

Gregorius21778:

From the Maw of the Wurm came...



20 Special Attacks for Drakes, Wyrms, Wyverns and (lesser) Dragons

Labyrinth Lord
Compatible Product

Version 1.0; by Kai Pütz

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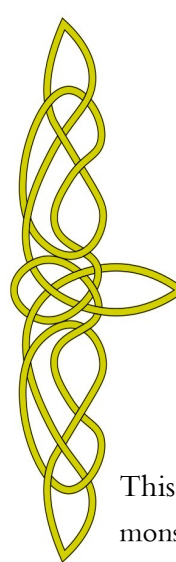
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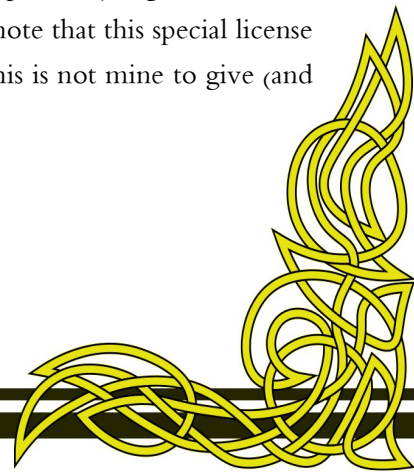
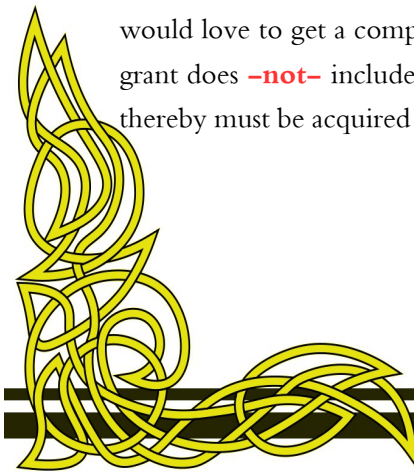


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This title contains twenty ideas for possible special attacks of dragon-like creatures (or any other abhorrent monster you, the GM, want to breath, spew or spit doom against your player’s characters). These are not your regular attacks of “elemental breath” or acid, but were written with a battle against a nasty, hideous monster in mind. One that most would like to leave alone for the harm and woe it might cause. Some of the entries refer to a “cone of “ effect/attack. The GM is the final arbiter in regard to the exact shape and measures of said cone (and how often the monster may make use of its special attack), so that it may be easier to fit the attacks into any given game. All of the entries are Labyrinth Lord(tm) compatible, but every GM worth the title should be able to adapt those to any other OSR RPG.

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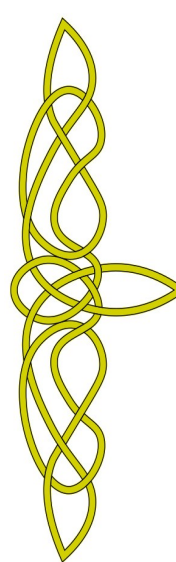
01# Bile

The monster spews sour-reeking, yellow bile, and more than enough to cover a character completely with it (which will happen unless a Saving Throw vs. Breath Attacks is passed). The beast's humor are noxious and unwholesome in every aspect: as soon as the victim suffers a wound while still being covered with it, an additional point of damage will be suffered per round for the next 1d3 combat rounds unless a Saving Throw vs. Poison is passed. This effect stops once the character was able to bath and clean all clothes and armor.

02# Colors

A wave of bright colors flashes forth from the creatures jaw, and those in its cone must pass a Saving Throw vs Paralyze or will be stunned for 1d3 combat rounds.

03# Darkness



A rolling, boiling tongue of darkness jets out of the maw and will engulf all that do not pass a Saving Throws vs. Breath Attacks. Even after the Saving Throw is passed, the Darkness will roll towards the characters in an attempt to wrap around them for the next three turns (after which it fades into nothingness). Those characters that end up engulfed by it (Saving Throw vs. Breath Attacks to avoid it) will suffer -4 to their attacks and are -2 to hit by others, unless the attackers can see through darkness (and a monster that breathes darkness may very well be able to do so).

04# Aetheral Doom

An iridescent, fraying non-substance the color of gold and nacre billows forth from the mouth of the creature to snake around the characters found in the cone of effect. Those who come into contact with it must pass a Saving Throw vs. Wands each combat turn or choose: lose 1d6 x50 xp or suffer from the effects of a Confusion spell (LL p.28) for 1d6 turns. The Aetheral Doom will linger for 1d4+1 combat turns, and each turn a Saving Throw vs. Breath Attacks must be passed to avoid contact. The Saving Throw will benefit from a +2 bonus if the character accepts a -3 penalty to all attacks for that round.

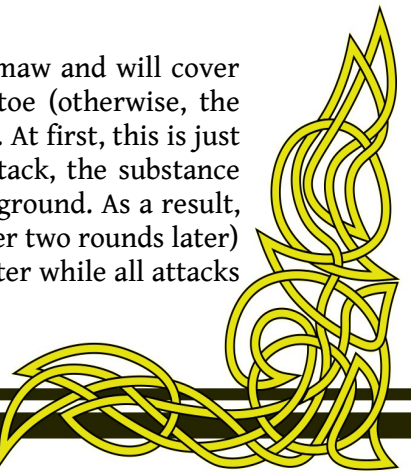
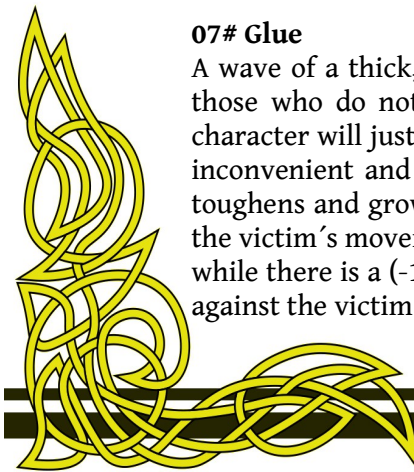
05# Foul Gases

A cloud of yellow-brown gases shouts from the beast's nostrils and threatens to choke the characters. Those who do not pass a Saving Throw vs. Death will suffer a -1 penalty to their attack rolls and a -3 penalty to their melee damage rolls. The cloud covers an area of roughly 20' x 10' feet and will stay for 5 rounds. Those inside must pass the Saving Throw each round or will suffer the effects for one turn.

06# Glowing Vapors

Pale-green vapors shout out of the monster's maw and every character in the cone of effect must pass a Saving Throw vs. Wands. Those who fail will begin to glow themselves and be under the effect of special *Dispel Magic* spell with a level equal to the monster's HD. The spell will act against all magic cast by or targeted at the victim, and will stay in effect for 10 combat turns.

07# Glue



A wave of a thick, dirty-white organic goo splashes forth from the beast's maw and will cover those who do not pass a Saving Throw vs. Breath Attacks from head to toe (otherwise, the character will just be sprayed partially with it, without further game effects). At first, this is just inconvenient and disgusting. At the start of the second round after the attack, the substance toughens and grows sticky, so that the character's feet begin to glue to the ground. As a result, the victim's movement is reduced to $\frac{3}{4}$ of the original speed (and to $\frac{1}{2}$ a further two rounds later) while there is a (-1) (two rounds later: -2) penalty to all attacks of the character while all attacks against the victim will gain a +1 (and later; +2) bonus.



08# Gnats

A swarm of gnats and other flying pests swarm out of the monster's throat and begin to harass the characters. The insects will sting the PC, suck blood and fly into their eyes (-1 penalty to all attack rolls). After three rounds, the affected characters need to pass a Saving Throw vs. Poison, and those who fail will begin to sweat profoundly. At the fourth round the monster will inhale the complete swarm back in. From that point on, the bite attack of the creature will deliver a Class III Poison against all characters that failed the Saving Throw (in addition to its regular damage).

09# Hail

The creature exhales what seems to be a small hailstorm: dozens of pebble-sized, irregular shaped objects that are hard and smooth like teeth. Every character in the cone of attack will suffer 2d6+2 points of damage (1d6 on successful Saving Throw vs. Breath Attacks, a shield will provide a bonus equal to its AC bonus against ranged attacks).



10# Maggots & Worms

The breath attacks turns out to be more of a spitting attack as a shower of worm-like maggots are hurled towards the characters, together with droplets of bile and gastric juices. Characters who pass a Saving Throw vs Breath Attacks will be able to dodge the majority of this unsavory attack, those who do not will have two rounds to brush and shake off the abhorrent little things. Doing so takes just one round, but after two rounds a large number of them will have wormed their ways inside of the characters clothes and armor. From that point on, the victims need to pass a Saving Throw vs. Death every other round, or they will lose a hit point as the vile beasts chew on their flesh. Maggots that got under the victim's garment cannot be removed without undressing completely.

11# Mighty Roar

The monster lets out a thundering roar which loudness alone is enough to shock even those who know no fear. Characters that do not pass a Saving Throw vs. Wands will have their Initiative reduce to "1" for the next two rounds.

12# Poisonous Breath

The creature attacks with yellow-brown gas that shoots out of its maw with a snarling sound. Those who stay in the billowing cloud for more than one round must pass a Saving Throw vs Poison at the beginning of each new round, or will lose 1d4 hit points while their faces first turn pale, and then yellow. The cloud itself will cover an area roughly equal to 10'x 15' feet and will disperse after 1d3+2 rounds.

13# Rust

The breath of the beast reeks of metal and decay, and when it hisses at someone it release a jet of fine brown smoke. If this breath attack is not avoided (-2 penalty to the Saving Throw), all metal weapons of the target and metal armor it may wear will begin to rust (-2 to damage rolls, and the armor class of metal armor is decreased by 2). Weapon and armor damaged by this attack will rust to uselessness between the end of the current and the start of the next adventure.



14# Screeeeching

The monster releases a shriek that quickly turns into an ear-splitting shrill screeching. Every character that does not pass a Saving Throw vs Wands will be stunned for one round (no actions, and a +3 bonus to all attacks against them) while every vial made of glass they wear has a 4-out-of-6 chance to shatter. In addition, every character will begin to bleed from the ears and be hard of hearing for the next 1d8 turns.

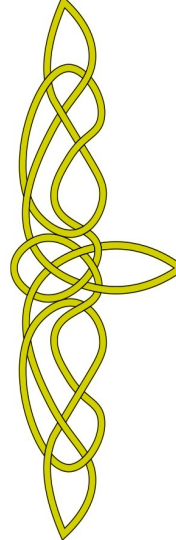


15# Slime

The creature spews forth an ill-smelling pale-green slime that will cover a 10'x 5' zone and every character in the attack cone that did not pass a Saving Throw vs. Breath Attacks. Those who failed and everybody inside of the slime zone will have a 2 out of 6 chance to fall prone after every unsuccessful melee attack or whenever they move at more than half of their regular speed. After 2D4 turns (likely, after the current battle) those who have been covered with the slime will feel sick and suffer a (-2) penalty to all Saving Throws vs. Death or Poison till the end of the adventure.

16# Smoke

The beast exhales a stream of gray-black smoke that will engulf everyone in the cone of effect, and those inside of it need to roll a Saving Throw vs. Death immediately: on a success, they will merely cough hard and suffer a (-1) penalty to all their actions till they were able to rest for a turn (likely, after the battle) while those who failed will be stunned for one round in addition to it. The smoke blocks the sight of those who are inside of it (-3 penalty to all attack rolls at the first round, one less on each further round as the smoke disperses).



17# Unbearable Stench

The noxious, stinking fumes that come out of the monster's throat are almost unbearable. All characters must pass a Saving Throw vs Wands or Death (player's choice) after a number of rounds equal to (1 + CON Bonus). Those who pass may fight on, but will have to test again after the same number of rounds have passed. Those who fail will throw up violently and thereby count as stunned for this round and will suffer from a (-1) penalty (exhaustion) till they were able to rest for one turn.

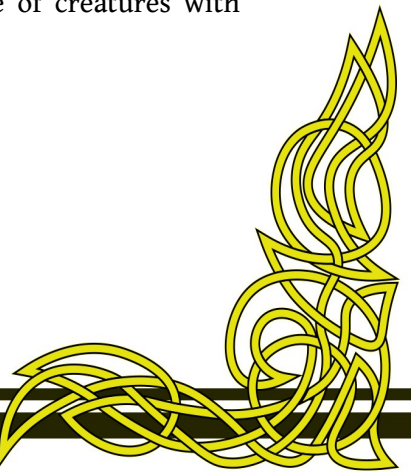

18# Venomous Spittle (Blinding)

Thick droplets of spittle spray from the creature's maw up to two meters away in a wide arc. Every character in the cone of effect that does not pass a Saving Throw vs Breath Attacks must immediately roll a Saving Throw vs. Poison as well. If the latter is failed, the victim will be blinded for 1d6+3 combat rounds and bleed from the eyes. If the last Saving Throw is passed, the eyes will just water and the character will suffer from a (-1) penalty to all attack rolls for 1d4+2 rounds instead.

19# Vomit

The creature spits out the remains of its last meal: large, heavy chunks of half-digested meat and bone fly towards a character within 10'feet who must now pass a test for Force Doors (-1 penalty). If the test is passed the character is merely stunned for a round, but if it is failed the character is knocked off the feet by the impact as well.

20# Webs



The monster's breath attack is a jet of sticky-spider like strands that will glue all characters within the cone of effect to the ground unless a Saving Throw vs. Breath Attacks is passed to escaped the area. Those who don't are affected by the equivalent of the "Web" spell (LL; p. 41), but the web will only bind characters for 1d4 turns (or 2 rounds in case of creatures with extraordinary strength).