

White Kobolds are tribal and superstitious. They tend to attack or defend and ask questions, never.

*Cold Resistance:* All white kobolds are resistant to any cold attacks.

*Fog Cloud:* They can cast a fog cloud, as per spell, once per day.

### **Motivation**

White Kobolds are motivated by their beastal urges.

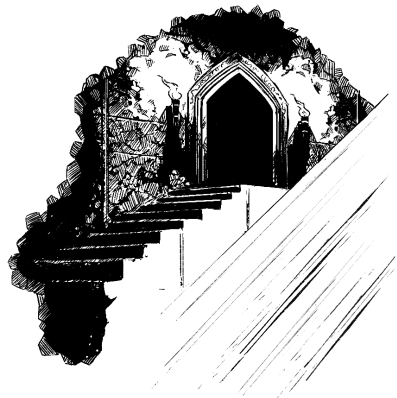
### **Appearance**

Their skin glistens like mirrors in the sun and they have a bone ridge jutting out of the back of their heads.



## **Dragon Lairs**

**They could be anywhere!**



### **Caves and Caverns**

A staple for dragon lairs, caverns provide excellent protection against invaders and explorers.

The dragon can set up a great deal of traps and cohorts to defend the lair and the dragon themselves.

This is especially true if using kobolds, as the tunnels leading up to the dragon's lair can be built small so as to hinder any human-size interlopers.

### **Towers**

An abandoned or captured tower makes for a good dragon home as they have easy access from the rooftop and would be able to see anyone approaching for miles around (especially if built on a plain).

This also means, assuming the PCs are restricted to walking, that any intruders

have to climb the tower and pass through all manner of traps and monsters the dragon cares to keep in the tower.

## Swamps

Dank and difficult to travel through, swamps and marshes make for an ideal defence.

The dragons can easily hide under swampy waters and ambush at will, or fly through the fogs to surprise intruders.

Other denizens of the marsh may also help defend the dragon.

## Forests

Deep, dark forests are another great place for a dragon's den.

You could combine this with a cave or just have the dragon live in the treetops, ready to dive down on any who pass through their territory.

It could always spy on any intruders from the treetop to learn their tactics by sending lesser creatures at them, and then attack once their battle strategies are understood.

## Desert Sands

Laying in wait under the hot arid sands can be a great tactic for patient dragons.

Sand dunes also provide some cover to a dragon that is flying low to keep from being spotted.

## Pools, Rivers, Lakes, and Seas

Dragons that can breathe underwater can take advantage of pools, lakes, rivers and even seas by having their lair under the waves.

Combined with a cave or perhaps the dragons live within the kelp forests. Many underwater creatures could also be in league with the dragon.

## Other Planes

Dragons of great age and magical capabilities could have their lair on various other planes of existence.

This would require any PCs to have access to this plane (via portal, spells, or other magic) and traverse its dangers.

## Elemental Planes

Those dragons who can shrug off elemental damage and are at home in extreme environments can easily nest in an elemental plane.

## Ethereal Plane

A dragon powerful enough could create a demi-plane within the Ethereal Plane, shaping it after themselves or a more natural habitat. Or they could simply lair with the Ethereal Plane itself.

## Fey Planes

One of the thousands of fairie planes that exist could be the lair of the more fey-oriented dragons.



# Dragon Cohorts

## A little help from friends



Dragons are not stupid. Along with finding the perfect lair, they will use other beings - willingly or not - to reinforce their defences or to do menial jobs.

Here is a list of creatures that could be found with dragons.

### Humanoids

Humanoids - monstrous or otherwise - are good fodder for dragons and they easily take care of lesser opponents for their dragonic overlords.

**Creatures:** Beastfolk, bullywugs, dark elves, dark creepers and dark stalkers, deep gnomes, githyanki, githzerai, duergar, goblins, kobolds, lizardfolk, locathah, lycanthropes, mongrelfolk, nagas, ogres, siv, and yuan-ti.

### Animals

Other lizards or reptiles are perfect for dragons.

**Creatures:** Bats and their giant and dire kin, giant lizards, giant snakes, crocodile and their giant varieties, giant eagles, giant frogs and toads, giant rats, rocs, giant vultures.

### Plants

Some dragons like more natural places to lair, and they may have some plant creatures to protect their lair.

**Creatures:** Ascomoids, assassin vine, battlebriar, burrow root, choke creeper, dark tree, gas spore, green warder, greenvise, myconid, needlefolk, red sundrew, shambling mound, shrieker, tendricious, treant, twig blight, violent fungus, wood woad, yellow musk creeper.

### Elementals

Some elemental creatures serve powerful dragons.

**Creatures:** Any elementals, mephits.

### Undead

Dracoliches will use many varieties of undead. But they are not the only ones. Evil Dragons will have no issues with using these foul denizens.

### Creatures

Zombies and Skeletons

These mindless undead will have been summoned or created over time by the dragon - mostly from past adventures who have failed to kill the beast.

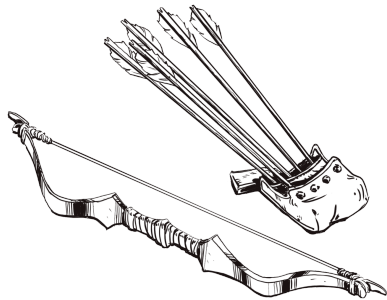
See articles *Enhance Your Undead* and *Update Your Undead* Issue 6 of **d12 Monthly** for advice on adding extra abilities to undead.



# Weapon Spotlight

This month we look at the bow.

## The Bow



Bows come in two main sizes: the hunting or short bow, and the war or longbow.

There are also composite bows, which are made from a combination of wood and bone and generally have more power than regular (wooden) bows.

**Table: Bows**

Bow Type	Damage	Range
Hunting Bow	D8	60ft
War Bow	D10	100ft
Composite Hunting Bow	d10*	70ft
Composite War Bow	D12*	110ft

\* These bows have damage advantage (roll two dice and use the highest)

All arrows cause piercing damage (with one exception - see below).

## Arrows



There are several different types of arrows which can be used with bows. Some have unique or specialised uses. You may use any arrow type with any bow listed above.

### Armour-Piercing

This arrow was designed to pierce plate armour and can do so regularly. Damage is reduced by one die, however (for example, from D8 to D6 for a hunting bows).

### Needle Bodkin

This arrow was designed to pierce through mail armour (like chain mail) and was quite effective. Damage is reduced by one die.

### Barbed

This arrow has two barbed points, designed to stick into flesh and stay there. It is not that effective against mail and plate armour.

### Leaf Shape

This is a standard arrow and is used for hunting and warfare alike.

### Swallow Tail

This arrow is primarily used for hunting and is designed to cause bleeding and wounds well after the arrow has entered the target as the target moves. If the arrow hits an opponent for 5 or more damage and the target then moves more than 30ft, they take an additional D4 damage from the wound (as long as the arrow remains in



them). A cure light wounds or better, or a successful heal skill check, negates this penalty.

**Crescent**

This is a cutting arrow and does slashing damage. It is used for cutting ropes or similar objects.

**Weapons Vs. Armour**

Certain arrows are better against certain armour. To simulate this simply, the table below gives a straightforward way to add some realism into your fights without over-complicating it.

**Damage Disadvantage**

This is a relatively new concept where you roll two damage dice and take the lowest result of the two dice.

**Table: Arrow Types Vs. Armour**

Arrow Type	Damage Disadvantage Vs...
Armour-Piercing	-
Needle Bodkin	Plate
Barbed	Mail or Plate
Leaf Shape	Plate
Swallow Tail	Any Armour
Crescent	Mail or Plate



**Random Encounter Table**

This table is for when your players decide to traverse a dragon-infested mountainous area.

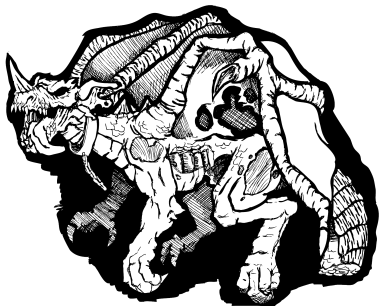
The number encountered column indicates various outcomes - they are not balanced intentionally. Characters can meet a small or large number of the particular creature.

2D6	Encounter	Number Encountered
2	Dragon!	1
3	Gargoyles	1, or 2, or 5-16
4	Ettin	1, or 2-4, or 1-2 (plus 1-2 brown bears)
5	Gray ooze	1
6	Ogre	1, or 2, or 2-4
7	Kobolds	4-9, or 10-100
8	Troglodyte	2-5, or 6-11 (with 1-2 giant lizards)
9	Huge Viper Snake	1
10	Spectre	1 or 2-4
11	Troll	1, or 2-5
12	Manticore	1, or 2, or 3-6

Use *What the Monsters are Doing* table on my website for a more complete encounter: <https://yumdm.com/dnd-encounters-what-a-re-the-monsters-doing/>

# Dragon Magic

## Making Dragons Magical



This article pulls a lot from another article in a previous zine. To learn more about spell augmentations, see the article Augmenting Spells in Issue 4 of **d12 Monthly**.

Dragon magic is ancient and powerful.

When assigning spells to dragons I suggest adding at least one augmentation to each spell (see table *Dragon's Spell Augmentations* for exact rules on this).

This will allow a dragon's magic to be more powerful than an ordinary spellcaster, which it should be, given how long dragons have to perfect their spells. And how powerful they are.

### Reading the Table

An adult dragon, for example, would have a spell that applies any two of the augmentations Enlarged, Extended, Heightened, or Quickened to *every* spell cast.

This applies to innate spell abilities of the dragon, plus any spell they know from

having a class in wizard or cleric (or other spellcaster).

They can choose which augmentation they use at time of casting.

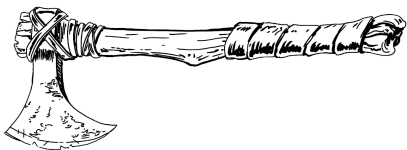
### Spell Components

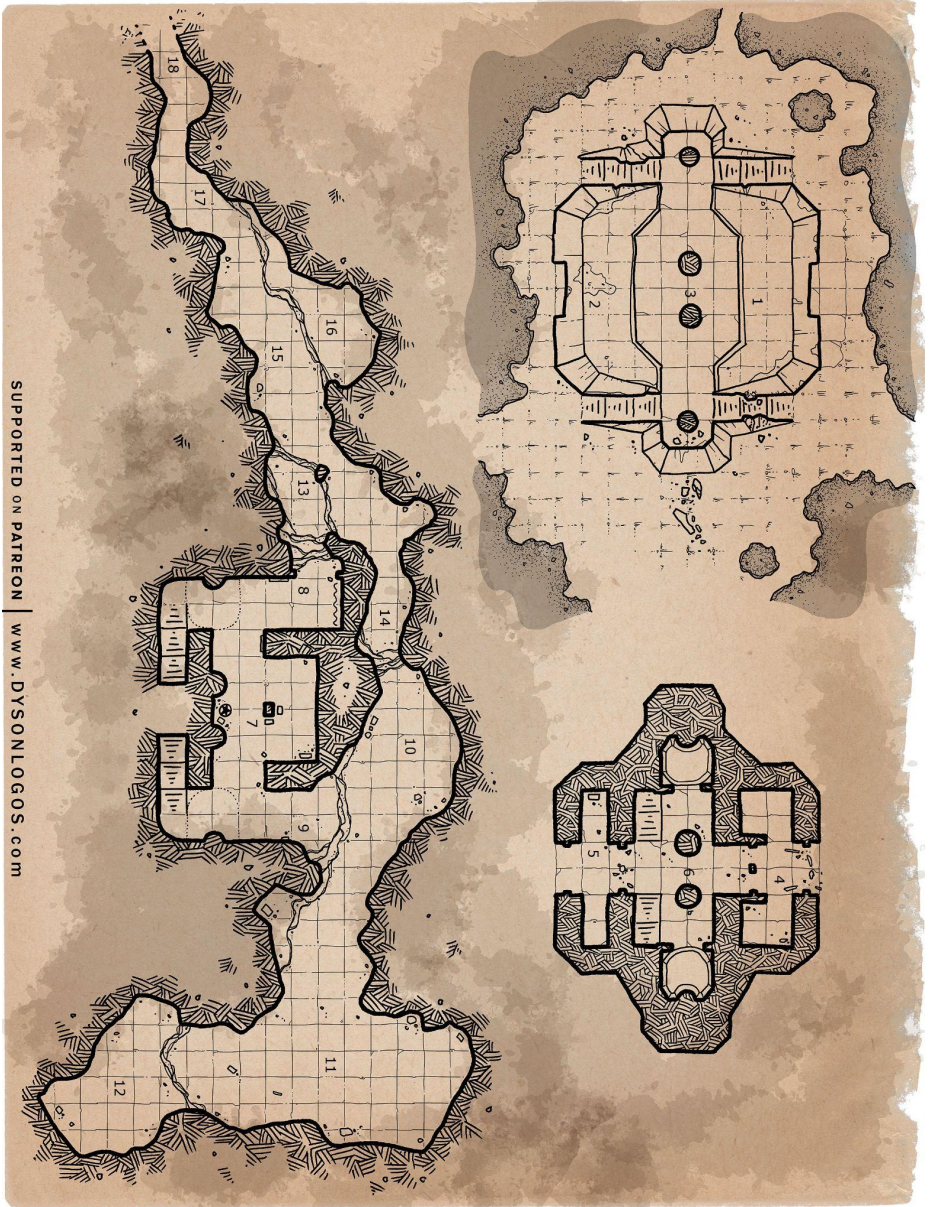
Dragons have no need for spell components and their spells activate as per usual spell casting times.

**Table: Dragon's Spell Augmentations**

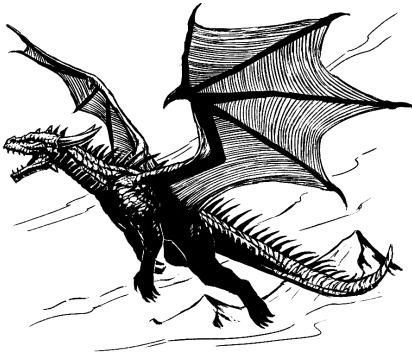
Dragon's Age	Number of Augmentations	Augmentation Type*
Wyrmling	0	-
Very Young	0	-
Young	1	Enlarged
Juvenile	1	Extended
Young Adult	2	Heightened
Adult	2	Quickened
Mature Adult	2	Silenced
Old	3	Widened
Very Old	3	Stilled
Ancient	4	All
Wyrms	4	All
Great Wyrms	5	All

\* These are cumulative, so the dragon gains all previous augmentations.





## Example Dragon Lair



The lair of the dragon Gorthrax - an old black dragon - is known by a few sages who have taken extensive notes from those lucky enough to survive encounters with the beast and also ancient texts of the place itself as it has not always been Gorthrax's lair.

Before the dragon moved in, this structure was known as the Temple of Sacrifice, which was a temple dedicated to the orc god of disease, Iklar.

Built by orcs and their slaves, the temple was used as a place to sacrifice those captured to the god of disease so as to enhance the powers of the priests within the tribe.

They had great success until Gorthrax came across the temple and decided it would make an excellent lair, not caring for the orc deity and slaying almost all orcs and slaves alike.

It doesn't use the top part of the temple any longer and has let it be infested with whatever wants to use it (this has changed over the 10 years since Gorthrax took over).

Gorthrax lairs in Area 11 and is getting his kobold servants to use local water supplies to flood areas 10 to 12, allowing Gorthrax to hide in the pool created.

Black Kobolds roam these caverns. See the article *What Have We Here?* In this issue to understand more about black kobolds.

## Area Descriptions

### 1. Dais

This raised section of the temple is 15 feet above ground level and is accessible via the four staircases that lead up to it on the east and west sides.

Area 1 and 2 are raised again by a couple of feet, Area 3 features four pillars - two near either sairs and two more in the centre of the area.

### 2. Slime/Fungus

A patch of harmless slime coats the area here. It is poisonous to consume but will not bother anyone.

### 3. Sacrifice Pillars

In the middle of the pillars, sitting cross-legged, is a handsome and muscled male who wears only loose pants.

He is friendly and greets the PCs fondly, asking them what they are doing here, and trying to use his *Friends* ability on them.

He is a Ghaunadan - a shape-shifting ooze that will try and charm the PCs.

If this fails, it will assume its ooze form and attack.

The kobolds no longer come this way to exit the temple as they know the Ghaunadan will be waiting for them. The Ghaunadan does not enter the temple as he does not want to anger Gorthrax.

#### **4. Inner Temple, North**

The door that used to block this entryway has been kicked in and the splinters and shards of wood still litter the floor.

It leads to a long, 10-foot wide hallway.

Both rooms off this part of the hallway are empty.

#### **5. Inner Temple, South**

Again, the doors that used to be here are long gone - not even splinters remain.

Nothing of interest is here.

#### **6. Inner Sacrifice Room**

There are several areas of interest in this part of the inner temple.

The two pillars mirror, and are connected to, the pillars above.

Again, old dried blood stains the floor and around the pillars and the pillars themselves. Old, rusted manacles still cling to the inner edge of the pillars.

To the east and west, lay two pools, filled with crystal clear water. This is the water supply for the kobolds and it is also where the kobolds are getting the water to fill Areas 10-11 for Gorthrax.

Both pools lead to the elemental plane of water and is where the water comes from. Anyone who bathes in either pool has a 2 in 6 chance per turn of being sucked into the elemental plane of water (and presumably drowned unless they can breathe underwater).

Finally, two sets of stairs head down into the lower caverns and main temple to Gorthrax (Area 7).

Many kobolds trace back and forth from the pools to Gorthrax's ante-chamber to fill it with water.

#### **7. Temple to Gorthrax**

This is run by the kobold priests, dedicated to Gorthrax. In return for tribute, Gorthrax allows them to serve him and also gives them some magic items from his treasure, and the occasional black scale, from which the kobold smith makes shields.

#### **8. West Exit**

The west exit leads directly into the kobold common room and there is much traffic to and from the temple room.

Rough stone steps lead down into Area 13.

A tapestry featuring Gorthrax is hanging from the wall here.



## 9. East Exit

This exit leads into Gorthrax's ante-chamber. It is usually empty but there are occasions when a contingent of kobolds come seeking advice from Gorthrax.

**Kobold contingent:** a 3rd level priest, a 1st level assistant, plus 4 regular kobolds.

## 10. Ante-Chamber

This area is filled with mud (thanks to the water the kobolds are slowly filling it with). Any movement here is halved and someone trying to run needs to make a moderate Dexterity save or fall prone.

A precession of kobolds with casks and barrels full of water will be making their way back and forth to this chamber, slowly filling the area with water.

They are getting the water from the never-ending supply from Area 6.



## 11. Gorthrax's Lair

Gorthrax is usually found here, plotting and scheming, or sleeping.

He will most likely be warned of any intruders, unless they are extremely cautious and quiet.

The ground covering the antechamber and this area is muddy (thanks to the water the kobolds are slowly filling it with) and will limit movement to half for anyone not used to muddy ground. Gorthrax is immune.

A hole in the ceiling of this chamber allows Gorthrax the freedom to roam the open air on the surface.

It comes out in a small hole in a copse of prickly bushes, well hidden from prying eyes.

## 12. Gorthrax's Treasure Hoard

A decent sized treasure pile resides here, as you expect from a dragon as old as Gorthrax.

The treasure is strewn about the floor in a large pile, and consists of thousands of coins of all types.

There are the following in the pile:

210PP  
2880GP  
36,490SP  
123,567CP

They are all mixed in together and glitter and sparkle in any light.

Some of these coins date back to long dead empires of old, and may be worth more than face value to a collector.

The rest are from various contemporary nations.

### **13. Platform & Pillar**

This area is clear except for a natural stone pillar carved into the shape of Gorthrax.

The carving is not yet complete and a kobold artisan and his two apprentices are here on a 1-4 on a D6. Otherwise it is free of anyone.

### **14. Food Stores & Guard Post**

This is where the kobold store anything of use (tools, weapons, etc) and their food. The nook is used for this purpose.

There is a 2 in 6 chance of D6 kobolds being in this area, either eating or getting food for cooking in Area 15.

### **15. Kobolds' Common Area**

This area is a mess. Many small camps are set up and there is one larger fire in the centre, burning hot coals for cooking.

It holds a dozen males, plus 36 females with 21 infants of varying ages (all non-combatants). Females fight if young are threatened with -1 to hit and damage.

They will notice anyone coming down the passage from Area 17 or from Area 13 unless they take precautions to hide.

### **16. Sentry Position**

Many of the males stay up here and are ready for any intruders.

They have two metal pots situated on the edge of the platform (marked with an X) which contain hot water, which will cause 4D4 damage to anyone who is in the square under the pot and 4 damage to anyone surrounding that square. Save for half damage.

These kobolds also have short bows.

There are 12 kobolds up on the ledge at any time.

### **17. Guard Post**

This guard post is purely to alert the rest of the kobolds in case of intruders.

Four kobolds are here and two will try to escape to warn the others while the other two stay and hold off any enemies.

### **18. Entry/Exit Tunnel**

This passage extends another mile before exiting into a copse of bushes.

This way into the lair may be found if the PCs do a wide search of the surrounding area before entering the temple.



# The Dragon's Dead, Now What?

## Harvesting Dragons



You have managed to not only survive after attacking a dragon, but you have managed to kill one.

Now what?

What to do with it?

Well, harvest it, of course.

This article will show you what you can harvest from dragons and what they can be used for.

Before all that, what the PCs gain from a dragon should be substantial - after all, dragons are fearsome and dangerous creatures (at least they should be) and

managing to kill one should be a once-in-a-lifetime feat for any adventurer.

## How to Harvest

Before you get your greedy hands on the harvest, you must first have the skill to be able to harvest the items you require.

This takes time and skill.

The character harvesting the dragon will need to have a skill or proficiency like survival, or be a butcher or similar profession. And each check requires an hour.

Each item harvested will require a moderate to difficult skill check. If successful, then roll to see how many/much the harvester gets.

## Items Worth Harvesting

Listed below are many various pieces of the dragon and what they could be harvested for.

## Magical Material Components

As per my rules in *Issue 4* of this zine on augmenting your spells with rare components, various dragon parts could be used for this.

## Examples

The spell *Animate Dead* requires a drop of blood (any blood), but if you use the power within a drop of dragon blood, it will enhance the spell (as per rules found in the article *Augmenting Spells* in *Issue 4* of **d12 Monthly**).

### Meat to Eat

Eating dragon meat gives you better healing capabilities. Roll a D6, if you roll a 1, then eating the meat does nothing for you. Otherwise, heal double (or in half the time) faster than normal the next time you rest.

### Dragon Blood

Drinking raw dragon's blood can be good or bad, depending on your own metabolism. Dwarves get a +1 to the roll on the table.

**Table: Eating Dragon Meat Effect**

D8	Effect*
1	You get a gut ache and must rest. Make a poison save (Con/Fort) or be Sickened as per condition
2	You feel a little faint and must rest
3	You feel bloated. No effect
4	You feel good, and a +1 to any skill check you perform, plus your reaction check is at +1 bonus (for NPCs)
5	A surge of confidence fills you and you gain +2 to all saves versus fear, and +1 morale (for NPCs)
6	You feel powerful! Gain a +1 to all damage rolls for one hour
7	You suddenly are able to see in near darkness - gain darkvision out to 30ft (or add an additional 30ft if you have Darkvision)
8	You gain some insight the dragon had in real life. The GM can give you a secret or a piece of knowledge only the dragon knew

\* All effects last for 1 hour

### Dragon Scales & Skin

These can be made into armour: leather, studded leather, hide or scale armour, or a shield can be made from scale(s).

The armour is like regular armour of that type, but it also gains resistance to the breath weapon of the same type as the dragon.

For example, the person wearing red dragon scale mail would have resistance to fire. This would be either advantage or a resistance of 5, depending on the edition you are playing.

### Fangs



Fangs may be extracted for use as weapons (daggers) or material components for spells and magical items.

**Table: Fang Dagger**

Weapon	Damage	Type
Dragon Fang Dagger	D4+1	P

# Claws

Claws can also be turned into weapons. Darts come to mind as well as daggers for the larger dragons.

Table: Claw Weapons

Weapon	Damage	Type	Range
Dragon Claw Dart	D4+1	P	20ft
Dragon Claw Dagger	D4+1	P	10ft

# Bones

Dragon bones are much stronger than mere mortals and so make good weapons (spears), staves and wands, as well as musical instruments.

Increase the powers of a magical item made from dragon's bones and give them resistance to damage against energy of the same type as the breath weapon of the dragon.

Table: Bone Spear

Weapon	Damage	Type
Dragon Bone Spear	D6+2	P

# Horns

If the dragon has horns, then these can be used to create weapons and perhaps even magical rods.

Table: Horn Short Sword

Weapon	Damage	Type
Dragon Horn Short Sword	D6+2	P

# Heart

Used in rituals and as a potent material spell component.

Any time a dragon heart is used in a ritual add two major benefits fitting the ritual, or simply add two augmentations (see *Augmenting Spells* in *Issue 4* of *d12 Monthly*).

# Wings

The leather nature of the dragon's wings can be used to make leather armour or clothing.

When used to make armour or clothing, the recipient gains resistance to the breath weapon of the same type as the dragon.

# Blood, Bile & Ground

## Bones/Claws/Teeth

Use these for potions, oils or tattoos.

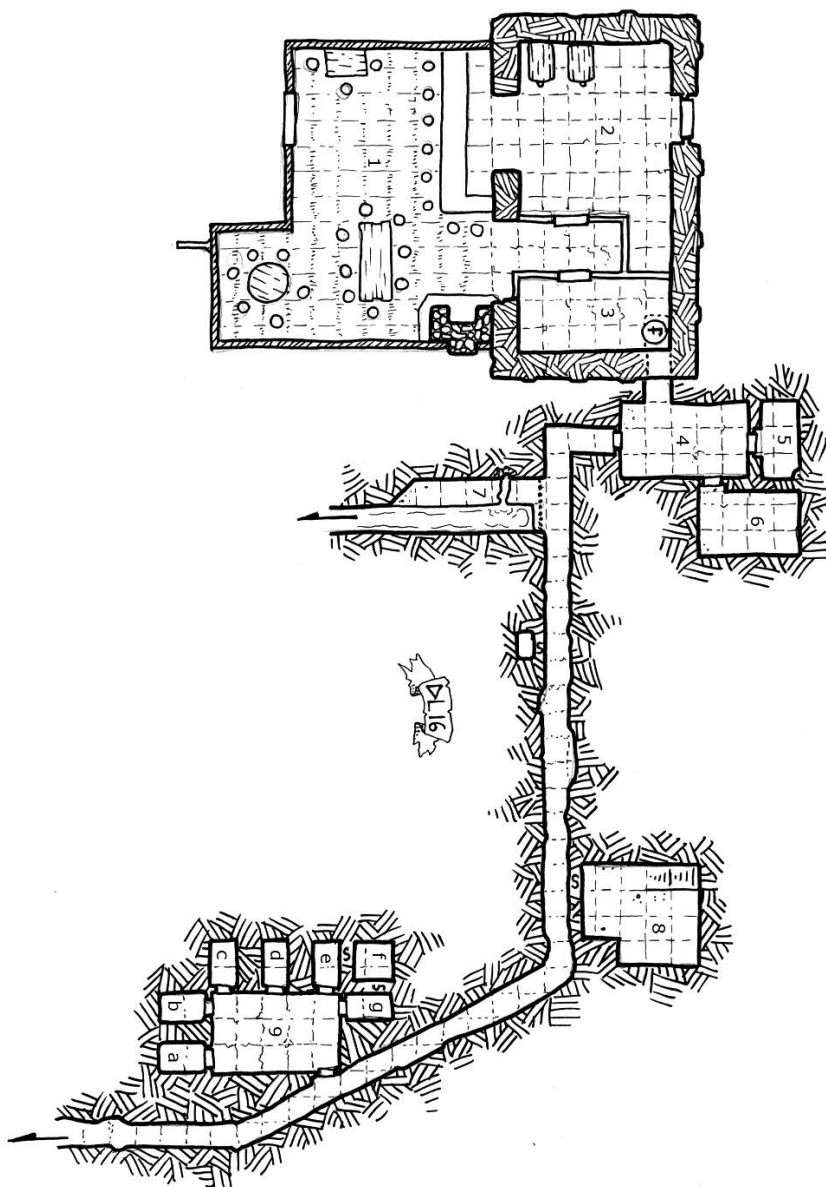
When used in this way, you gain a +1 to saving throws against energy of the same type as the breath weapon of the dragon as well as any usual effects.

# Wearing Dragon Armour of Clothing

Of course, if the characters happen to meet another dragon (no matter what type) while wearing or wielding obvious dragonscale armour or shield, the dragon will take offence and react accordingly.







# The Dragonfeast Tavern

## A place that serves up dragon meat!

Among the winding streets and bridges of Myrbridge - a great city-state in the heart of the Freelands - sits a humble-looking tavern named Dragonfeast.

It's fare includes fresh and smoked dragon meat, including several dishes like dragon steak with pottage vegetables (20gp), dragon ribs with Firebreath hot sauce (12gp), and dragon stew (8gp).

The tavern is owned by **Vintal Grubhands (Human Male Expert 2, CN; His wife's orders, Short with potbelly, Sly)** and his wife Verola.

While Vintal puts on a good show, Verola is the real driving force behind the tavern. She calls the shots and Vintal always looks to her for making decisions.

### The Secret

Vintal gets his dragon meat from a series of young dragons he keeps in caverns located

under the tavern.



This is overseen by **Kainos the Keeper (Human Male Rogue 3, CN; Money, Scarred, Gruff)** who lives and looks after the

dragons that are the offspring of two young Brass Dragons that are kept in the caverns.

Due to the dragon's slow ageing, Vintal has been able to keep these two specimens for quite a few years so far, and many more yet to come.

The pair are very domesticated and their breath weapons have been removed. They are a mated pair and produce enough eggs for Vintal to keep his meat production going - just.

He has had to raise prices recently due to the lack of dragon meat available and there seems to be a growing demand for the product, given how busy the tavern has been lately.

### The Tavern

This is the area above ground that Vintal and his family use to run his tavern.

#### Area 1 - Common Area

This is the main area where patrons sit and drink and eat. Tables are for diners only. There is always dragon stew cooking in the fireplace. Behind the bar hangs a bronze taxidermied dragon head.

#### Area 2 - Back Room

The food is prepared back here, as well as storage for the barrels of wine and ale the tavern serves.

#### Area 3 - Store Room

This room is where Vintal keeps excess meat, barrels and other foodstuffs, as well as cleaning products like mop and bucket. A barrel hides the trapdoor to Area 4.

## **Caverns**

Under the tavern - well, actually under the next door's building (which is a cheaply built doss house) is a series of tunnels and rooms.

Each of these is used by Vintal to either house his dragons or store their meat.

### **Area 4 - Preparation Area**

This is where Kainos the Keeper spends most of his time, preparing the dragon meat for storage and meal prep.

It stinks of raw meat and there is blood all over the benches.

### **Area 5 - Meat Storage**

This is where Kainos dries his dragon meat. There are slabs of smoked meat hanging up here at all times.

### **Area 6 - Storage Room**

Kainos keep all the other dragon bits here. It is filled with scales, jars of blood, dried brains, and other dragon parts.

Vintal sells all these parts to various guilds, including the city's mage guild, the blacksmiths' guild, and even the thieves' guild.

### **Area 7 - Sewer Entrance**

This passage leads into the city's extensive sewer system. The thieves' guild makes use of this to buy the dragon parts they need.

A solid iron portcullis seals off the sewer from the tunnels. It is locked at all times and only Vintal has the key.

### **Area 8 - Secret Room**

Vintal meets members of the guilds here to make deals, negotiate prices and offload stock.

A small table and a few chairs occupy this space. There is a 1 in 6 chance Vintal is here, negotiating with clients from the mage or blacksmith guilds.

The stairs lead up and out into a vacant lot at the back of the doss house. The door leading out is locked and barred.

### **Area 9 - Dragon Den**

This is where the two brass dragons are kept. Both are young dragons and have had their wings clipped (they can no longer fly), and have also been declawed and they no longer have their breath weapon as the glands have been removed.

The dragons are a mated pair and completely domesticated. They look to Kainos for food and water.

Cells a-g are where Kainos keeps any eggs or new-born dragons before they are slaughtered for their meat.

Currently, there are three eggs, one in each cells a, b, and d. While a baby dragon is being held in cell f.

The baby dragon is very young and has no attacks other than a nasty bite (d4 damage).



## Ten-Foot Poll

### Let's see what you think

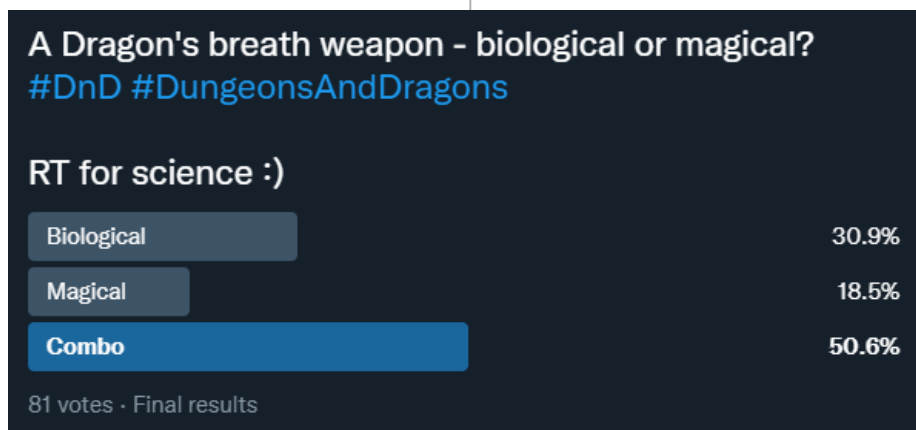
This month's poll was conducted on Twitter and asked the question:

Is a dragon's breath magical or biological?  
You can see the result below.

Another commentator suggested that magic protects the dragon from their own breath weapon.

Finally, we should think about what setting you are running. Is it highly magical? Then perhaps the breath weapon is magical too.

Is it more gritty realism? Then, biological.



As you can see, the majority (just over 50%) thought a dragon's breath weapon was a combination of both biology and magic.

Just under a third of the audience thought it was purely biological.

And the remaining 18-19% said it was magical.

One commentator even coined the term 'biomagical', which I kind of like.

I like the idea of it being biological as it's easier to explain, and maybe enhanced by magic.

Being of biological basis would fix two issues with it being magical:

1. If it was magical, anti-magic fields would work against it; and
2. Being biologically-based gives adventurers something to harvest after killing the beast

You can see the Twitter post here:

[https://twitter.com/yum\\_dm/status/1479199833667747840](https://twitter.com/yum_dm/status/1479199833667747840)



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