

Dragon Warrior

Illustration: Alan Hunter

CLIMATE/TERRAIN:	Any/Any land or underground (See below)
FREQUENCY:	Very rare
ORGANIZATION:	Nil (See below)
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d4 (See below)
ARMOR CLASS:	See below
MOVEMENT:	6
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS:	1 (weapon)
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Strength 18 (+1/+2)
SPECIAL DEFENSES:	Immune to parent dragon breath weapon(s) and similar effects, mindless, see below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Nil
XP VALUE:	See Table 2

A dragon warrior is a magical creation that appears when the canine of a dragon (the parent dragon) is crushed and this dragon's name spoken aloud by the creature doing so (the creator). Dragon warriors unfailingly obey the commands of their creator, remaining until destroyed, *dispelled*, or until as many turns as the parent dragon has Age Categories have passed (*e.g.*, eight turns in case of an *Old* dragon).

Dragon warriors each appear equipped with a broadsword and with exceptionally complete scale mail armor of the color of the parent dragon.

Dragon warriors have good infravision (60' range).

Although dragon warriors cannot speak, they understand the commands of their creator regardless of language.

Combat: A dragon warrior will unquestionably serve its creator, without regard for its own continued existence.

Dragon warriors attacks as 6th-level Fighters. They have the equivalent of Strength 18 (+1/+2) and use the weapon they come with, typically broadswords (*v.* Table 1). Their Armor Class is equal to that of a *Very Young* version of their parent dragon,



regardless of its age (*e.g.*, AC 3 in case of an *Old* white dragon; *v.* Table 2).

A dragon warrior is immune to attacks and effects based on the nature of the damage inflicted by the breath weapon(s) of its parent dragon (*e.g.*, one called forth from a red dragon's tooth is immune to all fire-based attacks and effects). Furthermore, as a mindless entity, it never checks for Morale and remains unaffected by spells and effects that aim to address, control, manipulate, persuade, read, or destroy the mind (*e.g.*, *charm*-, *dream*-, *fear*-, *hold*-, *terror*-, emotion-based, and *ESP*-like spells and effects, magical sleep, compulsions, illusions, phantasms).

Any hit points lost by a dragon warrior cannot be restored using curative spells or potions.

A dragon warrior makes its saving throws as a 4-HD monster, except in the case of any saving throws vs. Poison or Death Magic, which it makes as a 7-HD monster.

Whenever it is destroyed, *dispelled*, or its time is up, a dragon warrior vanishes with everything that came with it when it appeared, everything instantly disintegrating into dust.

Table 1. Dragon Warrior Weapons

Weapon(s)	Damage	SF	ROF	Range	Type	Size	Notes
Broadsword	2d4/1d6+1	5	-	-	S	M	-

Multiple Attacks (Optional)

At the DM's option, dragon warriors using a thrusting or striking weapon (*e.g.*, broadsword) and fighting creatures with less than 1 Hit Die in melee combat are entitled to attack six times per round, once for the equivalent of each Fighter level they possess (*e.g.*, *v.* **PHB** 1st Edition, p. 25: "Fighters", Paladins, & Rangers' Attacks per Melee Round Table").

Habitat/Society: Dragon warriors can be encountered wherever a creature has the canines of a dragon in its possession and can use them to call them forth.

Ecology: Sages have not found a use for the dust left behind by a

dragon warrior and its equipment when it vanishes.

Dragon Teeth

Only the canines of a dragon can be used to call forth dragon warriors, which typically limits them to appearing in groups of four at most (1d4). Only one dragon warrior appears for each canine broken while the name of the parent dragon is spoken. The teeth can also be used for setting a trap, by speaking the dragon's name and then not crushing the tooth but leaving it in some location instead. In this case, the dragon warrior will appear and attack the first creature to break the tooth (*e.g.*, by standing on it, breaking it, or otherwise harming it). If found, a successful casting of *Identify* on a dragon's canine will

also reveal the name of the dragon to the caster, although such may not always be necessary. Indeed, in one reported instance, four canines of an *Adult* gold dragon were found in a small wooden bronze box among the ruins of the demesne of a powerful, long-dead wizard known as One-Eye in his day, with the word "Aurelius" written on the box for all to see.

Only little is known of the exact nature of dragons' teeth that can call forth dragons, with some sources suggesting that they are just that – teeth (canines) pulled from the mouth of a dead dragon – and others that they may be more akin to (one-shot) *figurines of wondrous power* or similar items, meaning that they need to be made in accordance with the rules for creating magical items (v. **DMG**, p. 120-122: "Creating Other Magical Items").

Table 2. Example Dragon Warrior Statistics

Parent Dragon	AC ¹⁾	Immunities	XP Value
Black dragon	3	Immune to acid	650
Blue dragon	2	Immune to electricity	650
Brass dragon	2	Immune to fire	650
Bronze dragon	0	Immune to electricity	975
Copper dragon	1	Immune to acid	650
Gold dragon	-2	Immune to fire and gas	975
Green dragon	2	Immune to gas	650
Red dragon	-1	Immune to fire	975
Silver dragon	-1	Immune to cold	975
White dragon	3	Immune to cold	650

¹⁾ A dragon warrior's Armor Class is that of a *Very Young* version of the parent dragon, regardless of its actual age

Source/Origins: *Dragon Warriors*: Tony Wilson, *Fiend Factory. One-Eye Canyon*, in: *White Dwarf 21* (GW, 1980); *Dragon Warriors*: Tony Wilson, *Fiend Factory. One-Eye Canyon*, in: *The Best of White Dwarf Scenarios Volume II* (GW, 1983)