

V3.5



Otherlands

HILDEBRANTS GUIDE

TO

DRAGONS

DUNGEONS & DRAGONS

Explore the mysteries of the greatest creatures in the otherlands. Discover all of their many variations and abilities in this comprehensive tome.

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HILDEBRANT'S GUIDE TO DRAGONS

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Based on the original DUNGEONS & DRAGONS® rules created by Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

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Dragon Biology

There are numerous differences to the biology of dragons in the Otherlands that makes these great beasts even more terrifying and difficult to combat. As these great beasts are inherently magical in nature and their remains are much sought out for components in crafting of magical items, The difficulty in obtaining one is prohibitive as it should be to those would be dragon slayers looking to turn a profit . The primary difference you will note in the anatomy of Otherlands dragons is brought about by their diets which not only include plants and animals but minerals as well. Over the course of their lives the dragons of the Otherlands consume stone as readily as anything else and their ability to process this makes these great beasts very dense. It is also usually what kills them eventually.

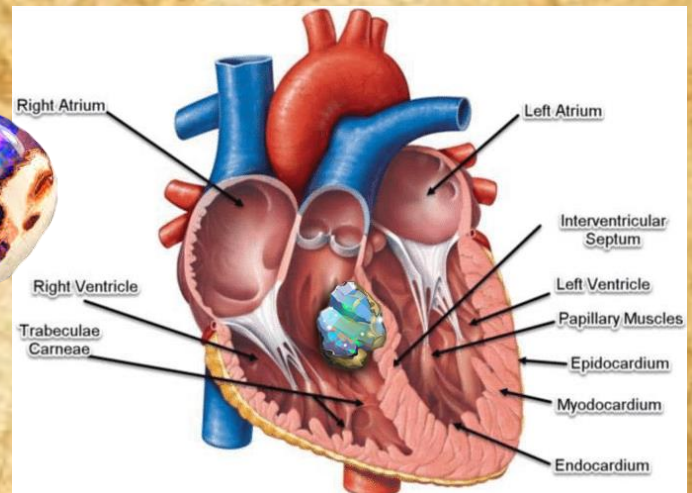
Dragons Blood



A dragons blood is acidic in nature, a fact that is well known to any who has fought them in the past. (It acts similar to alchemist acid dealing 1D6 of damage per round for 3 rounds. Due to this fact dragons are by nature immune to the effects of acid. It also makes fighting and skinning them a difficult process. Within this caustic miasma minerals consumed by the dragon are distributed in solution throughout the dragons body to help build muscle tissue. Although this gives the dragon great strength and durability, it is ultimately what brings about the eventual death of the dragon as well.

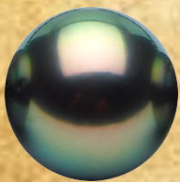
Dragon Heartstones

Within the heart of every dragon minerals begin to build up forming a wonderful multicolored gemstone called a heartstone. As the dragon ages this stone gets larger and larger until it eventually inhibits the bloodflow of the dragon and the dragon expires. Because of the way this stone is created it is as hard as a diamond and totally immune to the effects of acid. It is for this reason alchemists use powdered heartstone in the creation of oils of acid resistance.



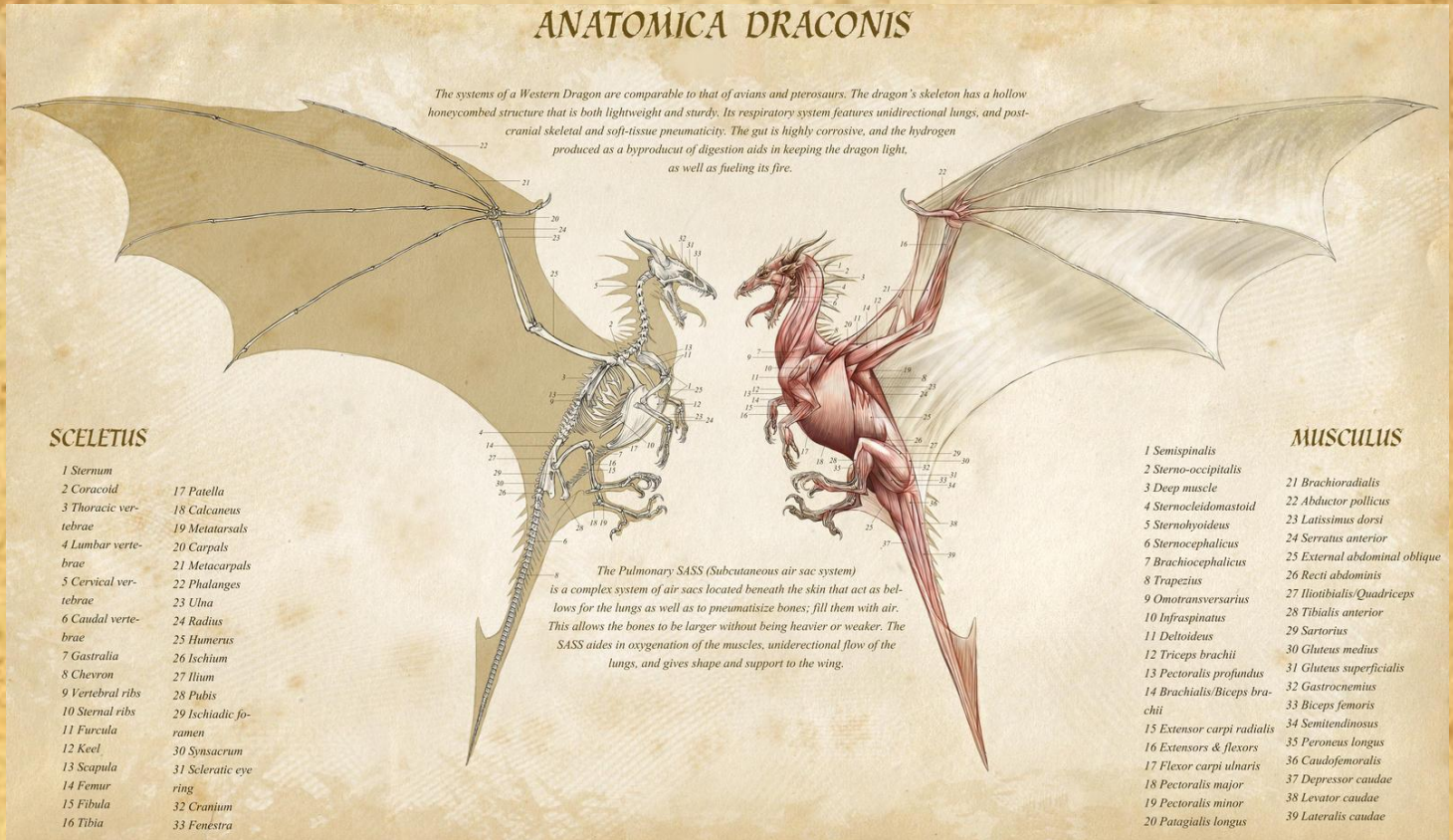
Dragon pearls

Dragons, even those lacking wings possess the ability to fly. While the great wings of a dragon are impressive they are far different than those of a bird or bat. Because of this they could not actually lift the solid bodies of these titanic creatures off the ground by themselves. Their bodies are just too dense. Wings only enable the dragon to fly faster and increase their maneuverability. In truth their flight ability stems instead from a magical pearl like gem imbedded deep in the brain of the dragon. These pearls are often used in any magical items that promote the power of flight.






Dragon Anatomy

The anatomy and skeletal structure of a dragon is very similar to that of large birds but with substantial differences. Dragon bone is as hard and durable as steel while being light weight. Muscles are dense and compact, capable of great feats of strength.



Dragon Skin

A dragons hide has many various permutations that can exist within any given breed. Draconologists believe that this is an adaptive trait to help the dragon survive in it's chosen environment.

1D20	Skin type	Description	
01-02	Smooth	This dragon skin type is slick with thin lightweight scales resembling a snakes scales. Because of the lightweight nature this imposes a -4 penalty on the base dragons AC.	
03-07	Scaled	This is the most common variety of dragon skin. It is typified with heavy sharp edged scales. Dragons with this type of had can ripple their scales outward to help in burrowing. This also provides a nasty secondary weapon while performing a crush maneuver.	
08-09	Ridged	Dragons with this skin type have pronounced protrusions running their length. These ridges while semi flexabe are serious weapons that can be employed in numerous creative ways.	

10-13 Spiny A spiny dragon is really an amazingly well adapted variation on the traditional scaled dragon. The scales have lengthened into spines, and spikes that cover the dragon from front to back. Many may think mistakenly that this is a defensive adaptation but that is not true. It is designed to help camouflage the dragon.



14-16 Plated A dragon with this hide permutation is covered in a thick, semi-flexible armored shell. It is neigh impenetrable and highly durable but tends to slow the dragon bestowing a +4 to the dragons armor class but imposes a -2 on the dragons dexterity.



17-18 Furred Although really rare it is possible to have a dragon covered entirely in a heavy coat of fur. This hide is thick giving similar protection to regular scales.



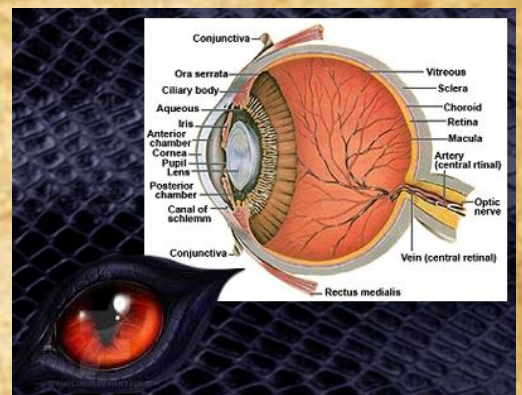
19-20 Feathered Some very rare dragons have a combination of scales and feathers. These feathers are more scale-like than bird-like often with a metallic sheen



One very curious part of dragon anatomy is in glands found all over the skin of a dragon. These glands produce an oil that keeps the scales of a dragon from becoming brittle and gives rise to the dragons rather robust scent.

Dragon eyes

A dragons eyes can penetrate into the deepest shadows seeing both heat and low light imaging. Developed for hunting on the wing they possess very sharp vision, being able to see details over vast distances. A dragons eyes can see four times the distance of human vision and are not hindered by dim lighting conditions. Combine this with a dragons tremor sense and it is very formidable indeed



Dragon scent

A dragon has one of the keenest senses of smell of any creature in the otherlands especially where others of it's kind is concerned. On a clear day with a good wind one dragon can detect the presence of another from as high as a hundred miles away. Keep in mind that this has a lot to do with the musk glands a dragon has all over their bodies but even without that they have been known to track prey up to thirty miles away just by scent alone. Needless to say it is very hard to hide anything from a dragon. There have been plenty of adventurers that thought that they could simply steal the treasure from a dragons lair without fighting it only to find that the dragon tracks them down. No mater where they are hiding the dragon is attuned to it's own scent on the treasure and it will come to get what belongs to it. Heaven help the town that they are hiding in as well as dragons are well known to carry a grudge and they have very little compunction about killing anyone who gets in their way.



Dragon Tails


The tails of a dragon come in many different forms. Although smooth and spade shaped tails are common it is just as likely that the dragon is equipped with some form of weapon used in battle with fellow draconic territorial rivals.

D20	Type	Description
1-3	Smooth	This is a simple smooth tail with no mutations.
4-6	Finned	This tail is dominated by a spiney fin. This is common on water based dragons and may be equipped with long sharp spines.
7-9	Spade tipped	This is a smooth tale with a spade shaped flange at the bottom
10-12	Spiked	Bone spikes or horns protrude in a wide variety of permutations from the tail tip.
13-15	Bone blade	An extended blade of dragon bone extends from the tip of the tail.
16-17	Scale blade	Hardened long scales flare out on either side of the tail to form a formidable axe-like weapon. These scales fold down while not in use.
18-19	Furr tipped	Oddly enough a lot of dragons even without fur in other places often have a tip puff of fur at the tips of an otherwise smooth tail.
20	Feathered	Many dragons even without feathers in other places often have a ruff of feathers at the tips of an otherwise smooth tail. As these feathers are more scale like than bird like they can be employed as weapons in combat.

Dragon Head Crests

The head of a dragon is an impressive piece of business even disregarding the teeth.

D20	Type	Description	
1-4	Smooth	This dragon has a more reptilian head lacking any extras,	
5-8	Sailed	A great sail like fin dominates the head of this dragon, a fin that often runs the length of the dragon	

9-11	Horned	It is common for a dragon to have one or more great horns growing from their head. A blue dragon often has a single rhinoscerous-like horn growing from their nose but they are by no means limited to a single horn. The Markovian Hornback dragon, a type of blue dragon has a row of horns starting at their nose running the length of their back.	
12-15	Crested	Crested with either long scales or feathers.	
16-17	Frilled	This head is surrounded by a fan like fin which wraps around the back. They are often brightly colored.	
18-19	Finned	A single spiny fin dominates the head and generally runs down the spine of the dragon.	
20	Mane	A lion like mane of hair surrounds the head of these great dragons. While the dragon may or may not have hair on its body and may also have horns this permutation is common.	

Dragon Subtypes in the Otherlands

Dragons come in many different forms in the otherlands. Each color variant has the following Sub types represented in the overall species. Each dragon type familiar in other dragon campaigns exists in the Otherlands as well but they have a great deal of variety based on their dragon subtype. A subtype is generally defined by a typified body centered on the number of limbs a dragon may or may not possess. Each subtype is

unique and is neither lesser nor greater to other subtypes. For example, a copper dragon could be either a scaled heraldic dragon possessing four legs and wings, as most people recognize it, or it may be a spiny, frilled guivre with a flanged tail as seen in the image below. This dissimilarity gives the DM the ability to introduce variations on the dragon theme and introduce elements that most players will be unfamiliar with. Sure, the characters have fought a white dragon before but have they ever faced a plated, horned frost linnorm in its home territory. If you use regional names for dragons such as the Moorland Short Snout which is a red spiny linnorm dragon with a spiked tail, then your players will not automatically know what it is and it might add a little spice to the adventure. A bit of regional flair to an encounter always makes the adventure feel more connected with the world we call home.

The Guivre

This dragon type is typified by a serpentine (e.g., wingless) body with no legs which has dragon like head. The bite of a guivre is highly venomous and is often lethal in a single application. The venom deals 2D6 constitution damage on the first round and an additional 1D6 constitution damage per round for the next five rounds. Anyone bitten may make a saving throw every round to avoid the damage at a DC of 10+2 per age category of the dragon with the venom being neutralized with three consecutive successful saving throws. It is a common misconception that these dragons are incapable of flight. While they are not elegant or fast fliers, they are capable of basic flight. Due to a lack of Wings their fly speed is half of the standard dragon breeds listed flight speed and have their maneuverability changed to poor.



Lindwyrn

This species of dragon is typified by a dragon like body with only two legs and are lacking wings. As these dragons must use their legs in combat for claw attacks, they often fly for short periods to do so. They share the Guivre's poor flight abilities. Due to a lack of Wings their fly speed is half of the standard dragon breeds listed flight speed and have their maneuverability changed to poor.



Amphithere

The Amphithere is a subspecies of dragon typified by a winged snakelike body with a dragon's head. The wings may be either dragon-like or feathered given the dragon type. With a complete lack of legs this dragon lacks the claw attacks of the base dragon type but can constrict as a crush attack. The wings of this dragon type are also particularly suited for combat. They are generally very strong and graceful fliers and usually spend most of their time in the air.



Wivre

Not to be mistaken for a wyvern which it somewhat resembles, the wivre does not have a poisonous sting on its tail. And obviously the wyvern lacks the breath weapon abilities of the wivre. Much like the Lindwurm the wyvern has two legs but also possesses a set of wings. Their name is derived from the Latin, *vīpera*, meaning "viper", "adder", or "asp" and later was associated with the term "Lightning Javelin," owing no doubt to the javelin like shape of a wivre in flight.



Heraldic dragon

The standard, and best-known dragon subtype, which everyone envisions is the Heraldic dragon. Typified by four legs and a set of wings this dragon subtype is truly impressive. Having six limbs to wield in combat gives it a clear-cut advantage over everything else it may encounter. Many an adventurer has lost their lives in pursuit of these great beasts. They are strong, capable fliers who can and do cover vast distances in pursuit of prey.



Dragon Age Categories

Category	Age (Years)
1 Wyrmling	0–5
2 Very young	6–15
3 Young	16–25
4 Juvenile	26–50
5 Young adult	51–100
6 Adult	101–200
7 Mature adult	201–400
8 Old	401–600
9 Very old	601–800
10 Ancient	801–1,000
11 Wyrm	1,001–1,200
12 Great wyrm	1,201 or more

Dragon Overland Movement

Chromatic and metallic dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds				
	----- Dragon's Fly Speed -----			
	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragon space/reach, attacks, and damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	2-1/2 ft./0 ft. (5 ft. with bite)	1d4	1d3	—	—	—	—
Small	5 ft./5 ft.	1d6	1d4	—	—	—	—
Medium	5 ft./5 ft.	1d8	1d6	1d4	—	—	—
Large	10 ft./5 ft. (10 ft. with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15 ft./10 ft. (15 ft. with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20 ft./15 ft. (20 ft. with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft./20 ft. (30 ft. with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Dragon Sub-Races in the Otherlands

Chromatic Dragons

Chromatic dragons form the evil branch of dragon kind.

They are aggressive, greedy, vain, and nasty.

Black Dragon

Blue Dragon

Green Dragon

Red Dragon

White Dragon

Orange Dragon

Brown Dragon

Yellow Dragon

Metallic Dragons

Metallic dragons make up the good branch of dragon kind, but they are every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud.

Brass Dragon

Bronze Dragon

Copper Dragon

Gold Dragon

Silver Dragon

Steel Dragon

Mercury Dragon

Platinum Dragon

Mithril Dragon

Gem Dragon

Gem dragons are a classification of dragon based on "gem type rather than color or metal" found in Dungeons & Dragons. They are typically of neutral alignment with respect to good and evil, but some kinds are quite egoistic and awful company nevertheless. The Gem dragon family comprise

Amethyst Dragons

Crystal Dragons

Emerald Dragons

Sapphire Dragons

Topaz Dragons

Obsidian Dragons

Opal Dragon

Pearl Dragon

Onyx Dragon

Jade Dragon

Citrine Dragon

Moonstone Dragon

Cora Dragon

Jacinth Dragon

Diamond Dragon

Amber Dragon

Elemental Dragon

Elemental dragons are typically of neutral alignment. Elemental dragons pay their homage to the Primordials as opposed to any other dragon deity. Metallic and Chromatic Dragons view Catastrophic dragons as aberrations.

Avalanche Dragon
Blizzard Dragon
Earthquake dragon
Tornado Dragon
Typhoon Dragon
Volcanic Dragon
Wildfire Dragon.

Ferrous Dragon

Ferrous Dragons are typically of lawful alignment. All Ferrous dragons can sense ordinary metals and the lawful ferrous dragons have a strict hierarchy, with the higher dragons dictating the laws to the lower ones. The hierarchy, from highest to lowest, is iron, chromium, cobalt, tungsten, and nickel.

Iron Dragon
Nickel Dragon
Tungsten Dragon
Cobalt Dragon
Chromium Dragon

Miscellaneous Dragon

Deep dragon
Fang dragon/Gray Dragon.
Rattelyr dragon
Song dragon
Hex Dragon
Tome Dragon
Cloud
Mist
Cerilian dragon
Stone Dragon
Magma Dragon
Luck Dragon
Sun Dragon
Moon Dragon
Sea Dragon
Fae Dragon
Shadow Dragon
Mirth Dragon

Planar Dragon

Planar dragons inhabit the outer planes.

Shadow dragon
Adamantine dragon
Arboreal dragon
Beast dragon
Chaos dragon
Chole dragon
Concordant dragon
Ectoplasmic dragon
Elysian dragon
Ethereal dragon
Gloom dragon
Howling dragon
Kodragon
Pyroclastic dragon
Radiant dragon
Rust dragon
Styx dragon
Tarterian dragon
Hellfire Wyrms

Lung Dragon 龍

The Lung dragons, originally known as Oriental dragons, are all of neutral alignment with respect to good and evil. They are wingless creatures, and fly by innate magical means. Lung dragons can have any color despite their specific type.

li lung (earth dragon)
lung wang (sea dragon)
pan lung (coiled dragon)
shen lung (spirit dragon)
t'ien lung (celestial dragon)
yu lung (carp dragon).
chiang lung (river dragon)
tun mi lung (typhoon dragon).

Epic Dragon

Force dragon[
Prismatic dragon
Time dragon

Otherlands

Dragons are among the most powerful creatures in the Lands beyond the Travelers Door. Their power and ferocity is undeniable.

Hildebrant has gathered together in this tome all of the useful information on these titanic creatures to help you should you step beyond, and suddenly find yourselves in a place unfamiliar.

Come with the most powerful mage in the Otherlands on a journey of discovery. With Guivres, Ampethere's Lindwyrms, Wivres and Heraldic dragons running the lands it is better to be informed than not.

A Dungeons & Dragons resource for
dungeon masters intended for use with
version 3.5 Monster Manual



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