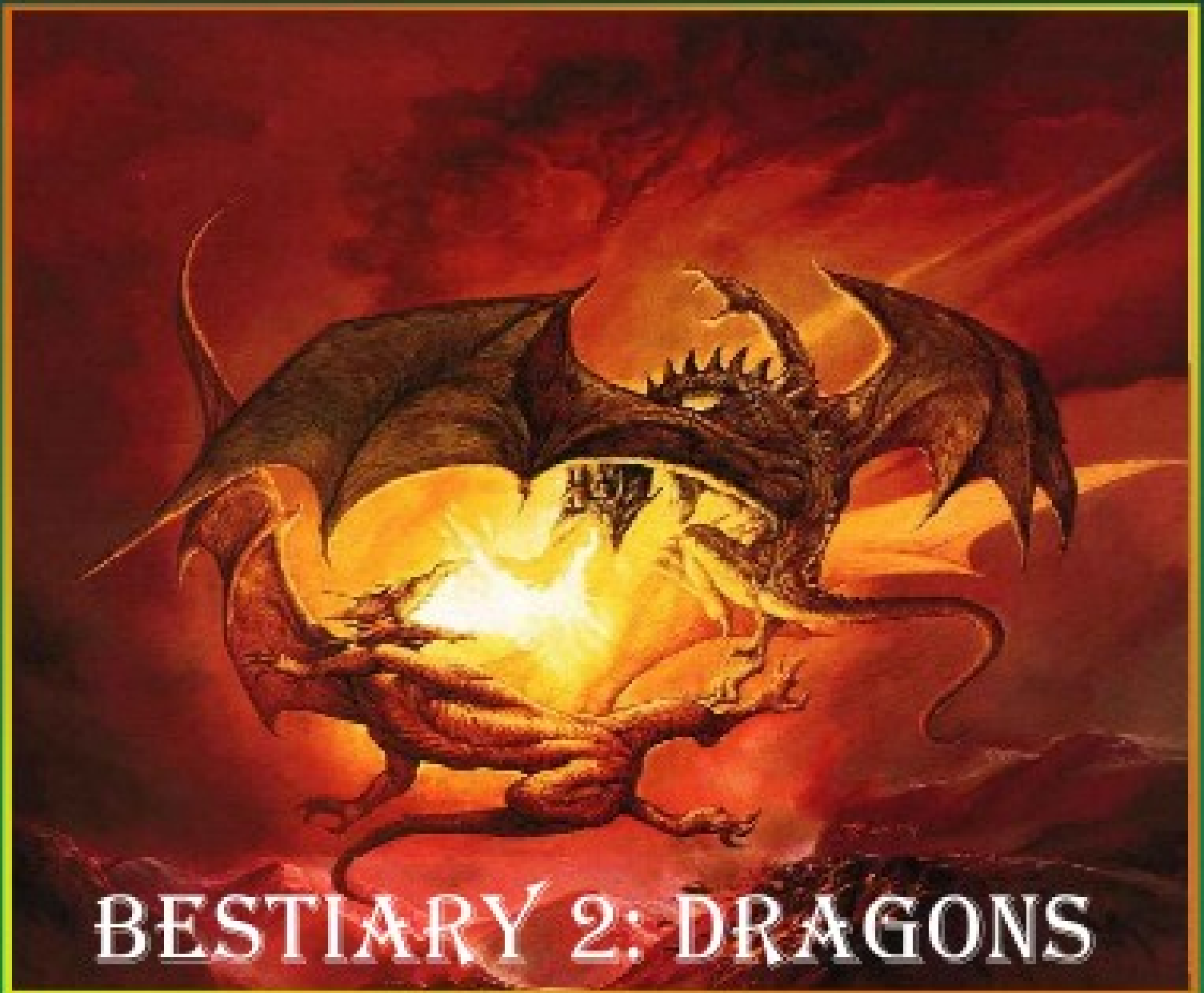


Beyond Heroes

Companion Rules BH41



BESTIARY 2: DRAGONS

The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book XXXXI: Bestiary 2 Dragons

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Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The Dragons which inhabit earth originally evolved from a species who in 100,000 BC crossed dimensions from Krynn in the Shattered Realms to earth. Arriving in what is now known as China, the majority used their shape-shifting abilities to take on human guise, hoping to infiltrate society to judge how dangerous the planet was. They deemed it safe and eventually created their own city 'Dragonspire' within their own country of 'Paristan'. Paristan has long since disappeared but Dragonspire remains.

Since then Dragons have become legendary creatures, typically with serpentine or reptilian traits, that feature in the myths of many cultures. There are two distinct cultural traditions of dragons: the European dragon, derived from European folk traditions and ultimately related to Greek and Middle Eastern mythologies, and the Chinese dragon, with counterparts in Japan, Korea and other East Asian countries. This came about when there was a split within the Proto Dragon culture causing about half the dragons to leave Paristan to spread out over the rest of the world. The ones who remained are what are now referred to as 'Eastern Dragons'.

Despite their variety a number of traits are common to nearly all types of dragons. All species appear to be generally reptilian or serpentine in their natural form. Except for the youngest dragons, they tend to be quite large usually at least as big as a horse, and often much larger. Most species depicted have wings and are able to fly, and nearly all are quadrupedal. Almost all species of dragon are highly intelligent (at least as intelligent as a human being) and are able to speak.

Essentially all species of dragon are said to be magical in nature, and in most species this nature is expressed as an affinity for some type of elemental power; some dragon species are naturally able to cast magical spells, as well. Most dragons have the ability to breathe or expel one or more types of energy associated with their elemental affinity, as well as bearing some resistance to damage or injury from any other sources of such energy.

Dragons are egg-layers, and most have sharp teeth, horns, and claws. A dragon is protected by its scaly hide, the colour of which is determined by the dragon's species, and which also offers a visual clue to the specific elemental nature of each species of dragon. Each species of dragon has a particular temperament associated with it, as well as a deeply rooted moral outlook derived from that temperament; these factors underlie the personality and behaviour of each individual dragon.

Dragons grow stronger and stronger as they grow older (they become bigger, more resistant to damages and magic, have a more dangerous breath, and so on). Dragons also radiate a mystical fear

aura around them. After a millennium or two, a dragon reaches his maximum development. Dragons are able to eat almost everything, but each race have a preferred diet (some prefer flesh, other prefer to eat precious metals or gems, and so forth).

Dragons are inherently magical beings, and in no case should dragons be considered reptiles, despite obvious similarities such as a scaled epidermis and reproduction by laying eggs. In fact, Dragons are more akin to feline creatures than reptiles, particularly in regards to their posture and movements, as well as being inherently warm-blooded and an eye composition similar to felines, although far more complex.

A good example of this is the placement of the legs: reptiles have their legs placed on the sides of their body, while most mammals have them placed underneath their body; dragons also tend to place their rear foot where their front foot was previously, much like most stalking feline predators. The number of eggs laid each time depends on the race of the dragon, but is usually low (between one and ten). Dragons can also cross-breed with virtually any other creature, creating a half-dragon. The most commonly heard of are in the humanoid races, particularly with human and elves.

As far as senses, which varies slightly depending on species due to each one, they are superior in most ways to other creatures; like any predator, they have exceptionally acute senses, which only increase with age. Like avian creatures, they have excellent depth perception and comparatively good peripheral vision, able to see twice as well as a human in

daylight; they have great night vision, and are able to see even when conditions have no light to offer, although in such conditions they cannot discern between colours. Their hearing is on par with human hearing, although their minds can filter what noise it hears.

Dragon taste is also refined, although they do not respond well to sweet flavours, and most dragons do not discuss the matter as to why. Of all its senses, a dragon's sense of touch is the only one to decrease throughout age, thanks mostly to the development of thick, hard scales. All dragons share a common desire to collect treasure, be it precious, beautiful, magical or just shiny - indeed, the treasure in question needn't always be Gold, and may sometimes be aesthetic in nature, ranging from popular artwork or sculptures or even rare books and tomes that might otherwise have an overwhelming monetary value.

For evil-aligned dragons, this generally directs a greedy attitude to achieve such wealth by whatever means suit them. For good dragons this lust for treasure is tempered, although they are certainly not averse to earning such wealth, and still appreciate gifts (while being insulted if offered an obvious bribe).

Being stronger, faster, generally smarter, and possessing longer life than humans and most other races, dragons tend to consider themselves superior creatures. For good-aligned dragons, this may only mean they often consider humanoid races as children, trying to take care of them and educate them; for evil-aligned dragons, they consider humanoids as mere animals, or as toys to play with; at best, they are minions and slaves. Good-aligned dragons, while concerned with

defeating evil, are able to see a much broader scope of the world, and although certain crises arise that may seem extremely important to good-aligned humans, their dragon counterparts are able to see the event as an unimportant hiccup that will pass in mere centuries; even those that adventure with others tend show a sense of incredible patience, even in situations where all others feel they've not a second to lose.

Similarly, evil-aligned dragons that are crossed by belligerent adventurers may plot for dozens of generations before exacting revenge on the trespasser's line - it is not uncommon for those descended from the mentioned adventurer to find themselves the target of a dragon based simply on their lineage.

Western Dragon General Information

Dragons are an ancient, winged reptilian race. They are known and feared for their size, physical prowess, and magical abilities. The oldest dragons are among the most powerful creatures in the world.

Most dragons are identified by the colour of their scales. There are many know subspecies of dragons, several of which fall into three broad categories: chromatic, gem, and metallic dragons.

Although all subspecies of dragons are believed to have come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only under extreme circumstances, such as a powerful mutual threat. Good dragons never work with evil dragons, however, though a few neutral dragon specimens have been known to associate with evil or good dragons. Gold dragons occasionally associate freely with silver dragons, and emerald dragons are sometimes found with sapphire dragons.

When evil dragons of different species encounter each other, they usually fight to protect their territories. While good dragons of different subspecies are more tolerant of each other, they are also very territorial. They usually try to work out differences in a peaceful manner. Gem dragons often settle inter-species disputes with riddling contests.

All subspecies of dragons have 12 age categories, and gain more abilities and greater power as they age. Dragons range in size from several feet upon hatching to more than 100 feet, after they have attained the status of great

wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

Generally, when multiple dragons are encountered they are a mated pair and young. Mated dragons are always young adults, adults, or mature adults; young dragons found with their parents are of the young adult stage or younger. To determine the age of young dragons roll D6: 1 = egg; 2 = hatchling; 3 = very young; 4 = young; 5 = juvenile; 6 = young adult.

During the early part of a dragon's young adult stage it leaves its parents, greed driving it on to start a lair of its own. Sometimes, although rarely, juvenile dragons leave their parents to start their own lives. As a pair of mated dragons age beyond the mature adult stage, they split up, independence and the lust for treasure driving them apart. Older dragons of either sex sometimes raise young, but only on their own – the other parent leaves when the eggs are laid.

Dragons, especially older ones, are generally solitary due to necessity and preference. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Dragons are fearsome predators, but scavenge when necessary and can eat almost anything if they are hungry enough. A dragon's metabolism operates like a highly efficient furnace, making use of 95% of all the food the dragon eats. A dragon can also metabolize inorganic material, and some dragons have developed a taste for such fare.

Although dragons' goals and ideals vary among subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magical items as possible. They find treasure pleasing to look at, and they bask in the radiance of the magical items. For a dragon, there is never enough treasure. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate areas or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies. By the time they mature to the great wyrm stage, hundreds of gems and coins are imbedded in their hides.

Category	Age (in years)	Hit Die Modifier
1 Hatchling	0-5	-6
2 Very young	6-15	-4
3 Young	16-25	-2
4 Juvenile	26-50	Nil
5 Young adult	51-100	+1
6 Adult	101-200	+2
7 Mature adult	201-400	+3
8 Old	401-600	+4
9 Very old	601-800	+5
10 Venerable	801-1000	+6
11 Wyrms	1001-1200	+7
12 Great Wyrms	1200+	+8

Category	Combat Modifier
1 Hatchling	-6
2 Very young	-4
3 Young	-2
4 Juvenile	Nil
5 Young adult	+1
6 Adult	+2
7 Mature adult	+3
8 Old	+4
9 Very old	+5
10 Venerable	+6
11 Wyrms	+7
12 Great Wyrms	+12

Category	Fear Radius	Fear Save Modifier
1 Hatchling	Nil	Nil
2 Very young	Nil	Nil
3 Young	Nil	Nil
4 Juvenile	Nil	Nil
5 Young adult	15 yards	+3 (+7)
6 Adult	20 yards	+2 (+6)
7 Mature adult	25 yards	+1 (+5)
8 Old	30 yards	0 (+4)
9 Very old	35 yards	-1 (+3)
10 Venerable	40 yards	-2 (+2)
11 Wyrms	45 yards	-3 (+1)
12 Great Wyrms	50 yards	-4 (0)

Breath Weapons: A breath weapon is the cone or line shaped weapon exhaled by dragons. Each type of dragon has a different breath weapon. Breath weapons typically come in one of three forms - Line: Does damage in a straight line. For example, the blue dragon's line of lightning.

Cone: Does damage in a wide cone shape. For example, the red dragon's cone of fire.

Cloud: Does damage with a cloud of gas. For example, the green dragon's cloud of chlorine gas.

Dragon Defenses: A dragon's Armor Class improves as it gets older and the

creature becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

Dragon Hide: Dragon skin is prized by armorers with the skill to turn it into shields and armor, valuable because of its appearance and the protection it affords. Dragon armor grants its wearer an Armor Class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 8. For example, armor from a juvenile brass dragon (AC 0) grants its wearer AC 4. Dragon armor is supple and non-bulky, weighing only 25 pounds.

The scales of gem dragons take on properties of actual gems; they are faceted and reflect light. They are slightly more brittle than those of other dragons, so armor made from them requires repair more often.

Dragon armor affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armor is expensive to make, based on the workmanship and protection the armor affords. Dragon skin armor can be enchanted, just as other forms of armor can.

Dragon Senses: All dragons have excellent senses of sight, smell, and

hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to 10 feet times their age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.

Some dragons are able to communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category. Refer to individual descriptions for percentages.

Dragon Lairs: All dragon lairs are far from mortal civilization, and they are difficult to find because the dragons take careful measures to cloak their coming and going. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and most dragons eat the few creatures that are foolish enough to remain. When a young adult dragon leaves its parents in search of its own lair, it spends a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves which can easily accommodate them as they grow. Usually by the time a dragon has reached the mature adult stage, it has selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and is loath to move it to a different location.

The location and character of dragon lairs vary based on each subspecies;

consult individual dragons for specific information. However, one thing remains constant: any dragon considers its lair and neighboring areas its domains. A creature which violates or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons create hazardous conditions within their lair to keep unwary creatures from reaching the treasure.

Dragon Flight: Despite their large size, dragons are graceful and competent fliers; most are maneuverability class C. This is due partially to their powerful wings, and partially to the dragon's innate magic. Dragons can climb at half speed and dive at double speed.

A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

Diving dragons can strike with their claws with a +2 bonus to attack rolls. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking. When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but innate abilities can be used at any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its flight speed on the round before it began gliding.

Dragon Fear: Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 1 Hit Die (as well as all noncarnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds.

Trained war mounts, organized military units, and single creatures with 1 HP or more, but with fewer HPs than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to saving throws vs. petrification.

Creatures failing their saving throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in size and power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or a penalty as specified on the Dragon Table. All creatures with Hit Points equal to or greater than those of the dragon are immune to the fear effect.

Gem dragons are not as inherently fearsome as other dragons, so saving throws against their fear auras receive bonuses; the bonuses appear in parenthesis in the Dragon Table.

Dragon Hit Point Modifier: Dragon Hit Points vary between subspecies and are modified based on age category. Refer to individual dragon entries for the base Hit Dice for each species, and to the Dragon

Table for the modifier based on age. The older a dragon gets, the more Hit Points it has.

Dragon Combat Modifier: A dragon's combat modifier varies with age category. The bonus or penalty applies to damage rolls for each physical attack. It does not apply to a dragon's breath weapon. The combat modifier is also applied to the dragon's base spellcasting level (age category), to determine the actual level at which the dragon casts spells (thus, a great wyrm casts spells at 24th level of ability).

Dragon Attacks: All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used once every three rounds. Dragons also employ several other attack forms which are detailed in the following text. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as the bite, against the foes they perceive to be the toughest.

A dragon's preferred attacks are usually, in order, breath weapon, magical abilities (or spells), and physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.

Claws: A dragon can use its claws to attack creatures to its front and sides. If the dragon kicks with one rear leg, it can attack with only one claw (the other must be used to maintain balance).

Bite: Because of a dragon's long neck, it can bite creatures to its back and sides.

Snatch: Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air.

There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of age old and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched.

A dragon can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12' long).

Plummet: If the GM chooses to allow plummets, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its combat modifier. The dragon rolls a separate attack against each creature affected.

Creatures that are missed are assumed to have escaped. Creatures that are crushed must roll successful saving throws vs. petrification or be pinned under the dragon, automatically suffering crushing damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, the victims must roll successful saving throws vs. petrification to get free. The dragon's combat modifier applies as a penalty to all saving throw vs. the crush. A dragon cannot take any other actions when plummeting or pinning.

Kick: Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on D20 or be kicked back D6 feet, +1 foot per age category of the dragon. Those knocked back must make successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can kick with only one hind leg (the other must be used for balance). It cannot slap its tail while kicking.

Wing Buffet: Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on D20 or be knocked prone.

Tail Slap: Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts the same damage as two claw attacks and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll successful saving throws vs. petrification (adjusted by the

dragon's combat modifier) or be stunned for D4+1 minutes. A tail slap can smash a light wooden structure and even damage a cube of force (one charge per two points of combat modifier, round down).

Stall: Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four legs. It can use its breath weapon instead, but this rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of trees or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded, and no spell casting is possible. The dust lasts for one round.

Magic Resistance: Magic resistance is given as a percentile number. For a magical effect to have any chance of success, the magic resistance must be overcome. The target (the one with the magic resistance) rolls percentile dice. If the roll is higher than the Dragon's magic resistance, the spell has a normal effect. If the roll is equal to or less than the creature's magic resistance, the spell has absolutely no effect on the creature. Magic resistance applies only if the successful casting of a spell would directly affect the resistant creature or item. Thus, magic resistance is effective against magic missile (targeted at a creature or item) or fireball (damaging the area the creature or item is in) spells.

Magic resistance is not effective against an earthquake caused by a spell. While the creature may suffer injury or death falling into a chasm the spell opens under its feet, the magical energy of the

spell was directed at the ground, not the creature. Magic resistant creatures are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell.

A successful magic resistance check can have four different results, depending on the nature of the spell being resisted:

Individually Targeted Spells: By definition, these spells affect just one creature, and only the targeted creature rolls for magic resistance (if it has any). If a spell of this type is directed at several targets, each rolls independently of the others. (An example of this would be a hold person spell aimed at four creatures, with each creature getting a magic resistance roll, if they have magic resistance.)

If the magic resistance roll is successful, the spell has no effect on that creature. If the spell is targeted only at the creature, the spell fails completely and disappears. If several targets are involved, the spell may still affect others who fail their magic resistance roll.

Area-Effect Spells: These spells are not targeted on a single creature, but on a point. The spell's effect encompasses everything within a set distance of that point. A successful magic resistance check enables the creature to ignore the effect of the spell. However, the spell is not negated and still applies to all others in the area of effect.

In-Place Spells: These spells operate continuously in a particular place or on a particular creature, character, or item. Protection from evil is one example of this kind of spell.

Magic resistance comes to play only if a creature or item finds himself (or itself) in the place where the spell is in operation. Even then, magic resistance may not come into play—nothing happens if the spell isn't of a type that affects the character. Thus, a part water spell would not collapse simply because a magic resistant creature walked through the area. A protection from evil spell, which could affect the creature, would be susceptible to magic resistance.

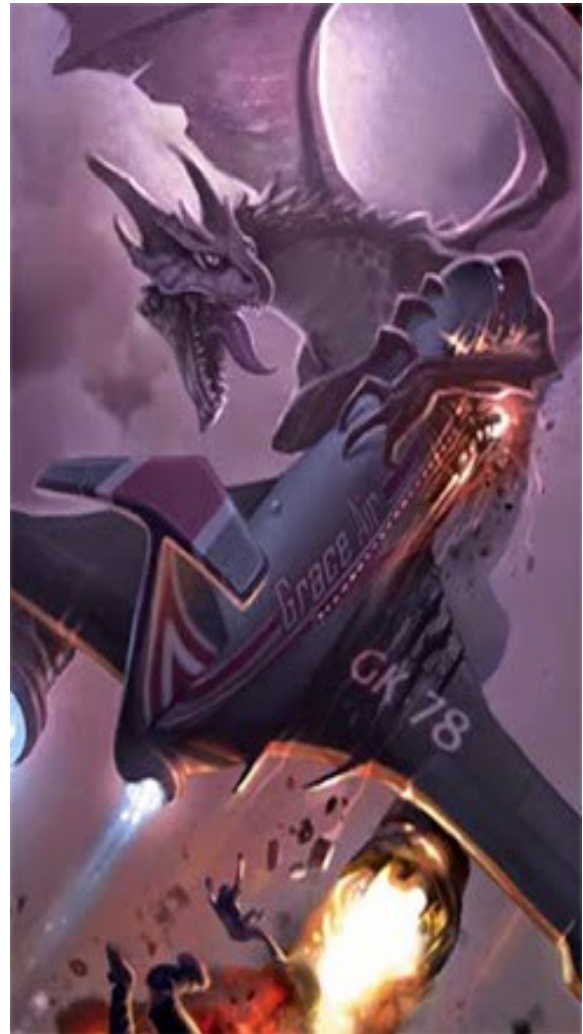
If the GM determines that a magic resistance roll is appropriate, and the roll succeeds, the in-place spell collapses (usually with a dramatic thunderclap and puff of smoke).

Permanent Spells: Magic resistance is insufficient to destroy a permanent spell. Instead, the spell is negated (within the same guidelines given for in-place spells) for as long as the magic resistant creature is in the area of effect.

Thus, a magic-resistant creature might be able to step through a permanent wall of force as if it weren't there. However, the wall would spring back into existence as soon as the creature passed through (i.e., no one else can pass through).

Spells: Dragons learn spells haphazardly over the years. The GM should randomly determine which spells any particular dragon knows. The dragon can cast each spell once per day, unless random determination indicates the same spell more than once, in which case the dragon can cast it more than once a day. Dragons do not use spell books or pray to deities; they simply sleep, concentrate

when they awaken, and remember their spells. Dragon spells have only a verbal component; the spells have a casting time of 1, regardless of level. Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.



Proto Dragon



What follows here is a description of the first proto Dragons which crossed over to Earth thousands of years ago from the Shattered Realms and were present in the Atlantean era.

First Appeared: 100,000 BC

Habitat: Ocean

Physical Traits: All dragons have 12 age categories, and gain more abilities and greater power as they age. Dragons range in size from 1 metre upon hatching to more than 50 metres, after they have attained the status of great wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

A dragon's Armor Class improves as it gets older and the creature becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

Despite their large size, dragons are graceful and competent fliers; this is due partially to their powerful wings, and partially to the dragon's innate magic. Dragons can climb at half speed and dive at double speed. A dragon can change direction quickly by executing

a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.

In humanoid form Dragons appear as an above average athletic and attractive person.

Height: 10 +4D10 metres with an equally long tail as Dragon/ 6 +D6 feet as Humanoid

Weight: 590 lbs Dragon/ standard as Humanoid

Mobility: Legs, wings (dragon only)

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

Dragon Form

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Mana:** (INT+WIS) x100

Humanoid Form

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 10 +5D10, **AC:** 5, **Mana:** (INT+WIS) x100

Abilities: All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to 10 feet times their age category.

Proto dragons are able to communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category.

Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 1 Hit Die (as well as all noncarnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less.

Their aura increases in size and power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or a penalty as specified on the Dragon Table. All creatures with Hit Dice equal to or greater than those of the dragon are immune to the fear effect.

Proto dragons attack with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

They can expel a continuous gorge of fire which does 14D6 +10, +5 per level over 1 metre per WIS per level. Anything combustible instantly catches alight.

Proto dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Dragon Table

Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier
Hatchling	0-5	-6	+1	Nil	Nil
Very young	6-15	-4	+2	Nil	Nil
Young	16-25	-2	+3	Nil	Nil
Juvenile	26-50	Nil	+4	Nil	Nil
Young adult	51-100	+1	+5	15 yards	+3
Adult	101-200	+2	+6	20 yards	+2
Mature adult	201-400	+3	+7	25 yards	+1
Old	401-600	+4	+8	30 yards	0
Very old	601-800	+5	+9	35 yards	-1
Venerable	801-1,000	+6	+10	40 yards	-2
Wurm	1,001-1,200	+7	+11	45 yards	-3
Great Wurm	1,200+	+8	+12	50 yards	-4

Feeding Habits: Omnivore

Lifespan: 1200 years

Amethyst



Amethyst dragons are honourable, regal creatures. These creatures approach life with a detached air, ignoring the conflicts of good and evil, law and chaos. At best, they see these conflicts as petty squabbles over inconsequential points of view, and not worthy of their time or consideration. These majestic dragons consider themselves to be the leaders and most of the lesser dragons acquiesce to this leadership - in everyday life and in the Council Aerie. While Amethyst dragons consider their Silver and Copper cousins to be foolish and have an active dislike of Red and White dragons, they do not consider any life form to be their inherent enemies. They prefer to reason out a settlement through discussion and negotiation rather than through combat, but they can and will fight if they must. Being honourable and noble, these dragons never hide or attempt to ambush foes. They keep vassals to attend to their needs, though they do not place as many restrictions or requirements on them as other dragon lords do.

First Appeared: 70,000 BC

Habitat: Any. They inhabit the mountains of the northern islands, living on the shores of isolated lakes and pools. Most keep at least one hidden, underwater cave for seclusion and secrecy.

Physical Traits: At birth, these dragons have lavender skin with fine, translucent-purple scales. These scales darken as the creature grows older, eventually reaching a sparkling lavender colour.

Height: 39 metres with a 29 metre long tail

Weight: 510 lbs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. They are good parents, but believe their young should fend for themselves as soon as they become young adults. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Amethyst dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Amethyst dragons can spit corrosive salt water in a 30 centimetre wide stream which extends 2 metres in a straight line beginning at the height of the dragon's head and travelling in the direction and at the angle which the monster's head was facing at the time of discharge. It does 14D6 +10, +5 per level.

Amethyst dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Amethyst dragons eat large quantities of fish and gems.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	-1	2D8+1	Nil
Very young	-2	4D8+2	Nil
Young	-3	6D8+3	Nil
Juvenile	-4	8D8+4	Nil
Young adult	-5	10D8+5	25%
Adult	-6	12D8+6	30%
Mature adult	-7	14D8+7	35%
Old	-8	16D8+8	40%
Very old	-9	18D8+9	45%
Venerable	-10	20D8+10	50%
Wyrm	-11	22D8+11	55%
Great Wyrm	-12	24D8+12	60%

Black



Black dragons are the most vile tempered and cruel of all Dragons; apart from the fact that they love to bargain. Black Dragons are fierce hunters that will normally attack from the water. They will often prey on fish, crabs, birds, turtles, crocodiles, hydras, and Green dragons that are smaller and younger than they are.

First Appeared: 90,000 BC

Habitat: Any swamp, jungle, and subterranean. A Black dragon typically lairs in a large cave or underground chamber next to a swamp or murky pond. Their lairs always have two entrances: one underwater through the adjacent swamp/pond, and one above-ground, disguised amidst the undergrowth.

Physical Traits: Physically, Black dragons are most distinguished by their horns, which protrude from the sides of their heads and wrap around, projecting forward. A large frill adorns the upper part of the neck. They smell like rotting vegetation and foul water, or like the powerful acid they can breathe. As a Black Dragon matures, its scales will very gradually grow lighter. The most ancient Black Dragons appear almost purple in colour.

Height: 30 metres with a 25 metre long tail

Weight: 490 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Black dragons are not noted as very good parents, relying more upon disguise and hiding to protect their eggs than upon guarding them personally. Black dragon eggs must be submerged in strong acid while incubating. Their wyrmlings (babies) are noted for their exceptional cruelty and their utterly insatiable appetites.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 100+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The Black dragon can attack with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Black Dragons can spit acid in a 30 centimetre wide stream which extends 2 metres in a straight line beginning at the height of the dragon's head and travelling in the direction and at the angle which the monster's head was facing at the time of discharging the acid. The acid does 14D6 +10, +5 per level.

Black dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, they will eat almost anything organic they can kill, even plants.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	4	2D4+1	Nil
Very young	3	4D4+2	Nil
Young	2	6D4+3	Nil
Juvenile	1	8D4+4	Nil
Young adult	0	10D4+5	10%
Adult	-1	12D4+6	15%
Mature adult	-2	14D4+7	20%
Old	-3	16D4+8	25%
Very old	-4	18D4+9	30%
Venerable	-5	20D4+10	35%
Wyrmling	-6	22D4+11	40%
Great Wyrmling	-7	24D4+12	45%

Blue



Blue dragons are orderly creatures, and are unusual in that they keep fairly well-ordered, hierarchical societies. The Blue dragon excels at aerial combat, perhaps more so than any other species of dragon. They are also extremely adept at burrowing in sand, and often lie in wait just below the surface of the desert for prey. When they are so burrowed, their large horns can easily be mistaken for pointed desert rocks.

First Appeared: 80,000 BC

Habitat: Any. The typical Blue dragon lair is dug into one of the towering rock formations that dominate desert landscapes. As with all dragon lairs, the Blue dragon's lair will have two entrances: one at ground level and hidden by the sand, and one opening onto a high ledge on which it can perch and survey its territory. Each lair also has a large subterranean cavern with a large pool of water and a sandy beach, which its inhabitant will use for drinking and relaxation.

Physical Traits: Blue dragons are physically distinguished by the single large horns protruding from their heads and also by their ears, which are rather large and frilled. The tail is thick and bumpy, like that of a caterpillar. The wings are more pronounced than most other species'. They smell like ozone or sand.

Height: 42 metres with a 30 metre long tail

Weight: 550 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Despite their evil nature, they are actually excellent parents to their young, and will rarely leave their eggs unattended. Blue dragon eggs must be buried in warm sand to incubate. Blue wyrmlings are actually quite cute, but they are quick to taunt any other creature, and even quicker to hunt small desert creatures for food.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The Blue dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Blue Dragons can spit bio-energy from their mouths drawing on their own HPs to do damage directly to the HPs of any victim in the line of sight. These recover at 3D4 per hour but only when used in this manner. Damage of 14D6 +10, +5 per level.

Blue dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Blue dragons tend to be carnivorous though they will eat plants on occasion. While almost anything is potential food, a Blue dragon prefers camels above all else. They are enemies of Brass dragons.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	3	2D8+1	Nil
Very young	2	4D8+2	Nil
Young	1	6D8+3	Nil
Juvenile	0	8D8+4	Nil
Young adult	-1	10D8+5	20%
Adult	-2	12D8+6	25%
Mature adult	-3	14D8+7	30%
Old	-4	16D8+8	35%
Very old	-5	18D8+9	40%
Venerable	-6	20D8+10	45%
Wyrmling	-7	22D8+11	50%
Great Wyrmling	-8	24D8+12	55%

Brass



Although weaker than many other varieties of dragonkind, Brass dragons are still powerful creatures by any measure. They have a strong mercenary streak and often agree to serve as guardians or battle champions for anyone willing to pay suitably well. Brass wyrmlings probably learn to talk more quickly than the young of any other sentient species. They talk constantly about anything and everything, and they will talk to anybody: friends, family, enemies, small creatures that cannot talk back, or even to itself if nobody else is near. When exposed to a new language, a Brass wyrmling will usually become fluent in under an hour.

Though they have an extremely deadly breath weapon, they are more fragile than other dragons. As a result, they make alliances with small groups of intelligent creatures, such as tribes of nomadic dragonborn. As it matures, a Brass dragon adds a love of fire to its love of speech. They can stare into burning flames for hours, entranced by their beauty. Older Brass dragons often become discouraged with the world, believing that others are ruining it. Yet as they mature, they seem to accept the follies of the world, and may even donate some of their treasures to aid a cause they believe to be worthy. Ancient Brass dragons are some of the best and most willing sources of advice in the entire Third Space Plane.

Habitat: Any, they prefer to dig their lair inside a desert peak or spire. They also prefer to have their lairs face eastwards, so that the rising sun will warm the lair for the bulk of the day. A Brass dragon's lair is well-constructed and quite extensive, with many twisting

corridors and dead ends to confuse and discourage hostile intruders. The centrepiece of any Brass dragon's lair is the Grand Conversation Hall, where it spends the majority of its time entertaining friends and visitors. A typical lair will also contain an elegant foyer, a gallery for the artwork the dragon has collected, a sleeping chamber, and a storage room. All Brass dragon lairs have several small entrances, known as bolt holes. These multiple entrances allow a Brass dragon to easily escape an attack by a Blue dragon or other predator.

Physical Traits: Physically, the Brass dragon is highly distinctive. From below, its outstretched wings form a triangular shape, as they are attached to its body all the way to the tip of its tail. The wings are longest at the shoulder, and taper gently as they reach the tail. Their scales seem to radiate heat and light. The shape of the head is quite unusual, as it includes a large, curved plate that extends from the dragon's eyes and cheeks on either side and curves upwards into two points, much like a ploughshare. They have two sharp horns on the chin, which become steadily pointier as the dragon ages. They smell like hot, oiled metal.

Height: 39 metres with a 32 metre long tail

Weight: 510 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Brass dragon eggs must be incubated in a nest of open flames. Incubation takes approximately 480 days. The eggs are typically tended by both parents, so that they can talk together as they maintain their vigil. A newly hatched Brass wyrmling is not remarkable in appearance; its scales are a dull brown. The scales become lighter and more brilliant as the dragon matures.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Brass dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Brass Dragons can spit cryogenic liquid from his mouth (the liquid will hang on a target for D4 melees and cause 14D6 +10, +5 per level unless the victim takes two attacks to shake it off with no dodges or any other actions during that time).

Brass dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is

recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, they will eat almost anything organic they can kill, even plants.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
1 Hatchling	3	2D4+1	Nil
2 Very young	2	4D4+2	Nil
3 Young	1	6D4+3	Nil
4 Juvenile	0	8D4+4	Nil
5 Young adult	-1	10D4+5	15%
6 Adult	-2	12D4+6	20%
7 Mature adult	-3	14D4+7	25%
8 Old	-4	16D4+8	30%
9 Very old	-5	18D4+9	35%
10 Venerable	-6	20D4+10	40%
11 Wyrms	-7	22D4+11	45%
12 Great Wyrms	-8	24D4+12	50%

Bronze



Duty-bound and honourable to a fault, Bronze dragons commit themselves to order and are among the greatest and most devout champions of that ideal. As order's sworn servants, Bronze dragons can seem arrogant and haughty, with an inflated sense of self, a tendency that can put them at odds with those they meet. In rare cases, this self-righteousness grows into something far more sinister, and the Bronze dragon takes over what it sees as lesser races, ruling as a cruel tyrant to its subjects. While Bronze dragons are often fascinated with battles, especially fighting to defeat evil, they have strong moral compunctions against killing living beings unless absolutely necessary. They will often join good-aligned armies to fight the forces of evil, either in human form or their own. Bronze dragons are basically of beneficent nature. They often assume the form of some animal in order to observe the affairs of humans.

First Appeared: 70,000 BC

Habitat: Any. Bronze dragons claim coastlines, inlets, and islands as their own, constructing lairs in coastal caves that have access to the sea. More aggressive Bronze dragons purposely choose lairs near shipping lanes so they can claim tribute from merchant vessels as those craft pass by. All Bronze dragons share a deep and abiding hatred for Blue dragons, and they are vigilant in protecting their homes from these interlopers.

Physical Traits: Physically, the Bronze dragon is quite fierce in appearance, despite its good nature. While most of its body is a reflective Copper colour, the wings are often tipped with Green. The eyes of a Bronze dragon begin with a Green iris and as they age the eye slowly becomes a solid Green with no distinct iris. The dragon has three main large horns protruding from each cheek, pointing back towards the tail. It also has a couple more smaller horns. The tips of these points are Black and very sharp, and are

often used for grooming. The tongue is purple-grey, long and pointed, and not forked. A large frill runs down the upper part of its neck. They smell like sea-spray.

Height: 38 metres with a 24 metre long tail

Weight: 480 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Bronze dragons mate for life, and take their duties as parents with the utmost seriousness. They will protect their eggs and their wyrmlings at any cost. Although Bronze dragons always live near water, they lay their eggs in a dry cave. Apart from a dry, relatively warm environment, Bronze dragon eggs require no special conditions for incubation like those of most dragons. Upon hatching, the wyrmlings are raised, taught, and protected by their parents.

A newly hatched Bronze wyrmiling appears yellow with a tinge of Green, and the scales will gradually shift to Bronze as it matures. Bronze wyrmlings hold a strong sense of responsibility from the moment it leaves the egg- one that causes it to seek out purpose as thoroughly as it hunts for sustenance. Given its exceptional abilities as a swimmer, the entrance to a Bronze dragon's lair is quite naturally underwater, and often disguised with seaweed and coral. The bulk of the lair is above water level, however, consisting of multiple tunnels and large chambers, some as much as a thousand feet above sea level. They prefer to make their lairs in an island volcano, if possible.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Bronze dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Bronze Dragons can spit electrical bolts from their mouth which do 14D6 +10, +5 per level.

Bronze dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, they will eat almost anything organic they can kill, even plants.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	1	2D8+1	Nil
Very young	0	4D8+2	Nil
Young	-1	6D8+3	Nil
Juvenile	-2	8D8+4	Nil
Young adult	-3	10D8+5	20%
Adult	-4	12D8+6	25%
Mature adult	-5	14D8+7	30%
Old	-6	16D8+8	35%
Very old	-7	18D8+9	40%
Venerable	-8	20D8+10	45%
Wyrn	-9	22D8+11	50%
Great Wyrn	-10	24D8+12	55%

Copper



Copper dragons are the second weakest of the dragons. They are born tricksters and jokesters. They are quite devious and clever, but their intent is purely benign. They do not seek to harm 'lesser' creatures, but merely wish to impress them with superior intelligence and wit, and to fool them with clever pranks. Adult Copper dragons are quite social, mainly due to the desire to play tricks upon each other. A visitor to a Copper dragon's lair can expect to be entertained at length, although the dragon will become angry if the visitor does not appear impressed with their tricks, riddles, and stories.

First Appeared: 70,000 BC

Habitat: Any. A typical Copper dragon's lair is a cave, whose entrance is concealed by rocks and boulders. Upon entering, visitors find themselves in a huge labyrinth of tunnels. Copper dragons compete amongst themselves to see who can design the most confusing layout. If a friendly visitor becomes hopelessly lost (which is rather common), the Copper dragon will rescue her before she is actually endangered. Once through the labyrinth, visitors find themselves in a spacious foyer, beyond which is the Main Entertaining Chamber, where the dragon will spend the bulk of its time.

Opening off the MEC is a much more straightforward escape tunnel, whose outside entrance is often fiendishly difficult to locate even when one knows exactly where it is. The Copper dragon will know, however, and often uses its 'back door' to get into its lair instead of taking the time to navigate the maze. Obviously, it is far easier for a visitor to enter via the secret door if she can find it, but doing so is considered impolite, especially if she is a first-time visitor. Copper dragons prefer to inhabit arid rocky regions, liking warmer climates in which to locate their cavern or cave lairs.

Physical Traits: Physically, the Copper dragon is very striking, with scales of a warm Copper colour tinged with Blue. Like the Brass dragon, the Copper dragon's wings connect to its body all the way to the tip of its tail. However, its wings have a pronounced bend to them, giving them the appearance of a "V" from below, rather than the Brass dragon's triangular appearance. Copper dragons are powerful jumpers and climbers, with massive thigh and shoulder muscles. Their two horns are broad and flat, pointing backwards towards the tail from the top of their heads. They also have a distinctive frill protruding from either jaw. When the mouth is closed, the teeth are completely hidden. They exude a stony odour.

Height: 42 metres with a 31 metre long tail

Weight: 470 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Copper dragons lay their eggs in a nest of cool sand or clay. Both parents watch over the eggs and raise the wyrmling until it reaches adulthood, whereupon the parents separate. When newly hatched, the scales of a Copper wyrmling are a muddy brown in colour, which gradually shifts to a glowing Copper as it matures.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: When it comes to combat, Copper dragons prefer to avoid it. Rather than fighting openly, they prefer to taunt, humiliate, and tease their opponents until they simply give up and run away. The Copper dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Copper Dragons can expel explosive spheres from their mouths which have a blast radius of 1 metre per 5 WIS +1 metre per level, doing 14D6 +10, +5 per level. Anyone caught within the sphere is subject to knockback. Can be made to last for up to 1 hour per WIS before detonating, +1 hour per level.

Copper dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, they will eat almost anything organic they can kill, even plants.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
1 Hatchling	2	2D6+1	Nil
2 Very young	1	4D6+2	Nil
3 Young	0	6D6+3	Nil
4 Juvenile	-1	8D6+4	Nil
5 Young adult	-2	10D6+5	10%
6 Adult	-3	12D6+6	15%
7 Mature adult	-4	14D6+7	20%
8 Old	-5	16D6+8	25%
9 Very old	-6	18D6+9	30%
10 Venerable	-7	20D6+10	35%
11 Wyrn	-8	22D6+11	40%
12 Great Wyrn	-9	24D6+12	45%

Crystal



Crystal dragons are the friendliest of the gem dragons, always curious about the world. Though they seldom seek out company, they willingly converse with visitors who do not try to steal from them. Crystal dragons spend much time trying to learn about world around them. They value friendship over all else and the treasures tend to be sentimental rather than valuable, they welcome visitors who come to them with good intentions. Fun-loving and mischievous, Crystal dragons tend to be irresponsible rulers. For the daily running of their domains, these dragons rely on their vassals to keep things going. The White dragon clans consider Crystal dragons to be nothing more than prey, so the two types are almost always in conflict.

First Appeared: 60,000 BC

Habitat: Any. They establish domains in the cold, open northern reaches, building castles out of snow and ice. They leave these castles open to the sky, for they love to watch the stars on clear, cold nights.

Physical Traits: At birth, Crystal dragons have glossy white scales. As the dragons age, their scales become translucent. Moonlight and starlight causes their scales to luminesce, while bright sunlight lends them a dazzling brilliance which makes Crystal dragons almost unbearable to look at.

Height: 26 metres with a 23 metre long tail

Weight: 520 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. They mate with willing partners whenever they want, as desire and need move them. It has also been known for Crystal dragons to adopt White dragon hatchlings. Crystal dragons are reasonably good parents, if somewhat irresponsible.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Crystal dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Crystal dragons can spit sticky gobs of ooze which do 14D6 +10, +5 per level burning damage to any they attack to until washed off.

Crystal dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Gems and metal ores are their foods of choice.

Lifespan: 700+2D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	3	D4+1	Nil
Very young	2	2D4+2	Nil
Young	1	3D4+3	Nil
Juvenile	0	4D4+4	Nil
Young adult	-1	5D4+5	5%
Adult	-2	6D4+6	10%
Mature adult	-3	7D4+7	15%
Old	-4	8D4+8	20%
Very old	-5	9D4+9	25%
Venerable	-6	10D4+10	30%
Wyrm	-7	11D4+11	35%
Great Wyrm	-8	12D4+12	40%

Dragonet



Dragonets resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Dragonets make excellent familiars but if treated as a pet will be sure to correct this misunderstanding. If the human seems overjoyed and promises to take very good care of it, the Dragonet will accept. If not, it will fly away. Dragonets are willing to serve, provided that they are well-fed, groomed, and receives lots of attention. If it is mistreated or insulted it will leave, or worse, play pranks when least expected. They particularly dislike cruelty and will not serve cruel masters.

First Appeared: 50,000 BC

Habitat: Any. Dragonets mainly live in peaceful, tangled forests. They make their lairs in the hollows of high trees, preferably near a pond or stream, because they are quite fond of swimming and diving. They often live in the company of a group of pixies or sprites.

Physical Traits: Their colours range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm. The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

Height: 1 metre

Weight: 40 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Telepathic

Reproduction: Sexual, egg. They gather to mate once per year, in early spring, when gatherings of dozens are not uncommon. After mating, males and females separate; females lay speckled brown eggs in clutches of four to six which hatch in mid-summer; females raise the young by themselves. Dragonets hibernate in winter; the young leave the nest in spring to mate.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 10+3D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 3D6/10D6 flight, **HPs:** 40 +4D20, **AC:** 5, **Thac0:** 17, **Mana:** (INT+WIS) x50

Abilities: Dragonets avoid combat and never intentionally inflict damage unless cornered or defending their lairs. If attacked, however, they engage in spirited defence, ably supported by sprite and pixie friends, until the opponents are driven away.

The Dragonet can attack with his claws which do D4 each, and a bite which does D6.

Dragonets can expel a narcotic gas from their mouths of up to 3 metres length, +1 metre per level. Anyone caught in it must save vs non lethal gas or experience hallucinations for D6 hours.

Dragonets can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x50. Mana is recovered at a rate of 20 per hour if remain active (but not using magic) and 40 per hour if asleep.

Feeding Habits: Dragonets eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

Lifespan: 400+5D20 years

Emerald



Emerald dragons live among tropical islands. They are a curious species, taken to keeping track of history, lore and customs. They tend to be very reclusive, suspicious that others covet their treasure hoards and territory. A desire for privacy runs through the Emerald clans, going so far as to determine where the dragon lords and their spawn establish lairs. If a threat proves to be too great to handle, an Emerald dragon will not hesitate to retreat. However, it will plan revenge, and its patience can last for centuries if need be. Emerald dragons are very curious, particularly about local history and customs, but prefer to only observe. They are the most paranoid of the gem dragons, and do not like people get too close to their treasure.

First Appeared: 70,000 BC

Habitat: Any tropical island, building their domains around lush forest ranges. The primary lairs consist of traps and alarms designed to warn the dragon of visitor and other threats. Emerald dragons prefer to quietly observe intruders and rarely emerge from hiding.

Physical Traits: Hatchlings have translucent Green scales, which harden and take on many shades of Green as they age. These scales are scintillating in the light, giving an Emerald dragon's hide the appearance of being in constant motion.

Height: 30 metres with a 24 metre long tail

Weight: 515 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Emerald dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Emerald dragons can emit a sonic screech which does 14D6 +10, +5 per level.

Emerald dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Emerald dragons will eat anything, but prefer lizards and giants.

Lifespan: 600+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	1	2D4+1	Nil
Very young	0	4D4+2	Nil
Young	-1	6D4+3	Nil
Juvenile	-2	8D4+4	Nil
Young adult	-3	10D4+5	15%
Adult	-4	12D4+6	20%
Mature adult	-5	14D4+7	25%
Old	-6	16D4+8	30%
Very old	-7	18D4+9	35%
Venerable	-8	20D4+10	40%
Wyrm	-9	22D4+11	45%
Great Wyrm	-10	24D4+12	50%

Gold



Gold dragons are the most powerful of the good dragons and the most dedicated to defeating evil. They spend the bulk of their lives in human form, seeking out evil and punishing wrongdoers to the best of its considerable abilities. Its typical mode of operation runs roughly along the lines of a sting operation: the dragon will listen for stories of dangerous or evil creatures or persons, then reveal its true form and mete out punishment. They prefer to turn villains over to law enforcement if available, but will ultimately take whatever actions they deem necessary in order to see justice served. They are best summarized as the paladins of the draconic world. Unlike many species of dragons, Gold dragons have a very firm and hierarchical social structure, encompassing all members of the species. This structure always has one Gold dragon as its leader who is given the title "your resplendence", who serves until he/she either dies or steps down.

At that time, all Gold dragons congregate and choose the next leader of their kind. Sometimes two dragons may be chosen; in such cases, the two will share the duties of leadership. The position of leader, or 'top dragon,' does not so much involve the maintenance of order - Gold dragons are famous for their good behaviour - so much as

the dispensing of advice and wisdom to any dragons who ask for it. Gold dragons are voracious learners, and they tend to become very wise and worldly as they age. They freely share their knowledge and experience to anyone who asks, dragon or not. In fact, it is not unknown for a Gold Great Wyrmling to take the form of a scholarly professor in order to spread its knowledge at some human centre of higher education.

First Appeared: 90,000 BC

Habitat: Any. Unlike most other species of dragons, Gold dragons devote immense time and energy to the construction of their lairs. The layout of their lairs often resemble those of elegant human mansions, albeit buried underground. Rooms are well-constructed and elegantly decorated with the many art treasures the Gold dragon has collected over its lifetime. Typical rooms in a Gold dragon's lair include a main hall, a banquet hall, a resting chamber, a study, a kitchen, a lobby, a storage room, and perhaps even a lavatory. Many Gold dragons even have a glass-walled observatory, especially if they live underwater. Gold dragons are able to dwell in any climate, but their lairs are always of solid stone - whether a cave or a castle.

Physical Traits: Physically, Gold dragons are quite spectacular. Several large horns tipped with amber shoot sideways from their cheeks, and two very prominent horns point backwards along their heads. The most obvious feature is probably the tentacle whiskers that sprout from the top and bottom of the Gold dragon's jaw, giving the appearance of a beard of sorts. Their wings, like those of Brass and Copper dragons, connect to the body all the way to the tip of the tail. From below, the overall shape resembles that of a Brass dragon, but the different colouring and dramatic difference in size enables easy differentiation. When in flight, the Gold dragon's wings ripple, giving the appearance of swimming rather than flying. They smell of saffron and incense.

Height: 48 metres with a 42 metre long tail

Weight: 590 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Gold dragon eggs must be incubated in a nest of open flames. A newly hatched Gold wyrmling appears similar to an adult, except that it lacks horns or tentacle whiskers. Both parents tend the eggs, and then take intense interest in their wyrmlings' care and education. At some point, however, the biological parents may send the wyrmling to live with foster parents; this allows the parents to undertake their own quests, as well as exposing the wyrmling to new experiences.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The Gold dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Gold Dragons can spit fireballs from their mouth which does 14D6 +10, +5 per level and have a 50% chance, +10% per level of causing anything combustible to catch alight.

Gold dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Small gems and pearls; they do not eat any living creatures.

Lifespan: 1100+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	-1	2D12+1	Nil
Very young	-2	4D12+2	Nil
Young	-3	6D12+3	Nil
Juvenile	-4	8D12+4	Nil
Young adult	-5	10D12+5	35%
Adult	-6	12D12+6	40%
Mature adult	-7	14D12+7	45%
Old	-8	16D12+8	50%
Very old	-9	18D12+9	55%
Venerable	-10	20D12+10	60%
Wyrmling	-11	22D12+11	65%
Great Wyrmling	-12	24D12+12	70%

Green



Green dragons are the third most powerful of the dragons. Green dragons revel in combat, and will often attack for no apparent reason. They are highly territorial, and will often view any intrusion into their domain, voluntary or not, as a personal affront. They are extremely cunning and duplicitous foes, and love double-crossing others. A traveller who stumbles into a Green dragon's territory may be able to bribe the dragon for safe passage, but more often than not the dragon will pretend to agree and then attack the unsuspecting offender once their guard is down. Though aggressive, Green dragons prefer to use magic before attacking physically.

First Appeared: 80,000 BC

Habitat: Any. The typical Green dragon lair will be a complex of caves and tunnels, with its main entrance hidden behind a waterfall. The preferred Green dragon lair is a cave high up on a cliff, but such locations are usually hard to find and thus only home to the oldest and most powerful Green dragons. The territories of Green and Black dragons frequently overlap, but as Greens are more powerful, they typically hold the upper hand, but most Greens will allow a Black dragon remain in its forest, so long as the lesser dragon remains in the swamps.

Physical Traits: Physically, they are most notable for the large, waving crest or fin that starts at the dragon's nose and runs the entire length of the dragon's body. They also have exceptionally long, slender forked tongues. They smell like chlorine gas and are highly adept at magic.

Height: 33 metres with a 30 metre long tail

Weight: 530 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Green dragons are reasonably good parents, with both mother and father typically staying close to their eggs while they are incubating. Green dragon females either keep their eggs in a solution of acid or bury them in leaves moistened with rainwater. The Green wyrmling is easily mistaken for a Black, due to their nearly Black scales. As the wyrmling matures, its scales become steadily lighter in colour until they reach the striking Green shade of an adult. The wyrmlings typically stay with both parents until they reach adulthood (approximately 100 years).

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The Green dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Green dragons can expel toxic gas from their mouths of up to 1 metre per 3 WIS length, +1 metre per level x10 centimetre per WIS diameter, +50 centimetres per level. It does 14D6 +10, +5 per level.

Green dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, absolutely anything. They claim that female humans and young Elves taste best.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	3	2D6+1	Nil
Very young	2	4D6+2	Nil
Young	1	6D6+3	Nil
Juvenile	0	8D6+4	Nil
Young adult	-1	10D6+5	15%
Adult	-2	12D6+6	20%
Mature adult	-3	14D6+7	25%
Old	-4	16D6+8	30%
Very old	-5	18D6+9	40%
Venerable	-6	20D6+10	45%
Wyrm	-7	22D6+11	50%
Great Wyrm	-8	24D6+12	55%

Red



Red dragons are the largest, most powerful, and most (in)famous of the classic evil dragons. They regard all other dragons as inferiors, with the exact amount of disdain being proportional to the variety's general power level. When a Red Dragon and a White cross paths, the Red generally allows the White to sulk out of sight and out of mind, as they do not consider them as worth the effort to kill; other dragons are either killed outright, driven away, or bullied into servitude depending on the Red's mood and personality. They cross paths with many dragons, most notably the Silvers, who are their worst enemies. They have the greatest disdain for the frivolous Copper dragons, and clash with them quite often. Red dragons have an amazing eye for value, and can determine the monetary worth of absolutely any material object at a glance. All dragons are known for hoarding treasure, but the Red dragon far surpasses all other species in this regard. The gaining and keeping of treasure is the complete focus of a Red dragon's adult life, and they tend to amass incredible hoards with amazing rapidity. At any given moment, a Red dragon will be able to tell you the precise monetary value of all the objects in its hoard, down to the last fraction of a coin.

First Appeared: 90,000 BC

Habitat: Any. The preferred home for a Red dragon is (naturally) inside an active volcano. If a volcano is not available, however, they will reside in any mountain, provided that it has a good ledge from which the dragon can survey its territory. A Red dragon's lair will (surprisingly) often have only one entrance, which will be very high above ground level. The entrance leads to a narrow tunnel, which drops off into a steep pit. At the bottom of the pit lies a pool of water, surrounded by several chambers. One chamber will typically be the dragon's sleeping quarters, while the other will contain its hoard.

Physical Traits: Physically, they are distinguished by their enormous size and wingspan. They have two large horns upon their heads, which point backwards toward their wings. They smell of smoke and sulphur.

Height: 54 metres with a 49 metre long tail

Weight: 590 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. The eggs of a Red dragon must be kept in open flame at all times while incubating. Incubation takes approximately 660 days. After the eggs are laid, the younger of the two parents (either male or female) will remain behind to guard the eggs and keep their nest of flames burning. Once they hatch, the wyrmlings are left to fend for themselves. They usually have little problem in doing so. A Red wyrmling is highly dangerous, being approximately the size of a human at hatching. They are fully capable of breathing fire, and revel in wreaking destruction and havoc on almost anything that moves. The latter trait is carried fully into adulthood.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The Red dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Red Dragons can expel a continuous gorge of fire which does 14D6 +10, +5 per level over 1 metre per WIS per level. Anything combustible instantly catches alight.

Red dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, they will eat almost anything organic they can kill, even plants.

Lifespan: 1000+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	0	2D10+1	Nil
Very young	-1	4D10+2	Nil
Young	-2	6D10+3	Nil
Juvenile	-3	8D10+4	Nil
Young adult	-4	10D10+5	30%
Adult	-5	12D10+6	35%
Mature adult	-6	14D10+7	40%
Old	-7	16D10+8	45%
Very old	-8	18D10+9	50%
Venerable	-9	20D10+10	55%
Wyrm	-10	22D10+11	60%
Great Wyrm	-11	24D10+12	65%

Sapphire



Of all dragonkind, perhaps the Sapphire dragon clans are the most militaristic. They fervently protect their territory from outsiders, going so far as to distrust anyone who even gets close to their borders. They work to keep their vassals in peak fighting condition, maintaining some of the best-trained armies in the isles. As most of the territory that interests the Sapphire clans is below the ground, they rarely come into conflict with other dragon clans unless they attempt to take caverns currently in use. Only the Black dragons compete with them for the tropical underground, and even they are wary of going into direct conflict with the armies of the Sapphire clans. Most of the demihuman vassals serving the Sapphire dragons are either dwarves or gnomes, as these races have no problems living and working beneath the ground. Also, elves are too much like drow, whom these dragons consider to be one of their natural enemies. Dwarven vassals are treated little better than slaves, as the two species were once at war, and they are almost never granted the kindred bond.

This honour is usually reserved for gnome only. While militaristic and warlike, the Sapphire dragons are not quick to attack. They prefer to observe intruders (all visitors are intruders) so that they can plan how to deal with them. If drow or dwarves from another clan approach, they are immediately attacked. Others can often at least make some gesture of friendship or parlay before being told to leave.

First Appeared: 70,000 BC

Habitat: Any. Sapphire dragons live deep underground and often place their treasure in caverns accessible only through magic or psionics. They sometimes share territory with Emerald dragons.

Physical Traits: From birth, Sapphire dragons are beautiful, with scale ranging from light to dark blue in colour, which sparkle in the light. Because of their colouration, they are sometimes mistaken for Blue dragons.

Height: 36 metres with a 18 metre long tail

Weight: 490 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Sapphire dragons take a single mate for long periods of time, however Sapphires seek to possess a mate to enhance their prestige and status more than other reasons. Sapphire dragons treat their young well, but force them to leave and find their own territory as soon as they are young adults.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Sapphire dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Sapphire dragons can expel a sleep gas from their mouths of up to 1 metre per 3 WIS length, +1 metre per level x10 centimetre per WIS diameter, +50 centimetres per level. Anyone caught in it must save vs non lethal gas or be knocked out for D6 hours.

Sapphire dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, but Giant spiders make up most of a Sapphire dragon's diet, and great hunts are conducted through the subterranean tunnels to find these delicacies. When a dragon lord feeling particularly lazy, it will send its dwarven vassals into the tunnels in search of the spiders. Of course, they must capture the spiders alive.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	0	2D6+1	Nil
Very young	-1	4D6+2	Nil
Young	-2	6D6+3	Nil
Juvenile	-3	8D6+4	Nil
Young adult	-4	10D6+5	20%
Adult	-5	12D6+6	25%
Mature adult	-6	14D6+7	30%
Old	-7	16D6+8	35%
Very old	-8	18D6+9	40%
Venerable	-9	20D6+10	45%
Wyrm	-10	22D6+11	50%
Great Wyrm	-11	24D6+12	55%

Silver



Silver dragons are the second most powerful of the good dragons, and are true friends to all. The Silver dragon enjoys the company of humans and Elves so much that it will often take the form of a human or Elf and live among them for the majority of its life. It should be noted that Silvers, like all dragons, believe themselves the most superior creatures in the world. However, apart from the ability to fly, which they enjoy greatly, they tend to prefer the physical forms of humanoids for everyday life. Unlike the Gold or Bronze dragon, the Silver dragon does not usually go out of its way to bring justice on the world. Instead, it waits for others to ask them for help. They will attempt to right an injustice if they see one, but they have no inclination to intentionally seek evil out and destroy it. Silver dragons are more interested in protecting the humans or elves it has come to care for than in looking for evil.

The Silver dragon is regal and statuesque, an unusual trait they offer is the love of human dining, and will use the ability of alternate form to take part in large feasts. Silver dragons are extremely rare and elusive, preferring to take the guise of kind and elderly humanoids or very attractive and young humanoids. They very much like to associate with elves and humans, not necessarily because they prefer their company over other races, but because they try to learn from the shorter lived humans. Silver dragons' favoured enemy are Red dragons because these chromatic dragons are almost always evil and have a talent for destruction.

Most Silvers group together in "clans," a loose organization of dragons who choose to live together as a family. Clans take communal responsibility for protecting and raising their wyrmlings. A senior member of the clan may act as a leader, but no true leader actually exists. Silver dragons do not feel the need for a strict social structure, since they are most content to live as honestly as possible. However, many Silver dragons leave their clans for long periods of time to live among nondragons. They tend to live for many years with the same group of humans or elves, having grown attached to them. As members of the family die, the Silver dragon, grieved by the loss, often chooses to stay with the family, remaining a true and loyal friend and champion through many generations. If the dragon feels comfortable enough around these nondragons, it might even decide to reveal its true self.

First Appeared: 80,000 BC

Habitat: Any. Silvers and Reds favour the same sort of mountainous terrain for lairs, which leads to territorial disputes on top of having attitudes and philosophies at odds with the others'. A Silver dragon's lair is typically found within an icy mountain, with the main entrance only accessible by air. The lair itself is similar to the Gold dragon's in its sophistication and design, although the Silver dragon's lair tends to be far less intricate. A typical lair will contain a main entertaining area, a storage room, a vault, a sleeping chamber, study, library, shrine, and two clinic rooms where the dragon can offer help and protection to those who need it. The lair will also have a concealed back entrance for use in emergencies. Silver dragons select mountain peaks, clouds, and similar locales in which to establish their abode.

Physical Traits: At first glance, the Silver dragon appears very similar to the Red dragon. The wings are more curved than a Red's though, and the Silver has two talons on its wings rather than the single talon of most dragons. The Silver dragon also has a beautiful frill that begins at the top of its head and flows all the way down its neck and body to the tip of the tail. The frill is Silver towards the body, fading to a purple hue at the edge. They have two long, smooth Silver horns with Black tips, pointing up and back from the head. They also have a pronounced sharp frill under the chin, which has the rough appearance of a goatee. They smell like rain. A Silver wyrmling's scales are Blue-grey with Silver highlights. As the dragon approaches adulthood, its colour gradually brightens until the individual scales are scarcely visible. The pupils of the oldest Silver dragons resemble orbs of molten mercury.

Height: 42 metres with a 19 metre long tail

Weight: 520 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. Silver dragons lay their eggs in a bed of snow. A newhatched Silver wyrmling has scales of a bluish grey, which change to Silver over time. Silver wyrmlings are intelligent, kind, extremely curious, and adorable.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The Silver dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Silver dragons can expel a rain of ice shards from their mouth which does 14D6 +10, +5 per level.

Silver dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: , they will eat almost anything and love tasting new things.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	0	2D6+1	Nil
Very young	-1	4D6+2	Nil
Young	-2	6D6+3	Nil
Juvenile	-3	8D6+4	Nil
Young adult	-4	10D6+5	20%
Adult	-5	12D6+6	25%
Mature adult	-6	14D6+7	30%
Old	-7	16D6+8	35%
Very old	-8	18D6+9	40%
Venerable	-9	20D6+10	45%
Wurm	-10	22D6+11	50%
Great Wurm	-11	24D6+12	55%

Topaz



Clannish and self-seeking, these dragons usually want little to do with the others. They keep vassals to fill their domain and make them appear as prosperous as their neighbours, and they participate in the Council activities on occasion, but for the most part these dragons neither seek company nor welcome it. While Topaz dragons enjoy the feel of sea wind and spray on their faceted-scale hides, they do not particularly like the water. They swim to hunt, attack, or reach their lairs, but not for enjoyment. While not malicious, Topaz dragons are not the best of company or particularly pleasant to deal with.

Besides caring little for social graces, they display erratic behaviour that is unsettling and very confusing. They dislike visitors, but tend to avoid combat if they can help it. If combat is unavoidable, they use tricks and promises to distract their foes before striking. Unless it specifically interests or affect them, Topaz dragons tend to be indifferent to the causes and concerns that occupy the rest of dragonkind. They dislike Bronze dragons and usually oppose the interests of those clans. It takes time for a Topaz dragon to accept another dragon's friendship, but once it does it remains a friend for life. once another dragon gets past its outer defences and gruff exterior, it finds a loyal companion and ready protector in the Topaz dragon.

First Appeared: 70,000 BC

Habitat: Any. Topaz dragons live by the sea, often building or claiming caves below the waterline; they keep their caves completely dry. These dragons enjoy sunning on rocky outcroppings, enjoying wind and spray. They like water little and swim only to hunt or attack.

Physical Traits: Out of the egg, a Topaz dragon is a dull yellow-orange in colour. With the age, its scales harden and become translucent and faceted. When it reaches adulthood, a Topaz dragon sparkles in the light of the sun.

Height: 27 metres with a 15 metre long tail

Weight: 490 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. They are indifferent parents at best, and abandon young to protect themselves.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x90

Abilities: The Topaz dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

Topaz dragons can exhale a blast of wind with a speed of up to 120kph. This can knock people and objects over, causing loss of initiative and at least one attack. Any hit cant attack, cast spells, speak, etc and are hurled 2 metres into the air for every 10kph of speed. Any caught in it also take 4D6 per round.

Topaz dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: They do love to eat fish and other sea creatures, especially the tasty giant squids.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	2	D6+1	Nil
Very young	1	2D6+2	Nil
Young	0	3D6+3	Nil
Juvenile	-1	4D6+4	Nil
Young adult	-2	5D6+5	10%
Adult	-3	6D6+6	15%
Mature adult	-4	7D6+7	20%
Old	-5	8D6+8	25%
Very old	-6	9D6+9	30%
Venerable	-7	10D6+10	35%
Wyrm	-8	11D6+11	40%
Great Wyrm	-9	12D6+12	45%

White



White dragons are the weakest and the most feral of the classic dragons, but they are by no means harmless. Though somewhat dimmer than other dragons due to the inbreeding necessary to create an animal that could resist the frigid temperatures that White dragons endure, they are still powerful enough to overwhelm most humans and have exceptional long-term memories. Adult White dragons have several abilities well suited to their arctic habitat: they can climb ice cliffs with ease, fly very high and fast, and are exceptional swimmers. They love to swim in cold water; the more frigid, the better. Much of their diet often consists of aquatic creatures, even whales. White dragons are always hungry, and tend to become more savage as they mature. Knowing that they are the smallest and weakest of dragons, many Whites harbour inferiority complexes. They take any opportunity to bully beings such as giants and younger dragons of other species. Although not as intelligent as most other dragons, they are as evil and greedy as any.

First Appeared: 90,000 BC

Habitat: Any. White dragons lair in ice caves, often dug into the side of an arctic mountain. Their lairs often contain many more tunnels and chambers than those of other chromatic dragons. More powerful White dragons will sometimes turn a large iceberg into a floating lair. Such lairs always have an underwater entrance as well as one to the open air. White dragons are not strong combatants as dragons go, but they should never be underestimated. Their icy breath can freeze an unprepared foe solid in an instant. They typically avoid fights with more powerful dragons, but will avail themselves of any opportunity to take their frustrations out on 'lesser' creatures. Whites also have

exceptional memories, and will often hunt down beings who cross them, no matter how long it may take.

Physical Traits: They are physically distinguished by several features: their heads and necks seem to blend seamlessly into one another, and their wings appear somewhat frayed along the edges. They have a flap of skin (dewlap) lined with spines beneath their chins. Their heads are very streamlined, and they have a high crest atop their skulls. They have a crisp, vaguely chemical odour.

Height: 31 metres with a 27 metre long tail

Weight: 470 lbs

Mobility: Legs, mystical wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg. White dragon eggs must be buried in snow or encased in ice while incubating. The parents do not bother to tend or protect the eggs in any way, although they will usually lay them near their lairs. A new hatched White wyrmling has scales as clear as ice, which become White as the dragon matures. They are expected to survive on their own from the moment they hatch, although some White dragon parents will permit their young to live in their lair until they reach adulthood.

INT: 13+2D6, **WIS:** 13+2D6, **STR:** 50+5D6, **DEX:** 13+2D6, **CON:** 26+4D6, **CHA:** 13+2D6, **MR:** 6D6/12D6 flight, **HPs:** 100 +5D20, **AC:** 1, **Thac0:** 9, **Mana:** (INT+WIS) x100

Abilities: The White dragon attacks with his claws which do D6 each, bite which does D8 x100, and tail which does D20.

White dragons can generate a brilliant flash of light to blind all creatures within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls.

White dragons can spellcast Dragon magic. Roll randomly to determine which spells they know. They can tap into the world's natural mana at a rate of (INT + WIS) x100. Mana is recovered at a rate of 25 per hour if remain active (but not using magic) and 50 per hour if asleep.

Feeding Habits: Omnivore, but prefer flesh.

Lifespan: 700+5D20 years

<u>Age</u>	<u>AC</u>	<u>Breath Weapon</u>	<u>Magic Resistance</u>
Hatchling	4	D6+1	Nil
Very young	3	2D6+2	Nil
Young	2	3D6+3	Nil
Juvenile	1	4D6+4	Nil
Young adult	0	5D6+5	5%
Adult	-1	6D6+6	10%
Mature adult	-2	7D6+7	15%
Old	-3	8D6+8	20%
Very old	-4	9D6+9	25%
Venerable	-5	10D6+10	30%
Wyrms	-6	11D6+11	35%
Great Wyrms	-7	12D6+12	40%

The Great Game

During the time of Atlantis, dragons of the age feared that if they continued battling each other, as they had since their race was born, they would eventually face extinction. In time, they came up with a solution: instead of battling each other, dominance among them would be established by status. To determine this, they developed the Xorvintaal.

Xorvintaal, sometimes referred to as The Great Game or just The Game, is a game dragons used as a proxy for open warfare. The game is said to be similar to chess, where dragons scheme against their fellow players through their minions and even unwilling agents to advance their goals and earn prestige.

As dragons are usually solitary creatures, Xorvintaal is one of the few ways an individual dragon can earn prestige among their kind. Those who master Xorvintaal are regarded as among the finest minds dragonkind has to offer. Despite this, only few dragons devote their lives to the game as it demands a great commitment from its players. Most of those who become interested in Xorvintaal did so when they were young, attracted by the allure of besting their fellows and the promise of vast treasure.

Usually, the new players are introduced to the game and tutored by older, more experienced players, giving the game a feudal element. These older players earn a share of their younger protégées' hoard as well as renown if these new players become successful in exchange for protection and assistance.

Only dragons can understand the finer points of the rules of Xorvintaal, and

these rules are so attractive for draconic minds because they were created under a purely draconic point of view, with a great emphasis on complexity and subterfuge that dragons enjoyed. This has a negative side, however, as most dragons that play Xorvintaal, even just once, are under the risk of becoming addicted to the game.

Because of that draconic point of view, the rules are difficult to grasp for non-dragon creatures, such as humans. The knowledge humans have from Xorvintaal is usually contradictory and not even close to the actual rules of the game. At least one book, *A History of Draconic Interactions*, made the Xorvintaal look as if it was a game of dragons trying to outwit their rivals and kill each other, and that the governments of many nations, the priesthoods of many gods, and even shadowy organizations were all involved somehow with the dragon players. According to one famous Dragon, the book not only is wrong about the rules, but it actually made the game look illogical, at least from the perspective of dragons.

The Rules

Xorvintaal is like a chess game, as players have to defeat their opponents with strategy instead of combat, using their minions to take over the territories and hoards of their rivals, while placing their own hoards and lairs at risk. For this reason, dragons who play Xorvintaal take great pains to not be discovered by others.

Dragons who play Xorvintaal are called Taaldarax (plural Taaldaraxi). A dragon's head servant is known as their Lovac (a term that could be translated as

exarch or lieutenant), and their other servants are known as Dokaal. The Lovacs are agents bound to their masters thanks to a ritual that gives them special powers in return for their loyalty.

There are hundreds of rules, called Precepts. Another Dragon said that to read the entire codex of rules would take a few years, and some even admitted that they don't fully understand all the rules. The rules are so complex that it is rare for the less intelligent kinds of dragons, such as the whites, to play the game.

The most important rule is that "to gain, first you must lose"; thus all Taaldaraxi lose what magic they have in order to play the game. This is done via the "ritual of Xorvintaal", that all dragons who want to participate have to perform before starting to play. The ritual requires the dragon to spend a month meditating inside a magic cocoon, marking the dragon forever as a Taaldarax. This ritual sacrifices the dragons' innate ability to cast spells (but not their spell-like abilities) in exchange for the ability to manipulate their minions, to interact telepathically with other Taaldaraxi, and to increase their power as they increase their reputation in the game.

Another rule forbids players from acting against each other directly; instead they must use their servants against their opponents. The rules do not forbid combat in all circumstances, however; if a challenge for combat is issued and both players agree, the Taaldaraxi can battle one another, and their servants are bound to fight as well.

Points are scored based on conquest or by killing key opponents, although

players also score points by showing great skills of subterfuge, daring or renown. Points scored in the game are used to determine the pecking order of dragons. The "ritual of Xorvintaal" makes the Taaldaraxi unable of breaking the rules of the game, forcing them to chose well their minions and strategies that could earn them high amount of points in less time.

Among the most common strategies are:

Castling: The process of moving a Taaldarax's hoard from one place to another. It is a complex process that needs years of preparation, although some players are able to do it quicker than others, earning more points in the process.

The Claw Test: A prearranged meeting where the minions of many Taaldaraxi, as well as unwitting agents, meet to accomplish some goal on behalf of their masters. The winners are those players whose minions accomplish most of the objectives with the less advantages and resources.

Seed Hoard: One of the most aggressive strategies of the game, it consists in establishing a new hoard in an area the Taaldarax didn't intend to personally occupy. To earn more points with this strategy, the player has to rely entirely on their minions to establish and protect the hoard. If a seed hoard is established near a rival's territory, the owner can earn extra points if the rival is unable to destroy it within a certain amount of time. The rules forbid to attack the seed hoard directly, however.

Seed Sham: A seed sham is a fake seed hoard made up of an actual treasure

rigged with traps and other threats, designed to cut away resources of a specific rival. Failing to discover a seed sham could make a player lose a lot of points, but discovering the sham using the rules of the game is the quickest way of earning a lot of points, making it one the riskier strategies of the game.

Eastern Dragons are featured in BH42 Bestiary 3.

