

Fang Dragon

by Ed Greenwood (from the "Dragon's Bestiary", Dragon Magazine #134)

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 1

MOVE: 12"/22" (MC: E)

HIT DICE: 9-11 plus special

% IN LAIR: 30%

TREASURE TYPE: A, R, S, T, Z

NO. OF ATTACKS: 2 claws, 1 bite, and 1
tail strike

DAMAGE/ATTACK: 2-8/2-8/3-18/2-16

SPECIAL ATTACKS: Soulbite, four attacks
per round, high intelligence

SPECIAL DEFENSES: Acute senses, saving
throw bonuses

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average to very

ALIGNMENT: Chaotic neutral

SIZE: L (36' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

CHANCE OF:

Speaking: 80%

Magic Use: Nil (but see below)

Sleeping: 20%

LEVEL/XP VALUE: 9-10 HD: VIII/3,300+14/hp;

11 HD: VIII/4,950+16/hp

Among the rarest of dragonkind in the FORGOTTEN REALMS setting is the fang dragon, a fearsome foe that is greedier and more rapacious than its cousins, and far less cowardly. Fang dragons have little magical ability, but instead have enhanced combative powers. They have thick body armor that rises into spurs on limb joints and a long, forked tail that ends in two scythelike, bony blades. Fang dragons fly poorly but are skilled at rising with a single clap of their wings, to lunge forward with lightning speed and pounce on prey within 90'.

The attack of a fang dragon involves raking its victim with its claws and slashing with its tail (the tail attack having an 80% chance of knocking over a small- or man-size victim, and a 40% chance of stunning such a victim for one round). Any claw attack, in addition to its normal damage, has a 60% chance of slashing the intended target with the fang dragon's body spurs, doing an amount of damage equal to the victim's armor class (no damage for AC 0 or better).

Though a fang dragon has no breath weapon, its bite can have terrible effects. If a 20 is rolled for the dragon's attack, the bitten victim must save vs. death magic or have his life force drained. The victim loses all of his hit points at once, and the dragon gains the current hit points of the victim (i.e., before the bite damage of the successful *Soulbite* attack is subtracted) for 4-16 rounds. Damage done to the fang dragon is first subtracted from these "stolen" hit points



during this time. The restoration of stolen life can be accomplished if enough *Cure Wounds* spells are placed upon the victim's body to completely heal all the victim's lost hit points; this must be done within a period of time equal to the victim's constitution score in rounds.

Otherwise, the life force of the victim cannot be restored by any means short of a *wish*. Slaying the fang dragon within the same amount of time is also an option, though this merely brings the victim to zero hit points in an unconscious state. The victim's brow and breast must then be bathed with the fluids of the dragon's heart and brain to recover the lost hit points. Powdered fang dragon's fangs are a valued ingredient in the manufacture of a variety of magical swords (such as a sword +2, nine lives stealer).

Fang dragons do not cast magic spells, except by reading scrolls usable by all classes that they seize or bargain for. They have occasionally used certain wands, rods, and weapons that can be used by any class of character, but this is rarely seen. Fang dragons have excellent vocal control, and are thus able to mimic human voices very effectively, though they rarely use this for trickery.

Fang dragons prefer to dwell in rocky regions, and roam far from their lairs in search of food, which they carry off to rocky pinnacles or other secluded, defensive positions far from their real lairs. Fang dragons protect their lairs in their absence by rolling large boulders before the doors (they are as physically strong as stone giants). A fang dragon usually speaks common, its alignment tongue, 1-6 other dragon languages, and snippets of local demi-human or humanoid tongues.