

Dragons

General Information

By Alan Kellogg
With the able assistance of
Joe Muchiello

This is a derivative work, based on the System Reference Document from Wizards of the Coast®. It is Open Game Content (OGC) under the provisions of the Open Game License (OGL).

Please include the following copyright notice in any work that includes this document or parts thereof: Dragons, General Information is ©2003, Alan Kellogg

Wizards of the Coast ® is a Registered Trademark of Wizards of the Coast, and is used with permission.

Introduction

This is my version of dragons. Smaller than the standard d20 beast, and more dangerous. A wily, inquisitive foe with a sardonic sense of humor. The dragons of this document are meant to be dangerous, a perilous foe to face in battle, or even to engage in friendly conversation.

In this work you will likely find more information than you thought you needed about dragons..

The dragons here are not monsters to be slain out of hand, they are people in their own right. With their own loves and hates, their own concerns. They are, in every sense, individuals,

NPCs, and should be treated as such.

For this reason I go into more detail than usual for a document of this type, the better to give the reader an idea of what I intended with this work..

Use what you like, be it a single rule or the whole thing.. In the long run it is your game, I cannot

dictate what goes on therein. You are welcome to drop me a line concerning what you think of my work..You can email me at: mythusmage@cts.com

Good luck, I hope you have fun with what I've presented.

Description

Legends and tales to the contrary, dragons are not shaped like gigantic alligators or crocodiles. They are shaped more like fishers or martens. Fishers and martens, that is, with giant, bat-like, wings

Dragons are covered with what people refer to as, scales. But dragon scales are more closely related to the feathers of birds and the smaller dinosaurs

than to those of fish. Being derived from much the same base structure as a feather. At the same time, dragon scales differ from bird feathers in that the scale forms a solid structure that superficially resembles a fish scale. In addition, a dragons's wings are bare of scales, and so more closely resemble the wings of a bat.

A dragon's scales are mostly

clear at birth, revealing the pinkish skin beneath. Rarely are the scales entirely transparent, more often there will be 'inclusions' of a washed out shade of the dragon's adult color. As the animal gets even older, the color of his scales will get darker still. See each species entry for further details.

So when you think of dragons, think of a giant fisher with scales

instead of fur, and giant bat-like wings.

Or you can visualize dragons any way you like, but your author likes the idea of dragons as giant scale covered otters with bat-like wings and a breath weapon.

Special Notes

Dragon Age Categories					
Category	Age (years)	Category	Age (years)	Category	Age (years)
1 Wyrmling	0-1	13 Young Adult	18-20	25 Very Old	varies
2	1-2	14	20-22	26	varies
3	2-3	15	22-24	27	varies
4 Very Young	3-4	16 Adult	24-varies	28 Ancient	varies
5	4-5	17	varies	29	varies
6	5-6	18	varies	30	varies
7 Young	6-8	19 Mature Adult	varies	31 Wyrmling	varies
8	8-10	20	varies	32	varies
9	10-12	21	varies	33	varies
10	12-14	22 Old	varies	34 Great Wyrmling	varies
11	14-16	23	varies	35	varies
12	16-18	24	varies	36	varies

Baby dragons have little effective control over their breath weapon or weapons. If stressed in some manner they may "breathe" accidentally. The stressor determined by **Age Category**. To avoid 'breathing' the infant must make a Fortitude Save against a DC determined by age category.

Please note that the restriction on breathing of a rest period of 1d4 rounds holds here as well.

Category 1: Stressors: Hunger, fear, frustration, sadness, anger over-stimulation. DC against breathing: 30. Check once a round in stressful situations

Category 2: Stressors: As above. DC against breathing: 25. Check once a round in stressful situations

Category 3: Stressors: As above. DC against breathing: 20. Check once a round in stressful situations

Category 4: Stressors: As above plus embarrassment. DC against

breathing: 15. Check once a minute in stressful situations.

Category 5: Stressors: As above. DC against breathing: 10. Check once a minute in stressful situations.

Category 6: Stressors: As above. DC against breathing: 5. Check once a minute in stressful situations.

Additional: Dragons as old as 12 have been known to breathe inadvertently. Whether one might or not is entirely up to the GM. As a general rule check once per hour in stressful situations against a DC of 5.

In any case the dragon will breathe where it is facing. So a stressed one month old dragon infant may breathe on its own mom.

Aging Past 24 Years

Starting at 24 the various species start to age at different rates. Copper dragons usually

have the shortest life expectancy, while blue dragons have the longest. The white dragon has the shortest average life span, thanks to their lifestyle and belligerent nature. Please see the entry for each dragon type for details on aging in that species

Languages

All dragons speak Draconic, plus one or more of the local languages. Particularly intelligent specimens will speak one or more foreign languages as well. Most every dragon picks up an ancient language or two mostly to convince other peoples they are incredibly old. (The typical dragon tends to have a *strange* sense of humor.)

Dragon Face and Reach All sizes

Face: 1/10th length.
Reach: 1/5th length

In addition, all dragons can stretch out another 20% of their usual length. Something most often done when waking up in the morning. (Or to scare

Combat

the heck out of humanoids who think they're beyond the dragon's reach.)

Dragon Behavior

Dragons are inquisitive beasts. They have to know everything, and yesterday if possible. At the same time they can be a cautious people. Which is not as contradictory as one may think. A dragon checks on everything and anything that enters his area the better to learn what he's dealing with so he can devise measures against it should it be necessary.

Some are friendly, some are stand-offish. Most lie somewhere in-between. It is a rare dragon that does not gather up a few 'pets' for companionship and entertainment. (Helping around the house is nice, but not necessarily required. But it is a wise dragon who keeps his 'staff' gainfully employed and out of mischief.)

Being canivores, dragons sleep a lot in preparation for the hunt. But not for years at a time. A dragon usually snoozes about 20

hours a day, hunts about half an hour, and spend the rest of his time playing with any young, the pets, and/or engaging in a hobby of some sort. When engaged in serious study (such as when learning a new spell or supervising an important project) a dragon can stay away as long as 24 hours or more.

Dragon Diet

As noted above, dragons are carnivores. Fish, deer, cattle, sauropods, elephants, and the like make up the bulk of their diet. While some dragons have been known to ingest minerals and ores, such as usually due to a lack in the diet, or because of a psychological disorder.

Alignment and Dragons

While listed as having a certain alignment, dragons tend to be individualistic, even the Lawful ones. They also tend to be idiosyncratic where things such as evil and good are concerned. Being as long lived as they are, they tend to take the long term

view. And since they are, in a sense, 'distanced' from the humanoid races, they don't get as, well, 'caught up, with the problems of individuals. To put it another way, where humans, elves, goblins, kobolds and the like are concerned, dragons are more involved with the well being of the species than the person. So that red dragon one holds evil may consider himself good because he works for the benefit of the humans under his control, but not for the benefit of any individual human

Dragon Size

You'll note the dragons in this document are smaller than the dragons in other works. Why? Colossal and bigger dragons simply don't make sense to me. Huge dragons yes, colossal no. So I've restricted dragon size accordingly. The philosophy being.; it's not how much dragon there is in the fight, it's how much fight there is in the dragon.

As you'll see below, dragons are capable combatants, and well able to take care of themselves

Swallow Whole: A dragon may swallow a victim whole, if the target is at least two sizes smaller than the dragon, and the dragon succeeds in a Bite Grab. Once swallowed suffocation damage is inflicted as per the rules, and only claws, teeth, and weapons no larger than one size smaller than the victim can be used. In addition, only slashing and piercing damage do any good.

Fling: With a successful Grab a dragon may chose to toss the victim instead. The distance thrown depends on how the victim was grabbed. With a Bite the target may be tossed a distance equal to 1/5th the dragon's length times the difference in size. With a Claw the distance thrown is equal to 1/3rd the dragon's length times the difference in size. For every 10 feet thrown the victim suffers 1d6 points of damage. Or 1d6 points of damage for every ten feet he falls, whichever is greater

Grapple: This is resolved as a Touch Attack. Should it succeed the dragon may then make bite and claw attacks at a +5. It can only be used on targets one size smaller than the dragon or larger.

If grappled by another the dragon may make standard Bite, Claw, and Rake attacks as well as attempt to grapple in return. He may use his Breath Weapon instead, but not in addition to

Dragon Attacks									
Size	Bite	Claw	Swat	Smash	Stomp	Bash	Sweep	Rake	Crush
Tiny	1d4	1d3	—	1	1d2	1	—	1D4	—
Small	1d6	1d4	1d2	1d4	1d6	1d3	1d2	1d6	1d2
Medium	1d8	1d6	1d3	1d6	1d8	1d4	1d3	1d8	1d4
Large	2d6	1d8	1d4	1d8	2d6	1d6	1d4	2d6	1d6
Huge	2d8	2d6	1d6	2d6	2d8	1d8	1d6	2d8	1d8

Bite: Does the listed Bite damage plus the dragon's Strength Bonus. Uses the dragon's full Attack Bonus.

Claw: Does the listed Claw damage plus the dragon's Strength Bonus. Uses the dragon's full Attack Bonus.

Swat: A Variation on the Claw Attack. It does the listed Swat damage plus half the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus. In addition, should the target be one size or smaller than the dragon he is thrown a distance equal to 1% of the dragon's length per point of damage times the difference in size. If only one size smaller a successful Reflex Save means the target stays on his feet, otherwise the victim is thrown prone.

Smash: Another variation on the Claw Attack. It does the listed Smash damage plus one and a half times the dragon's Strength Bonus. The attack is made at a -5 to the dragon's

Attack Bonus. Plus the victim is pinned by the dragon unless released. With a successful Reflex Save the target may use a medium sized or smaller weapon, other wise he can only try to escape.

Stomp: As for a Smash, only using the rear claws. Roll the listed and Stomp damage and add twice the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus. In addition, the target is pinned (unless released). With a successful Reflex Save the target may use a medium sized or smaller weapon, otherwise he can only try to escape.

Bash: An attack using the tail. It does the listed Bash damage plus the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus.

Sweep: A Swat done using the tail. It does the listed Sweep damage plus twice the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus. In addition, any

target at least one size smaller is thrown a distance equal to 4% of the dragon's length per point of damage times the difference in size

Grab: Instead of a Bite or Claw attack a dragon may choose to grab a target. The attack is resolved as a standard claw or bite attack, only instead of dealing damage the target is caught and held fast. When grabbing with a Bite the target must be two sizes smaller than the dragon. When grabbing with a Claw the target must be three sizes than the dragon. Thanks to the greater difficulty all grab attacks are made at -5 to the dragon's attack bonus.

Should the target make a successful Reflex Save he can use a medium sized or smaller weapon to attack the dragon. Should he fail, he can only attempt to escape.

After a successful Grab the dragon may do automatic Bite or Claw damage each round following the attack.

any of the listed physical attacks.

Rake: A Claw attack using the rear claws. It can only be done on a target the dragon's size or larger, and only after a successful Grapple. It does the listed Rake damage plus one and a half times the Dragon's Strength Bonus. It uses the dragon's full Attack Bonus.

Crush: A variation on the Grapple in which the dragon literally falls or jumps on the target. The victim must be one size or more smaller than the dragon. A Crush is made at -5 to the dragon's Attack Bonus and does the listed Crush damage plus one and a half times the

Special Abilities

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with his mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. A dragon may also invoke Frightful Presence with a successful Concentration Check. Creatures within a radius of 10 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 the dragon's HD + the dragon's Charisma modifier) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become

Skills and Feats

Skills: Dragons Age Category 4 or older have 6 skill points per Hit Die, plus bonus points equal to Intelligence modifier x HD, and purchase the following skills at 1 rank per Hit Die: Listen, Spot, and Search. Younger dragons have the same skills at a rank of 2. The remaining skill points are generally spent on Bluff, Concentration, Diplomacy, Escape Artist, Knowledge (any), and Scry at a cost of 1 skill point per rank. Dragons cannot purchase skills that are exclusive to a class unless they have that class.

Dragons that can cast spells have the Spellcraft skill for free at 1 rank per Hit Die, provided they have an Intelligence bonus of at least +1 (Intelligence score 12+).

A dragon gains the Jump Skill at a rank of 1 at the Age Category of 7. It gains an

Movement and Armor

Movement: Dragons are exceedingly strong flyers and can cover vast distances quickly.

Dragons do not tire as quickly as other creatures when moving overland. If a dragon attempts a hustle or forced march, check for subdual damage once every 2

dragon's Strength Bonus

Wind: By flapping his wings vigorously a dragon can literally blow away creatures before it. A target one size smaller than the dragon can make a Reflex Save to avoid being blown away, otherwise it is thrown back a distance equal to 2% of the dragons length times the difference in size. A second Reflex Save allows the target to keep to his feet.

Any victim two sizes smaller than the dragon is automatically thrown back a distance equal to 5% of the dragon's length times the difference in size, and is thrown prone.

panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons, unless the other dragon is at least 8 age categories older than the younger wyrms.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in the variety description, gaining bonus spells for a high Charisma score. This stacks with any levels of Sorcerer gained. Some dragons can also cast spells from the cleric list or cleric domains as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on his age and variety. He gains the abilities listed for his age plus all previous ones,

additional rank of Jump every 2 years until it has a number of ranks in Jump equal to its hit dice, gaining additional ranks as its hit dice increases.

Feats: At the age of 12 all dragons gain one feat, plus an additional feat every 12 years. This is in addition to any feats gained by character and class level. Dragons favor Alertness, Cleave (Claw or Bash attacks only), Improved Initiative, Power Attack, Sunder, Weapon Focus (claw or bite), and any metamagic feat that is available and useful to sorcerers. Dragons can also choose from the following feats:

Flyby Attack: With this feat the dragon may make Claw, Swat, or Smash attacks at no additional penalties other than the one applied for making a Swat or Smash attack, while in flight.

hours instead of every hour.

See the **Dragon Overland Flying Speed** table below.

Dragonhide: Dragon hide can be used in armor making. With a dragon at least twice the size of the customer an armor maker can make one suit of hide

In either case the subject takes 1d6 points of damage for every ten feet thrown back.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, he can't breathe again until 1d4 rounds later. If the dragon has more than one type of breath weapon, he can still breathe only once every 1d4 rounds. A blast from a breath weapon always starts at the dragon's mouth, extending where the dragon is facing, with an area as noted below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex Saves to take half damage; the

using his age category or his sorcerer caster level, whichever is higher, as the caster level. The save DC is 10 + the dragon's Charisma modifier + spell level. All spell-like abilities are usable once per day unless otherwise specified.

Immunities (Ex): All dragons are immune to sleep and paralysis effects. Each variety of dragon is immune to one or two additional forms of attack no matter what his age, as listed in his description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as listed in the variety descriptions.

Blindsight (Ex): A dragon can ascertain creatures by nonvisual

Hover: When flying, a dragon can halt its forward motion and hover in place, fly straight down, or fly straight up regardless of its maneuverability. While hovering, it can attack with its bite and all four feet (its hind feet in this case deal claw damage) and can make Bash or Sweep attacks. When making a Bash or Sweep attack while hovering it can make no other attacks. A hovering dragon can make Wind attacks. It can also use its breath weapon instead of making physical attacks. If a dragon hovers close to the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 10 feet x the dragon's age category. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical

armor. The hide can also be used as backing for scale, brigandine, splint or banded armor. Or as padding for chain or plate.

Dragon Leather: When properly prepared dragon hide makes excellent leather, useful in leather and studded leather

DC depending on the dragon's age and type, listed in the individual entry. Saves against non-damaging breath weapons use the same DC, but the types vary as noted in the variety descriptions.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size. Both line and cone are 2/3rds the length of the dragon, with the line having a height and width 1/6th the length, and the cone having a height and width at the terminus equal to the length.

means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 10 feet x the dragon's age category.

Dragon infants are especially sensitive, and real good at detecting movement. When somebody tries Sneaking in a dragon nursery add +10 to the DC. +20 if the infants are hungry.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 feet x the dragons age category. It also has the Scent and Tracking Feats.

origin. The cloud obscures vision, and creatures caught within are blinded while inside, and for one round after emerging. Those caught in the cloud must succeed at a Concentration check (DC 10 + 1/2 dragons HD) to cast a spell.

A dragon may make a Wind Attack while Hovering.

Quicken Spell-Like Ability: The dragon can use one of its spell-like abilities each round as a free action.

Wingover: A flying dragon can change direction quickly once each round. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A dragon cannot gain altitude during the round it executes a wingover, but it can dive.

armor

Dragon Scales: A dragon's scales can be used to make scale, plate or a type of splint armor depending on the size of the scales. Obviously it takes a large dragon to produce scales large enough to serve as pieces of

Dragon Overland Flying Speeds

Flight 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

Miscellaneous

Legends to the contrary, dragons do not have items embedded in their hides or scales. For one thing, it causes itching, with the resultant scratching leading to skin infections and/or scale damage. For another the embedded items tend to fall out in all sorts of odd places, making it hard for the dragon to keep track of his horde.

In addition, the dragon prefers

Notes

You'll note that these dragons can do more than the standard SRD one. The extra abilities were added to make dragons more dangerous. The extra age categories were added in turn to differentiate between each hit die. The decision to have dragons age at different rates past the age of 24 was made to further distinguish between the various species. This variation on the SRD should be used with

The OGL can be found on the next page.

to keep his treasure in the form of art objects, jewelry, fine household goods, and furniture, which he keeps stored unless the staff needs something or he has visitors. A wine collection is perfect for such uses. Some dragons prefer beer or spirits. Still others may collect other items.

A dragon does not sleep on his treasure because it's uncomfortable. He'd much

caution, since it does allow dragons to do more, and could give players a surprise they may not like.

The decision to shorten the duration of age categories up to Adult came about because I felt the whole thing about certain species taking longer to mature because they live longer rather silly. So I arranged things so a dragon is fully mature about the same age as a human.

plate. Shields: Dragonhide and Dragon Scales can be used to make shields as well.

In all cases the item's effective

Age	AC Modifier	Age	AC Modifier	Age	AC Modifier
1-3	-4	13-15	0	25-27	+4
4-6	-3	16-18	+1	28-30	+6
7-9	-2	19-21	+2	31-33	+8
10-12	-1	22-24	+3	34-36	+10

rather sleep on a platform constructed with good quality hardwood and covered by cotton or silk sheets. A dragon sleeping on his back is a sight.

Dragons are inventive creatures, down right creative when inspired. Having a healthy concern for their physical well-being, they will try tricks and stratagems instead of physical attacks until and unless it becomes clear that only

Finally, I deleted wing attacks because a dragon's wings are not made for bashing folks. Should someone get hit by a dragon's wing, it's usually an accident. Often because the creature is trying to fly away and is rather close to an attacker.

As soon as I can I will be adding basic information on each species found in the SRD, starting with the chromatic dragons and proceeding in

AC depends on the Age Category of the Dragon. As listed below:

physical action will serve. Some dragons will go so far as to co-opt, coerce, subvert, or suborn a foe rather than take up arms. As an old dragon saying goes, "Revenge is a dish best served by the victim to himself." When it comes to pests, any dirty trick is justified, especially when the victim has to stalk away unable to get back at the dragon

alphabetical order.

Finally, this document is meant to be printed out for reading, thus the small type. Even with the extra verbiage, it does take up less space.

Feedback is welcome and can be sent to me via email at:

mythusmage@cts.com

I look forward to hearing from you.

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 1.0 Copyright 2000, Wizards of the Coast, Inc

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

Dragons, General Information copyright 2003 Alan Kellogg. Derived from material by Jonathan Tweet, Monte Cook, and Skip William,s. Based, in turn, on original material by E. Gary Gygax and Dave Arneson