

# The magic of dragon teeth

Pull them, plant them, and stand back

by Gregg Chamberlain

What do you do with a dragon once it's dead? Dragon claws strung as a necklace make a nice souvenir. The teeth can be used to make unusual handles for swords or daggers, or, if big enough, they can be made into drinking horns. An enterprising adventurer will find magic-users quite willing to pay for genuine dragon's blood and body parts, to be used in experiments.

Some mages have an even better use for a dragon's teeth than making ale cups out of them. With the proper spells and materials, the teeth can be used to create "the children of the dragon."

A dragon's tooth can be enchanted so that, when planted in the ground and given a command word (usually "grow!"), the tooth will sprout an armed warrior of an armor class and alignment appropriate to the dragon from whose tooth he grew. Each dragon-man will also have special abilities unique to his type.

Classical Greek mythology describes two separate incidents in which dragon's teeth were used for this purpose. Jason, as part of his quest for the Golden Fleece, had to prove himself worthy of the sacred fleece to King Aetes of Colchis. His test was to harness the fiery bulls of the king, plow and sow a field with the teeth of a dragon, and then fight the crop of men that grew afterwards. The dragon's teeth sprouted armed warriors, ready to fight at the slightest provocation. Jason quickly tossed a stone at the back of one of the dragon-men, who thought his fellow sibling had struck him and so returned the blow. Soon, all the warriors were fighting each other; at length, they were destroyed.

Cadmus, founder of the Greek city of Thebes, slew a foul serpent that had killed all of his men with its poisonous breath. Obeying a divine inspiration, he gathered the dragon's teeth and planted them. Up sprang a host of fully armed and armored warriors, who immediately began to fight among themselves until only five remained. The five survivors made peace, and they agreed to follow Cadmus, to help him build and populate his city.

## Types of dragon's teeth

Some of the possible results of using teeth from each of the ten major dragon types from the *Monster Manual* are described below. Each tooth will create a fighter who possesses a level of fighting ability equal to one-half the number of hit dice his parent dragon had (round fractions up). Each warrior will also have half the number of hit



points that the parent dragon once had (again, round fractions up). The warrior will make all saving throws as a fighter or magic-user of equal level (whichever is more advantageous). A dragon-man is of the same sex as the parent dragon.

**Black:** An AC 3 warrior appears, dressed in black chain mail with shield and armed with a black longsword. Chaotic evil in alignment, with an average intelligence of 10 and a dexterity of 15, the warrior is immune to all acid-based attacks and can cast a *Melfs acid arrow* spell once per day (1d4 + 1 damage from arrow, 2d4 damage from acid with saving throws applicable, + 1 to hit).

**Blue:** An AC 2 warrior appears, accoutered in blue plate mail with shield and armed with a mace. Lawful evil in alignment, with an average intelligence of 12, this warrior is immune to all electrical attacks and can perform a *shocking grasp* spell (1d8 + 3 damage) once per day.

**Brass:** An AC 2 warrior appears, armored in brass plate with a shield and flail. Chaotic good with some neutral tendencies like his sire, this warrior has an intelligence of 14 and tends to be verbose and often selfish, just like a brass dragon. He is immune to *sleep* spells and can cast a *sleep* spell once per day (the spell has a duration of 5 rounds).

**Bronze:** An AC 0 warrior appears, wearing bronze" plate mail with shield and armed with two javelins and a short sword. He is lawful good with an intelligence and dexterity of 16, and is immune to electrical attacks. Once per day, he may cast a *lightning bolt* for 2d6 hp damage with a range of 40' (save vs. spell for half damage).

**Copper:** An AC 1 warrior appears, wearing copper-colored plate mail with shield and armed with a morningstar. He has a dexterity of 15 and an intelligence of 14. Like the brass dragon-man, he tends towards avariciousness despite his chaotic

good alignment. He is immune to slow spells and can cast that spell once per day, having a 4-round duration.

**Gold:** An AC -2 warrior appears, wearing gilt-edged plate mail and carrying a shield. He is armed with a knife, a brace of six darts, and a short (4') fisherman's trident. He is lawful good with an intelligence of 17 and a dexterity of 18 (+3 to hit with missile weapons). He may be immune to fire (45% chance), poison gas (45%) or both (10%), and he can cast one flaming *sphere* spell per day, of 3 rounds duration, for 2d4 damage.

**Green:** An AC 2 warrior appears, dressed in scale mail covered over with green vestments and carrying a bow, a full quiver of 20 arrows, and a hand axe. This lawful evil warrior has an intelligence of 11 and a dexterity of 18 (+3 to hit with missile weapons). He is immune to poison gas attacks and can cast a *stinking cloud* spell of 2 rounds duration once per day.

**Red:** An AC -1 warrior appears, dressed in red plate mail with a shield and carrying a broadsword. Chaotic evil in alignment, this warrior has an intelligence of 16 and a dexterity of 17. He is immune to all fire- and heat-based attacks, and he can perform a *burning hands* spell once per day for 1d6 + 1 damage.

**Silver:** An AC -1 warrior appears, accoutered in silver-gilt plate mail with shield and carrying a sabre. Lawful good in alignment, with an intelligence of 16 and a dexterity of

17, this warrior may be immune to cold (45% chance), paralysis (45%) or both (10%), and he can *cause paralysis* for 1d6 rounds by touch, once per day.

**White:** An AC 3 warrior appears, dressed in white splint mail with shield and carrying a battle axe. This is a chaotic evil berserker warrior with an intelligence of 8. In battle, there is a 50% chance he will go into *berserker-gang* and gain +2 to hit and damage on offensive attacks and a -2 penalty on all saving throws and on his armor class. He is immune to cold. Once per day, he can do 1d10 damage with his *icy stare* (save vs. spell for half damage), similar to the attack of a frost man.

When discovered as part of a treasure trove, dragon's teeth may be found in a group of from 1-20, usually contained in a leather bag. A single dragon's tooth is usually between 3 inches and 12 inches in length. Dungeon Masters may use the following table to determine the type of teeth found:

Dice	Dragon type
01-04	Silver
05-12	Blue
13-20	Green
21-35	Brass
36-50	Black
51-65	White
66-80	Copper
81-88	Red
89-96	Bronze
97-00	Gold

Sometimes (10%), the bag may contain a mixed assortment of teeth, the different types determined using the above percentile rolls. In such cases, the teeth might be color-coded or marked in some fashion which the player characters may puzzle out for themselves. Each tooth has an experience point value of 100 xp per hit die of the warrior it will create, and a gold piece sale value of 1,000 gp per warrior's hit die.

Dragon-men will either obey or attack the person who caused the teeth to grow, depending on the alignments involved. Dragon-men of an alignment opposite to that of the possessor of the teeth (such as

lawful good vs. chaotic evil, or chaotic good vs. lawful evil) will refuse to obey the owner of the dragon teeth and will attack at once. If the owner's alignment either differs in only one respect from the dragon-men's (lawful good vs. lawful evil, for example) or is neutral, then the dragon-men must make a saving throw vs. spell to determine if they obey the owner. Failure indicates the warriors will obey, albeit reluctantly and without enthusiasm. Daily saves are made to determine continued fealty. A successful save allows the dragon-man to desert, and he may, if the opportunity is there, injure or discomfit the owner of the tooth in some way. Dragon-men of the same alignment as the possessor of the teeth are loyal to the death. (Dragon-men will continue to "live" until killed.) Being magical constructs, they and all their apparel and items disintegrate when slain, with no possible chance of resurrection or saving.

#### Enchanting dragon's teeth

The dragon-men Jason faced grew from teeth that were enchanted in the normal fashion. It is likely that Aeetes himself spoke the command word to ensure that Jason would have to fight the dragon-men. In the case of Cadmus, the Greek gods caused the teeth to sprout, since Cadmus couldn't enchant them, and they also caused the dragon-men to light among themselves, for the purpose of selecting only the best warriors to serve Cadmus.

To be worthy of enchantment, a dragon's teeth must be in perfect condition — without chips, cracks, or splits due to age, careless handling, or extraction. A dragon, according to one source (*Dragons: An Introduction to the Modern Infestation*, by Pamela Wharton Blanpied, Warner Books, New York, 1980), has 64 teeth in its mouth normally. After being slain in combat, a dragon will have 2d8 teeth damaged from the fighting and the beast's death throes. Should adventurers decide to pull the remainder of the teeth for sale to a magic-user, then each remaining tooth must save as bone vs. *crushing blow* during the extraction (*DMG*, p.80). Failure to save means the tooth is damaged during extraction and is useless for enchantment.

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Player character and NPC magic-users who wish to create enchanted dragon's teeth may use the following method to do so.

After a tooth has been prepared for enchantment, using the spell *enchant an item*, it is immersed in a crystal basin containing a broth composed of a mixture of the parent dragon's blood and at least one of the following ingredients, according to the type of tooth being enchanted:

**Black:** Black dragon acid, giant slug spittle, bombardier beetle glands, or large quantities of a very strong acid.

**Blue:** Several crushed electric eels, dust or gems from the body of a shocker, umpleby hair or skin, volt barbs, or the skeleton of a boggart.

**Brass:** The sleep eye of a beholder, teeth from a homunculous, sprite *sleep* ointment, glands from the leopard head of a kamadan, sandman sand, two handfuls of black lotus pollen, or bark from a black willow.

**Bronze:** A crushed chunk of pure amber (transparent gold in color) the size of two fists, storm giant blood, behir blood, or the lightning eye of a retriever.

**Copper:** The slow eye from a beholder, chips from a stone golem, mustard jelly venom, or large amounts of sloth blood.

**Gold:** Refer to the ingredients for red and green dragon-men. A mixture of one ingredient each from the red and green lists will guarantee immunity to both fire and poison attacks. Either ingredient alone will only result in immunity to fire or poison.

**Green:** Powdered ghaast bone, scent glands from several giant skunks, large amounts of wolverine musk, large amounts of uropygi (giant pedipalp) scent, vapor rat blood, retch plant juice, large amounts of fatty excretion of taer, or one cup of flumph spittle or of witherstench musk.

**Red:** Chimera blood, hell hound blood, salamander blood, magman blood, phoenix blood (one drop alone will suffice), a pyrolisk eye, fire drake blood, firenewt blood, or fire toad blood.

**Silver:** As with the gold dragon tooth, a silver dragon's tooth also requires one ingredient from the white dragon list in order to achieve the dual immunity to cold and paralysis. Venom from a carrion crawler, giant portugese man-o-war, giant wasp, crystal ooze, drider, tenebrous worm, assassin bug, fire snake, garbug, grell (large amounts), tentamort, or female tiger fly is also needed.

**White:** Ice toad blood, hoar fox blood, ice lizard blood, or a frost man's eye (the one covered by the patch).

After an appropriate ingredient is found and put into the basin, a low fire is kept burning under the basin, and the tooth is allowed to steep for one hour. The magic-user must then cast a *limited wish* over the tooth and let the tooth sit overnight in the mixture. Then the M-U may remove the tooth and perform an *identify* spell to determine if the enchantment was a success. □

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