

d20™ System Conversion & Adaptation of:

The Council of Wyrms

An alternate set of rules allowing players to take the part of Dragons in a world ruled by and dominated by an organised society of Dragons. Or to put it in the author's words "Feel mighty muscles ripple below your armoured flesh. Hear the wind rush with each powerful flap of your scaled wings. Smell the fear-soaked sweat of your prey as it wafts up from the ground below. You are a dragon-majestic, invincible, supreme!"

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Conversion By	by Keith Tovey.
Email address	Keith.Tovey@Blueyonder.co.uk
Web Site	Not hosted at this time
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A Personal Note: *I have made every effort to make sure that this conversion complies with WoC's Conversion policy. I fully support their stand to defend their copyright and trademark. WoC have done a lot for the gaming community and I for one would like them to carry on doing so. D&D may not be the best game in the world, but it's good fun and draws a lot of people to the hobby. Many thanks to Jim Hawkes for his comments and proof reading of this conversion & to Tara for the first conversion run through.*

Bright Ones - Keith

A Few Very General Conversion Notes (before we start) - The basic statistic values for Dragons can be found in the Monster Manual (MM), other than Gem Dragons whose values can be found in Monster Manual 2 (MM2 – 3.5 conversion note available at www.wizards.com). When converting a Dragon PC, be kind and assume that it has managed (somehow) to achieve a character class level equal to its age level (in the old system) and convert accordingly. I.e. A juvenile (age category 4) dragon from 2nd edition will convert as a 4th level character. I realise that this is very, very generous <especially in the light of the large amount of experience points that a dragon requires to gain character levels> but I feel that when converting a much-loved character one should err on the side of generosity <what a wonderful & kind person I am © >

Conversion of Council of the Wyrms - Book One – Rules

Chapter One: Character Creation

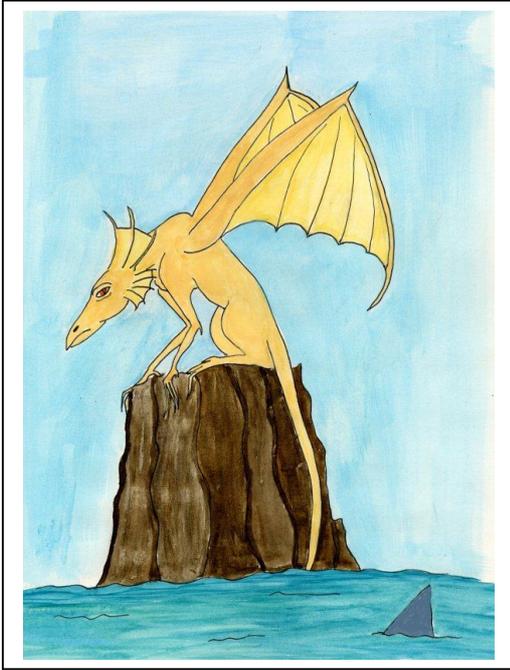
The Ability Scores – Standard D&D rules apply, except for:

Strength – Just to clarify, the lowest figure on the maximum load range is equal to the greatest weight that a Dragon may carry & still fly.

Dexterity - A dragon with dexterity of 6 or less has no fine manipulation and certainly can't do things opening doors by turning the handle. Dragons with dexterity between 7 and 13 are capable of simple manipulation such as lifting small objects and manipulating door handles e.t.c. but find it difficult and time consuming, writing would certainly be out of the question for such dragons. Dragons with dexterity of 14 or better are as capable as a normal human being and have the necessary co-ordination to do things like writing, peeling fruit and such - they do however find it difficult, awkward and time consuming.

Constitution - When a dragon is in another form and is attempting to change back to Dragon form using a spell like, supernatural or extraordinary ability (not a spell) then it must make a fortitude saving throw with a DC 15 to change. Failure indicates that the dragon has temporarily forgotten his true form and must remain in the chosen for a number of years equal to the amount the saving throw was failed by. Harsh I know – but that's Council of the Wyrms for you!!

Rolling Ability Scores - To generate statistics roll 4d6 and discard the lowest number rolled. Then apply the racial ability adjustment from revised table 2. When generating INT and CHA for Black and White dragons cross-index the number rolled with the relevant number (6 – for the White dragon or 8 – for the Black dragon) on table 2.5 in the DMG. To generate intelligence, use the same procedure – but instead use table 2.6 in the DMG.



Player Character Races – No change to the Races that are available for play.

Minimum and Maximum Ability Scores – Are no longer used.

Class Restrictions and Level Limits - No longer used.

Dragons & the Standard Classes – See the D&D Draconomicon

Starting Dragons and Strength Scores – The rules presented in the Council of the Wyrms are no longer in used.

Statistic Conversion – Because of all the subtracting of points due to age and development in the 2nd edition system, conversion of ability scores isn't completely straightforward. Before you can convert the statistic, you've got to work back to the original number that the player rolled. I know it's pedantic, but it's the only way to get an exact conversion (if this level of accuracy is not for you then simply take the numbers across in accordance with the conversion manual).

Remove any strength reduction (-6 for Hatchling, -5 Very Young, -4 Young, -3 Juvenile, -2 Young Adult, -1 Adult); remove the statistic adjustments given in Table 2 of Council of the Wyrms. This gets you back to your original dice rolls. Now apply the statistic modifiers given in the revised Table 2 in this conversion. Then apply the age statistic modifiers from New Table B in this

conversion. Having done that add in any statistic advancement due to character level and you've got to you new statistics.

Example: Under the original system we have a juvenile dragon PC kit Gold dragon with Strength 15, Intelligence 12, Dexterity 12, Wisdom 17, Constitution 14, and Charisma 17. Firstly we remove the Strength adjustment (-3 at juvenile) to give Strength 18. Then we remove the Gold dragon adjustment from the original Table 2 to get back to the original dice rolls. This gives us a set of original dice rolls of Strength 11, Intelligence 9, Dexterity 15, Wisdom 17, Constitution 12 and Charisma 14.

Now we take these numbers into 3rd edition. First we apply the gold Dragon Adjustments from Revised Table 2. This gives us Strength 17, Intelligence 13, Dexterity 15, Wisdom 21, Constitution 16, and Charisma 18. Then we add in the statistics modifiers for an Age 4 Gold dragon this gives us Strength 29, Intelligence 17, Dexterity 15, Wisdom 25, Constitution 20, Charisma 22. Finally the character translates as a 4th Level fighter he also gets to add +1 to a statistic of his choice.

The Races of Io's Blood Isles

Dragon-Kind – No change to the existing rules is required.

Table 4: Dragon information by age (General) - This table is superseded by the dragon information in the MM. It's worth noting that the names of the age categories have changed. Age category 1 (*Hatchling*) becomes Wyrmling and Age category 10 (*Venerable*) becomes Ancient.

Table 5: Dragon information by age (Type Specific) – See MM

Kindred - This section and Table 6: Preferred kindred remain unchanged.

Half-Dragons - Under the old system, only Gold, Silver and Bronze Dragon types were available as the progenitor for a Half Dragon. As all Dragons now have could (as creatures possessing an innate talent for sorcery) have access to the Polymorph Self spell via sorcery it's opened up the field to all sorts of different half-dragon types. Obviously under the 3rd edition system you could get really creative with the type of Half-Dragon you are creating (especially if you intend to play it as in the social outcast role). The example given in the MM is a Half Red Dragon/Half Ogre!!

Converting a Half Dragon - Use the Standard rules for Conversion of a Half Dragon character. Note that this does short change Half-Dragon PC's on the statistic front. You might consider using a similar method for Half-Dragons as is used for Dragons (i.e. remove the 2nd Edition statistic bonuses - to get back to the original dice rolls - add in the 3rd Edition Kindred Race statistic bonuses then apply the Half-Dragon statistic bonuses).

Gem Half-Dragons – See the D&D Draconomicon .

Table 7: Half Dragon Characteristics – Most of the existing table remains in force for the most common types of half-dragons. Please note that obviously the section on thieving skill racial adjustments is obviously no longer used.

Hit Dice and Hit Points – Standard D&D rules should now be used. Remember (when your Dragon ages) that the Con Mod to Hit Points is included in the Dragon Statistics in the MM so only add on the relevant number of HD plus your own Con Mod times the number of HD gained. I.e. don't include the number after the "+".

Random Hatchling Selection - Table 9: Random Hatchlings remains in force.

Dragon Saving Throws - The base values given in the MM applies. Remember that the base values in the MM include the statistic modifier for the default Dragon statistics so remember to remove that before calculating how much your saving throw has gone up by when you age.

Racial Ability Adjustments - Table 2 is revised as follows.**The Dragon Races**

Automatic Languages for all Dragons are High Draconic (the language referred to in standard 3rd edition Dungeons and Dragons as Draconic) and their Dragon type Language (Metallic Draconic, Gem Draconic or Chromatic Draconic).

Bonus languages list: Elf, Dwarf, Gnome, Common, Orc, Sylvan and Giant.

Metallic Dragons

Favoured Class for all Metallic Dragons is Fighter.

Wyrmling Brass

+2 CON
Level Adjustment = +2
Starting Hit Points 4d12 + Con Mod x 4
Base attack +4, Base saves +4

Wyrmling Bronze

+2 Str, +2 Con, +4 Int., +4 Wis, +4 Cha
Level Adjustment = +4
Starting Hit Points 6d12 + Con Mod x 6
Base attack +6, Base saves +5

Wyrmling Copper

+2 Con, +2 Int, +2 Wis, +2 Cha
Level Adjustment = +2
Starting Hit Points 5d12 + Con Mod x 5
Base attack +5, Base saves +4

Wyrmling Gold

+6 Str, +4 Con, +4 Int, +4 Wis, +4 Cha
Level Adjustment = +4
Starting Hit Points 8d12 + Con Mod x 8
Base attack +8, Base saves +6

Wyrmling Silver

+2 Str, +2 Con, +4 Int, +4 Wis, +4 Cha
Level Adjustment = +4
Starting Hit Points 7d12 + Con Mod x 7
Base attack +7, Base saves +5

Gem Dragons

Favoured Class for all Gem Dragons is Psion.

Wyrmling Amethyst

+2 Str, +2 Dex, +2 Con
Level Adjustment = +4
Starting Hit Points 6d12 + Con Mod x 6
Base attack +6, Base fort/will saves +5, reflex +4

Wyrmling Crystal

+2 Str, +2 Con
Level Adjustment = +2
Starting Hit Points 5d12 + Con Mod x 5
Base attack +5, Base saves +4

Wyrmling Emerald

+2 Str, +2 Con, +4 Int, +4 Wis, +4 Cha
Level Adjustment = +4
Starting Hit Points 6d12 + Con Mod x 6
Base attack +6, Base saves +5

Wyrmling Sapphire

+2 Dex, +2 Con, +2 Int, +2 Wis, +2 Cha
Level Adjustment = +2

Hit Points 5d12 + Con Mod x 5
Base attack +5, Base fort/will saves +4, reflex +4

Wyrmling Topaz

+2 Str, +2 Con, +4 Int, +4 Wis, +4 Cha
Level Adjustment = +4
Starting Hit Points 7d12 + Con Mod x 7
Base attack +7, Base saves +5

Chromatic Dragons

Favoured Class for all Chromatic Dragons is Fighter

Wyrmling Black

Int & Cha require special rolling*
Level Adjustment = +3
Starting Hit Points 4d12 + Con Mod x 4
Base attack +4, Base saves +4

Wyrmling Blue

+2 STR, +2 Con
Level Adjustment = +4
Starting Hit Points 6d12 + Con Mod x 6
Base attack +6, Base saves +5

Wyrmling Green

+2 Str, +2 Con
Level Adjustment = +5
Starting Hit Points 5d12 + Con Mod x 5
Base attack +5, Base saves +4

Wyrmling Red

+6 Str, +4 Con
Level Adjustment = +4
Starting Hit Points 7d12 + Con Mod x 7
Base attack +7, Base saves +5

Wyrmling White

+2 Con, Int & Cha require special rolling*
Level Adjustment = +2
Starting Hit Points 3d12 + Con Mod x 3
Base attack +2, Base fort/reflex saves +3, will +2

* These Dragon types have some low Int. & Cha the method of generating these typically low statistics is detailed in the Dungeon Masters Guide on Page.23 (Tables 2-5 and 2-6).

The Kindred Races

Bonus languages from: Elf, Dwarf, Gnome, Common, Orc, Sylvan and Giant.

Elf

+2 Dex, -2 Con
Automatic Languages: High Draconic and Elf

Dwarf

+2 Con, -2 Cha
Automatic Languages: High Draconic and Dwarf

Gnome

+2 Con, -2 Str
Automatic Languages: High Draconic and Gnome

Half Dragon

Half Dragon ECL +4 (+ any Kindred EL if any.)
Generate Kindred PC
Apply the Half-Dragon template from the MM

Groups, Classes and Kits - Kits are no longer used. The Dragon Mage kit is a Wizard, the Dragon Priest a Priest and dragon Psionist is a Psion. The Dragon PC kit becomes a Fighter.

Alignment - A beginning character must still take the same alignment as the Dragon race that he belongs to. However, as time progresses and the character evolves it will obviously become possible for the Dragon to change his alignment – although this may not make him popular with the rest of his Race or his Clan.

Experience and Advancement - The D&D Draconomicon gives the definitive rules on Dragons advancing in character classes. I may not agree with it – but any system I use in-house would purely be a “house rule” & you should look to the Draconomicon for the official line. See Table A for the way that I do things (simpler but “Non-Cannon”!)

To advance to the next age category a dragon need to physically age and improve its hoard <there is a mystical tie between a Dragon & it's Horde> there is no longer an experience requirement for the process of ageing in Dragons. Just to put that another

Example: You are 6th level; you want to know how many XPTS you need for 7th Level. (Current Level = 6) x 500 = 3,000, (Next Level = 7) x 3000 = 21,000 XPTS needed for 7th Level. I've checked – this works, many thanks to my Mr. Mantell for helping me spot this one – I couldn't see the wood for the trees!

way - **Character level advancement is no longer tied to the process of ageing.**

Calculating Experience Points needed for a Given Level

– Obviously, given that Dragons have very high ECLs, you are going to need to work out experience points required for levels in excess of 20. Sounds complicated! Actually it turns out that it's quite easy. Here's how you do it. You take your current level; multiply by 500 (we'll call this calculated figure X). Take the next level, multiply that by X and this

gives you the number of experience points required for the next level.

Player Character Sets - I suggest that if you like this rule you continue to use it. However, I have never liked this rule and do not personally use it. I tend to use the character tree system (see the Dark Sun Campaign setting for more details). I can see nothing here that conflicts with 3rd edition rules so nothing needs to be converted.

Table C: Horde Value required for Age Level Advancement

Age Level	Horde value in Gold by Dragon Sub-Type						
	Gold	Silver, Red	Bronze, Amethyst, Blue	Copper, Sapphire, Green	Brass, Emerald, Black	Topaz, White	Crystal
1	500,000	250,000	125,000	64,000	32,000	16,000	8,000
2	1,000,000	750,000	500,000	250,000	125,000	64,000	32,000
3	1,500,000	1,250,000	1,000,000	750,000	500,000	250,000	125,000
4	2,000,000	1,750,000	1,500,000	1,250,000	1,000,000	750,000	500,000
5	2,250,000	2,000,000	1,750,000	1,500,000	1,250,000	1,000,000	750,000
6	2,500,000	2,250,000	2,000,000	1,750,000	1,500,000	1,250,000	1,000,000
7	2,750,000	2,500,000	2,250,000	2,000,000	1,750,000	1,500,000	1,250,000
8	3,000,000	2,750,000	2,500,000	2,250,000	2,000,000	1,750,000	1,500,000
9	3,250,000	3,000,000	2,750,000	2,500,000	2,250,000	2,000,000	1,750,000
10	3,500,000	3,250,000	3,000,000	2,750,000	2,500,000	2,250,000	2,000,000
11	3,750,000	3,500,000	3,250,000	3,000,000	2,750,000	2,500,000	2,250,000
12	4,000,000	3,750,000	3,500,000	3,250,000	3,000,000	2,750,000	2,500,000

Chapter Two: Proficiencies and Abilities

Dragon Proficiencies - Proficiencies become feats and skills as per the 3rd Edition D&D Conversion Manual. Combat Proficiencies mainly become Feats. Dragon Flight seems to Translate better as a skill.

Class Skills - Dragons Treat the Following as Class Skills, in addition to the class skills of any classes they may have: Bluff, Concentration, Craft, Dragon Flight, Diplomacy, Escape Artist, Hypnosis, Knowledge (Any), Listen, Perform, Profession, Psicraft (Gem Dragons Only), Search, Spot and Spellcraft (Non Gem Dragons Only).

Bonus Proficiencies - The Council of the Wyrms gave each Dragon a bonus Proficiency. To summarise, the bonus Feats and skills that a Council of the Wyrms Dragon gets irrespective of it's type are as follows: -



- Dragons that can naturally cast spells get **Spellcraft** free at +1 Rank per HD. This is only gained if the Dragon in question has an INT bonus. The skill is gained when the when the Dragon gains a "Caster Level" or when the Dragon gains a level in one of the spell casting classes.
- Dragons that can naturally use Psionics get **Psicraft** at +1 Rank per HD. This is gained only if the Dragon has the relevant statistic bonus [the bonus is governed by the type of manifester]. The skill is gained when the Dragon gets a "Manifester Level" or gains a level in one of the Psionic classes.
- Converted Dragons also gets the **Lair Clairaudience** Feat and the Communicate with Intelligent Creature Feat (Brass Dragons don't get this last Feat, don't ask me why!).
- Dragons are proficient with all their physical attacks forms & require no additional feats to use all their attacks. A standard Dragon attacks with it's Bite at full combat bonus & other attacks at -5 to attack.

The Revised Table 12 shows the bonus feats that Dragons get as relates to their specific types. Note that Dragons may treat Bonus Skills as if they were additional Class Skills

Revised Table 12: Bonus Feats & Skills

Dragon Type	Skill	Feat	Other Bonuses
Gold	Speak Language +2	Leadership	Jump Bonus +1 Per HD
Silver	Diplomacy +2	Kindredbond	Jump Bonus +1 Per HD
Bronze	Profession (Gambler) +2	Trick	
Copper	Profession (Entertainer) +2	Tease	Jump Bonus +1 Per HD
Brass	Diplomacy +2	Leadership	
Amethyst	Diplomacy +2	Leadership	
Sapphire	Appraise +2	Alertness	Climb Bonus +1 Per HD
Emerald	Survival +2	Tracking	
Topaz	Craft (Fishing) +2	Trick	Swim Bonus +1 Per HD
Crystal	Survival +2	Danger Sense	
Red	Intimidation +2	Leadership	Jump Bonus +1 Per HD
Blue	Survival +2	Tracking	
Green	Survival +2	Tracking	
Black	Swimming +2	Tracking	
White	Survival +2	Alertness	

New Feats for the Council of the Wyrms Setting

According to the MM, Dragons tend to favour the flowing feats. - Alertness, cleave (claw or tail slap attacks only), improved initiative, power attack, sunder, weapon focus (claw or bite) and any metamagic feat that is available and useable to sorcerers.

Ability Translation Feat [Special Feat]

Pre Requisite: GM Approval for the Feat required

Normal: No one "normally" has this feat - it's here to cope with unexpected translation problems.

Benefit: If you have this feat then you can still use the ability that doesn't translate across. You GM will work out how the ability works in 3rd edition and tell you all about it.

Special: Note that only translated Dragons may take this feat it is NOT available to Dragons created under the third edition rules. There isn't a big difference between the abilities of Dragons in 3rd and 2nd edition, but there may be some strange cases and we have to cater for them – hence this feat.

Burrow [Dragon Feat]

This allows the Dragon to burrow at a better speed.

Pre-requisite: A Burrow speed rating.

Normal: Without this feat a Dragon is limited to its normal burrow speed.

Benefits: A Dragon with this Feat can burrow at double normal speed for up to an hour (or two hours if the Dragon has the Endurance Feat).

Combat Focus [Dragon Feat]

This represents the knowledge of combat techniques. It is possessed by a Dragon who has made an effort to perfect his physical attacks.

Pre-requisite: Multi-Attack

Normal: Without this feat each attack roll is at -2 to hit (normally -5, reduced to -2 by Multi-Attack)

Benefits: With this feat a Dragon gets +2 to hit & damage with all of it's physical attacks. Thus a Dragon with this feat (the Multi-Attack pre-requisite feat) gets no negative to its claw, wing or tail attacks and gets a +2 to hit with it's bite attack.

Special: Other feats such as weapon focus & weapon specialisation would be applied to individual attacks not all of them. This feat is in some ways a Dragon martial art of sorts!

Communicate With Intelligent Creatures [Dragon Feat]

Pre Requisite: Intelligence 12+

Normal: A Dragon without this feat does not possess this telepathic communication mode.

Benefit: A Dragon with this ability can communicate telepathically with a number of intelligent creatures equal to its age category within a Range equal to 10ft x Age Category. This communication can be resisted by a Willpower save with a difficulty = 10 + Dragon Age Category + Cha Mod.

Special: Translated Dragons get this feat for free (except Brass Dragons). Newly generated 3rd edition Dragons must buy it. Brass Dragons cannot buy this Feat – I don't know why, the old system had this limit – it's quirky <therefore cool !!> so I'll carry it over.

Danger Sense [Dragon Feat]

The Dragon with Danger Sense has some preternatural warning when it's in danger.

Pre-requisite: None

Normal: A Dragon may not have this mystical warning without the Danger Sense Feat.

Benefit: A Dragon with Danger Sense may receive a warning of such things as traps or hidden enemies. The GM secretly roles a spot check for the Dragon with a DC 20. If the roll is made then the DM should inform the player that he has a tingling premonition of danger - under no circumstances should the DM explicitly tell the player the source of the Danger. This ability is a warning of something, not danger radar.

Discretionary Ability [Half-Dragon Feat]

Pre Requisite: Only available to Half-Dragon characters.

Normal: Without this feat a Half-Dragon possesses no spell like abilities what so ever.

Benefit: Each time you buy this feat you may choose one (and only one) of the spell like abilities of that Dragon type that you are related to. You may use this ability in exactly the same manner as your Dragon ancestor.

Special: This feat may be purchased more than once. Your caster level for the spell like ability is your current effective level (and has nothing to do with how capable your Dragon ancestor is/was!).

Harness Subconscious [Dragon (Gem Only) & Psionic Feat]

The Dragon can temporarily increase its available Psionic Power Points.

Pre-requisite: Must be a Gem Dragon of Age Level 2 & Meditation

Normal: The benefits of this Feat are not available to those who do not possess the Harness Subconscious Feat.

Benefits: The Dragon must spend 48 hours in meditation. At least 24 of these hours must be in a Deep Trance state. The Dragon must be at Psionic Power Point maximum before attempting to use this Feat. If the meditation requirements are met then the Dragon gains an addition number of Psionic Power Points equal to 20% of his normal maximum. These points will persist for 72 hours - if not used during this time, they vanish.

Special: It is not possible to recharge these points, they are used before your own personal Psionic Power Points and whilst you still have some of these points left you are theoretically still on maximum power points.

Kick [Dragon Feat]

Using this feat a Dragon learns how to effectively kick a foe.

Pre-requisite: Age level 2

Normal: Dragons don't normally know how to kick.

Benefits: A victim of a successful kick from a Dragon takes standard claw damage and must make a knockback test. A Kick is an additional attack. A Dragon may not Kick and Tail Slap in the same round.

Special: If a Dragon wants to learn Weapon Focus (Kick) then obviously this feat forms one of the pre-requisites. **Knockback Test:** Unless you are bigger than the Dragon you must make a Balance Check (DC 10 + STR modifier of the Dragon). If you fail the check then you are kicked back 1d6 feet plus 1 foot per age category of the Dragon.

Kindredbond [General Feat]

Both Dragons and Non-Dragons may take this Feat. The Feat allows a Dragon to initiate the Kindred Bonding ritual with a willing Non-Dragon.

Pre-requisite: Age level 2

Normal: Without this Feat, a Dragon cannot successfully perform the Kindred bonding ritual.

Benefit: The ritual when successfully completed (it takes several hours) forms an empathic link between a Dragon and its chosen Vassal. The bond formed is permanent (until the death of one of the parties) and an individual may have only one Kindredbond at any time. The bond allows empathic communication between the parties (although the Dragon receives far more information). If the pair are co-operating in a combat situation, then they both gain +1 to hit and +1 to AC. This bond is especially important to Dragon riders.

Special: All Dragons must have this Feat before they reach age category 4.

Lair Clairaudience [Special Feat]

Pre Requisite: Intelligence 12+

Normal: Dragons without this feat don't have this ability.

Benefit: A Dragon with this ability has formed a close bond with his hoard. The ability has a range = 1 mile per age category. Whilst within that range a Dragon may concentrate on an area within its lair and hear any noise within a range (= 20ft per age category) from the point of concentration. The concentration check is at a base difficulty of 15 as is the Listen roll.

Special: Translated Dragons get this feat for free. Newly generated 3rd edition Dragons must buy it.

Meditation - [General Feat]

The existing meditation rules don't seem to fit well with the Council of the Wyrms. They don't cover the same abilities that the original Meditation Proficiency covered – thus this conversion rather than a straight use of the existing rules!

This allows an individual to focus his mind and body in a way beyond that engendered by the Concentration skill. Some of the feats possible with meditation may seem almost supernatural. However, they are purely willpower & concentration.

Pre-requisite: Age Level 2, Concentration 4 +

Normal: Meditation is not possible without the training represented by possession of this Feat.

Benefit: To achieve any positive results from meditation, one must first concentrate upon the task of meditation. To do so, you must succeed at a concentration check with DC 10 (or if distracted, use the standard concentration check rules to increase the difficulty based on the distraction encountered). If you make the first concentration check then you may attempt another check (after at least 3 rounds of meditation) to achieve the various benefits of meditation. Some of the effects possible with Meditation are :

DC	Task
10	Replace a night's sleep. You are however still awake if anything happens during the night (although you are deep in thought and thus suffer -4 to rolls). Note that Psionic Power Points are not recovered during meditation without the use of the Rejuvenation Feat. One hours Meditation is as Restful as two hours of sleep.
15	Achieve Deep Trance - In deep trance you can maintain meditation, seemingly you are asleep. However, you are fully focused inwards and cannot be disturbed by the mundane world. Damage will not awake you, pain and hunger will not awake you - it is perfectly possible to die in Deep Trance. You come out of Deep Trance only when you want to. It is possible to move out of the Deep Trance state and still maintain a meditative state.
15	Stave off the effects of dehydration & starvation for a day. Note that difficulty of the concentration roll gains a +1 per day after the first day. Additionally, once this roll has been failed it is not possible to attempt it again during the same period of hardship.
15	Ignore pain that is causing you distractions. This helps with concentration once the meditative trance has been entered.
20	Gain limited protection from extremes of temperature. For the next hour you have damage reduction (vs. natural heat or cold) equal to your wisdom bonus.
20	Auto Suggestion - Gain a +1 on a given action that you intend to take within the next 24 hours.
25	Delay Poison - Stave off the secondary effects of a poison or disease for a day <assuming that one has a chance to meditate before the secondary effect hits>.

Note: If you fail the second concentration check then may not attempt to achieve the benefits of meditation for a full 24 hours.

Special: I had a lot of trouble convincing myself that Meditation should be a Feat rather than a skill. I guess that if we allow the Concentration skill to reflect the possibility of failure at Meditation then my issues with the ability disappear.

Meditative Focus [Dragon (Gem Only) & Psionic Feat]

With this feat you may focus your mental energy on a particular Psionic discipline.

Pre-Requisite: Must be a Gem Dragon Age Level 2 & Meditation

Normal: The benefits of this Feat are not possible without this feat.

Benefit: The Dragon must meditate for a full 12 uninterrupted hours (at least four hours of this must be in Deep Trance) - power points are recovered normally during this time. If the meditation requirement is met then the DCs of all saving throws against the Dragons Psionic powers from one chosen discipline are at +2. However, all other discipline powers suffer a -1 to their saving throw DCs.

Special: Benefits from Meditative Focus stack with those from Psionic focus. With this feat you may focus your mental energy on a particular Psionic discipline.

Rejuvenation [Dragon (Gem Only) & Psionic Feat]

This allows the Dragon to recover Psionic Power Points whilst meditating.

Pre-requisite: Meditation

Normal: No recovery of Psionic Power Points is possible during meditation without this feat.

Benefits: Psionic Power Points may be recovered during meditation. Also a Dragon with the Rejuvenation Feat does not suffer the -4 to dice rolls whilst replacing sleep with meditation.

Special: With the Rejuvenation Feat you may attempt to enter Deep Trance and reduce the Psionic Power Point recharge time from eight hours to four hours. You are however still subject to all the normal draw backs of a Deep Trance state.

Roll Attack [Dragon Feat]

This Feat rather suggests to me a further Feat called Death Roll, for those Dragons who have spent too much time watching Crocodiles feeding! - Steve Irwin (rest in peace) has a lot to answer for!!

This Feat allows a dragon to roll over and crush those opponents seeking to attack from atop a dragon's back.

Normal: Without the Feat the attack roll is at -5, the Dragon attracts attacks of opportunity and does no crushing damage to the person he's trying to dislodge <they tend to jump off as the roll is slow & unpractised>

Pre-requisite: Age level 2

Benefit: With the feat the penalty is only -2. A successful attack roll indicates that the dragon has rolled completely over and caused crushing damage to its enemies; roll damage is equal to half a dragon's bite damage. An opponent who has endured a roll must make a Reflex save (DC 10 + the Dragons size modifier) or be dislodged; roll cannot be used to pin targets since the dragon rolls completely over and regains its feet all in the same round.

Tease [Dragon Feat]

This Feat allows a Dragon to jape and jeer an opponent into acting rashly.

Pre-requisite: Age level 2

Normal: Whilst a Dragon may obviously tease an opponent he has no particular ability without this feat.

Benefit: The Teasing Dragon must act first. The foe must have INT 4 or better. The opponent must be able to understand the language that the Dragon is teasing in. The target of the Tease gets a willpower roll to resist (DC 15 + the age category of the Dragon). If the saving throw is failed then the target will attempt to attack the Dragon even if this is not in the victims' best interest. If the victim rolls a natural 1 on the saving throw then he immediately unleashes his most awesome attack on the Dragon (well as soon as initiative allows).

Special: A tease attempt is a full combat action and attracts attacks of opportunity.

Trick [Dragon Feat]

This is the ability to create a diversion to confuse and fluster an opponent. A trick can be as simple as shouting "Look over there" or it can be far more complicated.

Pre-requisite: Age level 2

Normal: Whilst a Dragon may obviously attempt to trick an opponent without this Feat, he has no particular talent in doing so.

Benefits: The Dragon must have initiative. The foe must be intelligent enough to understand the Trick. The Dragon rolls an INT test (DC the opponents INT). If the Dragon beats the foe then the foes initiative drops to last place. If the Dragon Fails the check then the Dragon loses all actions in the following round.

Non-Combat Proficiencies - Non weapon proficiencies generally become skills under 3rd edition

Maximum Skill Levels – The MM gives no maximum skill levels for monsters. For the purposes of this conversion consider a monsters maximum skill level to be equal to a character with a level equal to the monster's ECL.

Table F: Proficiency Conversions

Proficiency	Conversion
Alertness	Translates to a good few ranks in the Spot skill or the Alertness feat
Aerial Combat	Fly By Attack Feat (See MM Chapter 6)
Breath Weapon	Becomes the various "Meta-Breath" Feats from the Draconomicon . All Dragons are naturally proficient.
Bite	All Dragons are naturally proficient
Dragon Flight	NEW Dragon Flight skill
Danger Sense	NEW Danger Sense Feat
Chant	Perform (Chant) skill
Claw	All Dragons are naturally proficient
Claw/Claw	Combat Focus & Multi-attack (See MM Chapter 6)
Claw/Claw/Bite	Combat Focus & Multi-attack (See MM Chapter 6)
Debate	Diplomacy
Hypnosis	NEW Hypnosis skill
Kindredbond	NEW Kindred bond Feat
Looting	Profession (Looter)
Lore	Knowledge skills
Meditation	NEW Meditation Feat
Meditative Focus	NEW Meditative Focus Feat.
Observation	Search
Poetry	Craft (Poetry), or Profession (Poet)

Plummet	Translates as the crush attack. A natural proficiency for all Dragons.
Psioncraft	Psicraft (see Psionics handbook).
Quicken Spell-like ability	See MM Chapter 6
Tail Attack	All Dragons are naturally proficient
Tail Mace	Exotic Weapon (Tail Mace)
Tail Slap	Translates as Tail Sweep. A natural proficiency for all Dragons.
Tease	NEW Tease Feat
Trick	NEW Trick Feat
Rejuvenation	NEW Rejuvenation Feat
Snatch	See Feat MM Chapter 6
Stall	Hover Feat (See MM Chapter 6)
Stewardship	Profession (Steward) Skill
Wing Buffet	All Dragons are naturally proficient
Wing Spur	Exotic Weapon (Wing Spur)

New Skills for the Council of the Wyrms Setting

Dragon Flight (Dex)

Use this skill to fly! A Dragon without any skill in Dragon Flight will have serious problems when he tries to fly. Basically, Dragons are not instinctive flyers and need to be taught how to fly properly

Check: Use this skill to determine if a difficult feat of flying has been successfully achieved.

DC Task

10	Flying successfully from A to B with no hazards
15	Flying from A to B in challenging weather or visibility conditions
20	Flying in foul weather
+1	Per passenger carried
+5	Flying at "zero" Altitude
+5	Untrained Skill use.

Retry: A failed roll indicates that the Dragon is falling. A Dragon falls at (very roughly) 25ft per round at Tiny size, at 50ft per round at Small Size, at 75 feet per round at Medium Size, at 100 feet per round at Large Size, at 125 feet per round at Huge Size, at 150 feet per round at Gargantuan Size & 175 feet per round at Colossal Size. Falling damage is 1d6 per 10ft fallen (the maximum falling damage is 25d6).

Special: A Dragon below 50% hit points can no longer sustain flight and can only glide to the ground (usually in a very inelegant manner). If a Dragon has lost 80% of its hit point whilst in Flight it can no longer sustain flight and will fall.



Hypnosis (Cha: Trained only)

Hypnosis seemed to vanish under D&D 3.5 – hence this conversion & re-introduction.

Use this skill to conduct hypnosis upon a subject. Placing them into a relaxed state where they are very susceptible to suggestions.

Check: Use this skill to determine the success of a hypnosis attempt. Only a willing subject may be properly hypnotised. Add 15 to the DC if the target is not willing. The attempt at hypnotism takes about 5 minutes. Hypnosis may be used to:

DC	Task
15	Induce a subject to remember something he has forgotten. This allows a re-try on a failed Knowledge skill check.
20	Calm a subject in the face of a specific situation. This will remove a magically induced fear condition if the Hypnosis check overcomes the original save DC.
25	Cure the subject of bad habits or addiction (that is not magically induced).
30	Prepare a subject to impersonate someone by thoroughly adopting that individual's personality.
40	Program a subject to act in a specific way when exposed to a specific set of circumstances
+5	If the subject is not of your own species.
+10	If the subject is of a completely alien mind set (such as an aberration)

Retry: Yes. However, if you fail to hypnotise a subject further attempts are at +3 (per failed attempt) to the DC.

Special: If you have 5 or more ranks in concentration then you get a +2 synergy bonus on your hypnotism check.

Knowledge (Dragon Lore) (Int: Trained only)

This is the knowledge skill that describes the level of your knowledge in matters of study of Dragon issues, both cultural, mythological and physiological.

Check: Use this skill to determine if you know a specific piece of Dragon Lore. Typically there is a DC of 10 for simple information, 15 for basic information and 20 to 30 for stranger more exotic or hidden information.

Retry: No retry is possible without spending time in a library of such looking the information up (in which case we are into the territory of the Gather Information skill). Either you know a thing or you don't it's that simple.

Special and Innate Abilities – Dragons have changed a lot between the versions, so you need to check to see what's changed. Where a given ability has been moved above your Dragon's current Age Category you may keep it (it's just assumed that your converted Dragon is just a little advanced for it's age). Where ability has been removed then you need to take the Ability Translation Feat if you wish to retain it. If you can't afford all your original abilities then you lose them.

Gold Dragon

Removed - Immunity to Gas

Removed - Was gained at Hatchling - Speak to animals at will

Moved - Was gained young - Bless [moved to young adult]

Removed - Was gained at Juvenile - Detect Lie 3 per day <would be Discern Lies in D&D>

Removed - Was gained at Adult - Animal Summoning 1 per day <would be Summon Natures Ally 1 in D&D>

Silver Dragon

Moved - Was gained at Young - Feather fall [moved to juvenile]

Changed & Moved - Was gained at Juvenile - Wall of Fog [changed to Cloud of Fog and moved to Adult]

Moved - Was gained at Adult - Control Winds [moved to old]

Moved - Was gained at Mature adult - Control Weather [moved to ancient]

Moved - Was gained at Old - Reverse Gravity [moved to Great Wyrms]

Bronze Dragon

Moved - Was gained at Young - Create food & water [moved to Adult]

Changed & Moved - Was gained at juvenile - Wall of Fog [changed to Cloud of Fog and moved to Adult]

Moved & changed - Was gained at Ancient - ESP [changed to Detect Thoughts and moved to Old]

Removed - Was gained at Adult - Airy Water 3 per day (10ft radius/age category) <this spell doesn't exist in standard D&D - see below for a conversion>

Removed - Was gained at Old - Weather Summoning 1 per day <under D&D this spell's capabilities fall under the Control Weather spell>

Copper Dragon

Removed - Enhanced Jumping capability - now covered by a your option to purchase as much Jump skill as you wish

Removed - Was gained at Young - Neutralise Poison 3 per day

Moved - Was gained at Juvenile - Stone Shape [moved to Adult]

Removed - Was gained at Adult - Forget 1 per day <this spell doesn't exist in standard D&D - see below for a conversion>

Moved - Was gained at Mature Adult - Rock to Mud [moved to Old]

Moved - Was gained at Great Wyrms - Wall of Stone [moved to Ancient]

Brass Dragon

Removed - Was gained at Young - Create or Destroy water 3 per day

Removed - Was gained at Juvenile - Dust Devil 1 per day <this spell doesn't exist in standard D&D - see below for a conversion>

Removed - Was gained at Mature Adult - Control Temperature 3 per day (10ft radius/age category) <under D&D this spell's capabilities fall under the Control Weather spell>

Amethyst Dragon

Removed - Was gained at Hatchling - Water Breathing at will

Removed - Was gained at Hatchling - Cloud Walking at will <as the Silver Dragon ability under D&D>

Removed - Was gained at Young - Water walking six per day <as the Water Walk spell under D&D>

Removed - Was gained at Juvenile - Neutralise Poison six per day

Removed - Was gained at Adult - Shape Change (as per druid, but no hpts are regained on changing) 3 per day

Removed - Was gained at Old - Otiluke's resilient sphere three per day

Removed - Was gained at Very Old - Reflecting Pool 3 times per day <under D&D this spell's capabilities fall under the Divination spell - under this version, the material component is a pool of water.>

Removed - Was gained at venerable - Control Weather once per day

Sapphire Dragon

Removed - Fear Immunity <Under D&D this is like the Paladin's Aura of Courage - but only the Dragon is effected>

Removed - Immunity to web, hold & paralysis effects

Removed - Was gained at young - Continual light 3 per day <continual light becomes Daylight under D&D>

Moved - Was gained at juvenile - Stone shape [moved to adult]

Removed - Was gained at Adult - Anti-Magic Shell once per day <Anti-Magic Shell becomes Anti-Magic Field under D&D>

Removed - Was gained at Mature Adult - Passwall 6 per day

Moved - Was gained at Venerable - Wall of Stone [moved to Ancient]

Removed - Was gained at Great Wyrms - Sunray 3 per day <Sunray becomes Sunbeam under D&D>

Emerald Dragon

Removed - Ability to Hypnotise and Geas via movements of its scintillating scales <if the Dragon wishes to maintain this ability as a mundane capability then he needs to purchase the Hypnotism skill>

Removed - Was gained at Hatchling - Flame Walk at will <Under D&D, treat this as the ability to pass through normal fires without taking any damage. Note that the Dragon must continue to move whilst passing through the non-magical fire or it will start to take damage.>

Removed - Was gained at young - Audible Glamour 3 per day <audible glamour becomes Ghost Sound under D&D>

Removed - Was gained at juvenile - Hypnotism 3 per day

Removed - Was gained at Adult - Melf's Minute Meteors 3 per day <this spell doesn't exist in standard D&D - see below for a conversion>

Removed - Was gained at mature adult - Hold Person 3 per day

Removed - Was gained at venerable - Animate Rock once per day <under D&D this works as per the Animate Object spell, but only works on Rocks>

Removed - Was gained at Great Wyrms - Geas once per day

Topaz Dragon

Removed - Was gained at Young - Protection from Evil or Good 3 per day

Removed - Was gained at Juvenile - Blink 3 per day

Changed - Was gained at Adult Wall of Fog [changed to Fog Cloud]

Removed - Was gained at Mature Adult - Airy Water 3 per day 10ft radius/age category <this spell doesn't exist in standard D&D - see below for a conversion>

Removed - Was gained at Old - Part Water once per day <under D&D this spell's capabilities fall under the Control Water spell>

Crystal Dragon

Removed - Immunity to Light based attacks

Moved - Was gained at Hatchling - Charm Person [moved to adult]

Moved - Was gained at Juvenile - Colour Spray [moved to Old]
Removed - Was gained at Mature Adult - Suggestion 3 per day
Removed - Was gained at Very Old - Luck Scale 1 per day <enchanted scales still function as Stones of Luck (Luck stones) under D&D>

Red Dragon

Removed - Was gained at Young - Effect normal fires 3 per day <this spell doesn't exist in standard D&D - see below for a conversion>
Removed - Was gained at Juvenile - Pyrotechnics 3 per day
Removed - Was gained at Adult - Heat Metal 1 per day
Removed - Was gained at Very Old - Hypnotism 1 per day
Removed - Was gained at venerable - Detect Gems 3 per day <under D&D treat this ability as the Detect Animals or Plants spell, only that it detects precious stones instead of Plants & Animals.>

Blue Dragon

Moved - Was gained at Young - Destroy/Create water [moved to hatchling]
Removed - Was gained at Adult - Dust Devil 1 per day <this spell doesn't exist in standard D&D - see below for a conversion>
Moved - Was gained at Old - Ventriloquism [moved to adult]
Removed - Was gained at Venerable - Control Winds 1 per day

Spell Conversion – Some spell conversion has been required to cover some of the spells from the 2nd Edition Players Handbook that some Council of the Wyrms Dragons used to have access to & might still retain through the use of the ability translation feat.

Airy Water

Transmutation (Water)
Level: 5th Wizard
Components: V (a single word), S, M (handful of alkaline or bromide salts)
Casting Time: 1 Action
Range: Personal
Area: 10' radius Sphere or 15' radius hemisphere
Targets: An Area of water or water based solution.
Duration: 10 minutes per caster level
Saving Throw: None
Spell Resistance: No

Turns an area of water or water-based solution into a less dense breathable substance. The sphere form of the spell moves with the caster. Water breathing creatures will avoid the sphere.

Forget

Enchantment (Charm)[Mind effecting]
Level: 2nd Wizard
Components: V, S
Casting Time: 1 Action
Range: Close
Area of effect: 20 foot cube
Target: One to Four intelligent creatures
Duration: Permanent
Saving Throw: Negates
Spell Resistance: Yes

Causes creatures in the area of effect to forget the events of the previous minute. For every three levels of the caster another minute of the past is forgotten. One to Four creatures are effected (up to the caster which ones). If only one is affected he gets the DC of the saving throw is a +2. If only two are affected the DC of the save is at +1. Only a Heal spell, Greater Restoration, Wish or Limited Wish will remove the effects of this spell.

Dust Devil

Conjuration (Summoning) [Elemental Air]
Level: 2nd Priest
Components: V, S
Casting Time: 2 Rounds
Range: Close
Area: special
Duration: 1 round per caster level
Saving Throw: None
Spell Resistance: No

Conjures a weak air elemental (AC: 16, HD: 2, Mv: 180 feet per round, one attack for 1d4 damage) that can be hit by normal weapons. It appears as a small whirlwind 1 foot in diameter & 5 feet tall with a

Moved - Was gained at Great Wyrms - Hallucinatory Terrain [moved to Old]

Green Dragon

Removed - Immunity to Gases
Moved - Was gained at Juvenile - Water Breathing [moved to hatchling]
Removed - Was gained at Mature adult - Warp Wood 3 per day
Removed - Was gained at Very Old - Entangle 1 per day
Removed - Was gained at Great Wyrms - Pass without Trace 3 per day

Black Dragon

Removed - Was gained at Venerable - Summon Insects 1 per day <Under D&D works as in the Summon Swarm spell but will only Summon Insects i.e. on the random swarm table only rolls of 15+ are valid>

White Dragon

Moved - Was gained at Juvenile - Ice-Walking [moved to Wyrmling]
Moved - Was gained at Mature Adult - Gust of Wind [moved to adult]
Changed & Moved - Was gained at Very Old - Wall of Fog - [changed to Fog Cloud, moved to Juvenile]
Moved - Was gained at Great Wyrms - Freezing Fog [Moved to Old]

width of three to four feet across at the top. It vanishes if moves out range with the caster. Its winds can put out small fires. Can hold a gas cloud away from the caster. The creature can't be seen through if it's picked up dust or something whilst whirling. A hit from a creature native to the elemental plane of Air will make the creature vanish off back home.

Melf's Minute Meteors

Evocation (Fire)
Level: 3rd Wizard
Components: V, S, M (nitre & sulphur formed into a bead by the addition of pine tar.), F (A hollow gold tube worth 1,000gp of masterwork quality - the tube isn't may be re-used)
Casting Time: 1 Action
Range: Long
Area: 1 target per meteor
Duration: Special
Saving Throw: Half
Spell Resistance: Yes

Summons up small globes of fire. One per caster level. Caster has to make a ranged attack at +2 to hit with these missiles. They do 1d4 damage. They will ignite combustible material. Misses are treated as grenade like missiles and inflict 1 point of damage to anyone within three feet of impact. The spell can be cast on of two ways. The spell ends when the full count of missiles has been fired.

a.) The caster discharges 5 meteors per round.
b.) The caster discharges 1 meteor per round. With this option the caster can do other things whilst the spell continues to function. Although to keep this spell running he needs to make a concentration check (DC 18) each round or he loses this the remaining portion of this spell and any other that he may be attempting to cast.

Affect Normal Fires

Transmutation (Fire)
Level: 1st Wizard
Components: V, S
Casting Time: 1
Range: Close
Area: 10-foot radius
Targets: A fire or fires within the Area
Duration: 2 rounds per level
Saving Throw: None
Spell Resistance: No

Effects normal fires from small as a torch or lantern to big as the area of effect. Causes the fire to either glow as brightly (illumination range is doubled) or to drop the brightness to that of a smoking ember (the spell can also snuff out the fire - but that ends both the fire and the spell). Effects any and all fires in the area of effect

Common Dragon Abilities – A little discussion of these is required as some of this is not straightforward conversion. It turns out that more than a couple of draconic abilities from the Council of the Wyrms have not made it into the main stream of 3.5

edition D&D.

Communicate with Intelligent Creatures – D&D Dragons don't have this ability. So we have a feat (of course!) to cover it. On conversion all Dragons get this feat for free (except Brass who never get it!) – new characters must buy it.

Lair Clairaudience – D&D Dragons don't get this ability. On conversion all Dragons get the Feat for free. New characters have to buy it.

Dragon Sense - Dragons in D&D have exceptional Blind Sight, Dark Vision and low-light vision. I believe that these abilities effectively cover most of the abilities under Dragon sight in the old system.

Spells (& Psionics) - Rules in the MM dictate the spells of Dragons and should be followed in preference to rules given in the Council of the Wyrms. Dragons are now effectively sorcerers (or Psions) and some of them have access to divine magic in the same manner as a sorcerer has access to arcane magic. Remember when converting that some spells have changed names and some spells like Detect Alignment and Arcane curative magic have gone completely.

The MM2 entries on Gem Dragons are expressed in the terms of D&D 3.0 Psionics & it should be noted that 3.5 Psionics are significantly different. Some attention needs to be given to this matter whilst converting Gem Dragons.

Half-Dragon Abilities - Half-Dragons are given Discretionary and Fixed abilities dependent upon their level under the 2nd edition system. The Fixed abilities are Breath Weapon and Claws - a Half Dragon under 3rd edition automatically gets these abilities. Therefore if your second edition character didn't have them he's got them now. It's also worth noting that the range of a Half-Dragon's breath weapon has improved dramatically.

Discretionary abilities are a different story. Half-Dragons under 3rd edition have no such abilities. The Discretionary Ability feat must be purchased once per Discretionary ability that a converted Half-Dragon has. If you cannot afford them all then I'm sorry, but you lose the ones that you can't afford. New Half-dragon Characters are free to purchase the Discretionary Ability feat whenever they can afford it.

Chapter Three: Draconic Combat

Dragon THAC0 - Each Dragon has its base attack bonus listed in the MM. These values include the statistic modifiers for the default Dragon statistics & size modifiers. Table B gives you the values with these modifiers removed. A Dragon gets a number of attacks per round based on its size. This can be as much as one bite, two claws, two wing attacks and a tail slap! The bite is at full attack bonus, the other attacks are at -5 to hit. The Multi-Attack, Combat Focus, Weapon Focus & Weapon Specialisation feats can improve these attack bonuses.

Dragon with Multiple attacks from Character Level - When a dragon gains character levels this adds to its base attack bonus. With a normal character, he'd eventually get additional attacks from this. But, as explained in the Epic level handbook, there's a cap on the number of attacks a character can have. That cap is four & a dragon already has five naturally – so don't expect any additional attacks due to level increases.

Dragon Initiative Modifier – Yes, you noticed! Most Dragons do not have an Initiative modifier. Generally they are not known for their magnificent dexterity scores. However, remember that there are always exceptions!

Dragons Vs Weapon Immune Creatures - Under 3rd edition massive damage can overcome weapon immunities (or Damage Reduction as they now call it). As a Dragon acquires a type of DR he becomes able to overcome that kind of DR.

Dragon Tactics and Attacks - This section is still a nice little guide to how the different Dragons approach combats. Although you do need to take it with a big pinch of salt as some of the abilities and statistics of the Dragons have changed.

Challenge of Claw and Wing - No conversion rules needed. Use the Rules under the Dragon Flight skill and the standard 3rd edition falling rules where needed. This should easily emulate the type of draconic combat that the Challenge demands.

Conversion of Book Two - Campaign

Chapter One - Io's Blood Isles

Largely there is no conversion needed for chapter One although:

Io's Blood Culture - there is a section on "Ranks within the Domains", which might need conversion. Although having investigated the rules on status in the Dungeon Masters guide I don't really think it's needed. The Ranks within Domains section gives the social strata's within Dragon society - I guess that's all you need to work things out.

Chapter Two - The Council of the Wyrms

No conversion needed here. This chapter is all background and social material.

Chapter Three – Dragon-Kind

Time and Dragons - No conversion needed here. The material in this chapter remains in force for the Council of the Wyrms campaign even if it contradicts some of the material in the Monster Manual.

Hoards and Dragon Sleep - No conversion needed here. Again the material in this section remains in force for this campaign. Table 18: Ability does, for one of the rolls, refer to innate ability; here obviously we're talking about the Dragon's Spell-Like and Extraordinary abilities.

Mating & Ageing, Death and Beyond & Rogue Dragons - No conversion needed here.

Dragons and Magic - Material that talks about Dragon-Mages and their limitations is superseded by the rule given in the conversion of Book One for the Dragons advancing in character classes. Draconic religion is covered extensively in the D&D Draconomicon. N/B – IMHO Io should be treated as at least a Greater God, NOT an Intermediate God!

Magical Items and Equipment

Table I: Exotic Weapons-Melee

Weapon	Cost	Damage	Critical	Weight	Type
Wing Spur	8 Gp	+2	x3	10 lbs.	Slashing
Tail Mace	12 Gp	+4	x3	20 lbs.	Bludgeoning

Both of these weapons provide additional damage to one of the dragon's attacks and increase the critical damage from its standard x2 to x3. Fuller descriptions of these weapons can be found in Council of the Wyrms. Obviously they can be purchased in a Masterwork version as per the standard rules. I guess that the main reason a Dragon would want to use weapons would be so that she has the possibility of obtaining magical versions of them. Thus I guess that these items would be quite commonly enchanted.

STILL To Be Done: Need to do a magic item conversion for the Orb of Io. I'm fairly sure that these things translate across, as artefacts of the most powerful sort but I STILL have to check this.

Chapter Four - Campaign Rules and Kits.

Dragon Campaigns – There's nothing in this section that appears to require conversion.

Dragon PCs in Other Campaigns – I've always thought that any sensible DM would not allow a Dragon PC in his game! Having said that, I suppose that with all the possible Monster PC types in 3rd edition the Dragon becomes not quite as out of the question as I have previously thought. Any DM considering letting Dragon PC's into his game should however stick tightly to the EL rules for calculating if the Dragon is going to smash the balance of the campaign and make the existing characters into "goons" working for the Dragon! In general stick to the ECL's given on Table B (below) & you shouldn't go far wrong. If in doubt – DON'T ALLOW DRAGON PCs!!!

Kits Descriptions – As stated above, D&D does not use kits. In some cases a kit is purely a standard character class with a specific choice of feats and balance of skills. In other cases a kit translates better as a Prestige class.

Dragon Kits – As stated above, a Dragon Mage becomes a D&D Mage. A Dragon Priest becomes a D&D Priest. A Dragon PC (I consider) translates best as the Fighter class. The Dragon Psionist becomes a Psion (not a Psionic Warrior – that's a different "fish" – perfectly legal under D&D, but not a translation of the Dragon Psionist!). Because we have separated the process of getting older from the process of advancing in character levels, all the disadvantages that the kits used to attract under AD&D disappear under this conversion. Yes, those magical abilities that your Dragon-Mage lost under the old system are back!!!

Kindred & Demi-Human Kits - No conversion needed here, any of the bonuses that the Dragon Rider kit gets can be mirrored by the standard rules and the Kindred bond Feat converted in Book One. The good news for converted Dragon Riders is that their Hindrance (-1 in un-mounted combat) is gone under D&D.

Half Dragon Kits - The standard Conversion Manual rules for conversion of kits convert the Exile Kit and the Ward Kit quite effectively. Basically the Exile gets Survival as a class skill if it did not otherwise attract it and the Ward get Etiquette as a class skill.

Human Kits – Are all covered & expanded upon in the D&D Draconomicon.

Conversion of Book Three – Adventures

Ok, so there's a hell of a lot to convert in this section. But, I don't intend to cover the conversion of the adventures in this conversion until such time as I have to convert them for my own Campaigns. When & if I carry out a conversion of these adventures I will of course update this conversion.

Any relevant Conversion of the maps - No Conversion required.

Conversion of material on the card inserts - Possibly quite a lot of material on the cards needs to be converted. It's very unlikely that I'm going to be converting NPCs to the new system until I actually have need for them in game play (and that could be some time!). I'll leave conversion of these worthy creatures to any capable Council of the Wyrms fans out there that feel like doing me a favour ☺

Specific Issues Concerning Monster Manual 2 & Gem Dragons

There are issues raised by the release of the Expanded Psionics Handbook & the update on the Wizards of the Coast website that updates Gem Dragons to D&D 3.5. Whilst the statistics block etc. is adjusted to D&D 3.5 format, the D&D 3.0 psionic-like abilities of the Gem Dragons are not converted into D&D 3.5 XPH format! This causes some complications for your converted Council of the Wyrms Gem Dragon. If you look up the master D&D reference (in MM2 & apply the D&D 3.5 update from Wizards of the Coast's website) for your Gem Dragon, the psionic-like abilities that you acquire with age are given in D&D 3.0 terms – which are of little use to you in a D&D 3.5 campaign where the correct psionic reference (the XPH) is being used.

Hence, to get your converted Gem Dragon into a useable format, we need to convert the Gem Dragons D&D 3.0 psionic-like abilities into D&D 3.5 terms. Not a job that I was looking forward to! Until I found "The Gem Dragon Project" on

the web – which had done 90% of the work for me! Once again, I'd like to offer many thanks to the "Herald of Saridor" for his kind permission for his work to be used in this conversion!!

In summary, the 3.5 psionic-like abilities of the D&D Gem Dragons by age category translate as follows:

Note 1 – I have granted the old attack/defense modes at the age category that a Manifester level is gained.

Note 2 – Although D&D 3.0 fails to mention it, I've made Planar Travel a once per day ability.

Note 3 – * Indicates ability translated below.

Amethyst

Wyrmling – Planar Travel* 1/day

Juvenile – Stomp, Ego Whip, Mental Barrier at 3/day

Adult – Cloud Mind, mass 1/day

Old – Body Equilibrium 1/day

Ancient – Suggestion, Psionic 1/day

Great Wurm – Amethyst Telekinesis* 1/day

Crystal

Wyrmling – Planar Travel* 1/day

Adult – Id insinuation, Thought Shield, Charm, Psionic 3/day

Old – Colour Spray, Psionic*

Ancient – Domination, Psionic 1/day

Great Wurm – Control Air 1/day

Emerald

Wyrmling – Planar Travel* 1/day, Object Reading at will

Young – Id insinuation, Psychic Crush, Thought Shield, Mental barrier, Cloud Mind, Mass, Greater* 3/day

Juvenile – Fog Cloud, Psionic* 3/day

Old – Clairvoyant Sense & Escape Detection 3/day

Important – I have to point out that the good "herald of Saridor" proposes in his translation (from whence this work sprang) that a Gem Dragon's Psionic abilities should be augmentable. I have not taken up that option in this conversion. If I were to do so – I would have to balance that capability by allowing Chromatic & Metallic dragons to automatically add their spell like abilities to their list of spells known, thus making their abilities scalable.

Amethyst Telekinesis

Psychokinesis [Force]

Level: Psion/Wilder 5

Display: Visual

Manifestation Time: 1 Standard Action

Range: Medium (100 ft. + 10 ft. /level)

Target: One creature or object at a time

Duration: Concentration, up to 1 round/level

Saving Throw: Yes (object)

Power Resistance: Yes (object)

Power Points: 9

As telekinetic force if used on objects or as telekinetic manoeuvre if used on creatures except as noted here. The weight limit for objects is 10 tons and the size limit for creatures is Large.

Cloud Mind, Greater

Telepathy [Mind Affecting]

Level: Psion/Wilder 4

Display: None

Manifestation Time: 1 standard action

Range: Close (25ft. +5ft. /2 levels)

Target: One creature

Duration: 1 minute/level

Saving throw: Will negates

Power Resistance: yes

Power Points: 7

As cloud mind except the power persists through one attack by you, although on the second – it will end.

Cloud Mind, Mass, Greater

Telepathy [Mind Affecting]

Ancient – Control Sound 3/day

Great Wurm – defensive Precognition 3/day

Sapphire

Wyrmling – Planar Travel* 1/day

Young – Id insinuation, Ego whip, Thought shield, Empty mind 3/day

Juvenile – Detect Psychoportation at will

Adult – Skate 3/day, Stone Shape, Psionic* 2/day

Old – Teleport, psionic 1/day

Ancient – Wall of Stone, Psionic* 1/day

Great Wurm – Move Earth, Psionic* 1/day

Topaz

Wyrmling – Planar travel* 1/day

Juvenile – Mind thrust, Ego Whip, Thought Shield, Mental barrier, Featherfall, Psionic 3/day

Adult – Fog Cloud, Psionic 3/day

Old – Control Air 3/day

Ancient – Control Weather, Psionic 1/day

Great Wurm – Metamorphosis 3/day

Level: Psion/Wilder 8

Power Points: 15

As cloud mind, mass except the power persists through one attack by you, although on the second – it will end.

Control Weather, Psionic

Psychokinesis

Level: Psion/Wilder 7

Display: Visual

Power Points: 13

As Control Weather, Page 214 Player's Handbook – except as noted here.

Colour Spray, Psionic

Psychokinesis [Light]

Level: Psion/Wilder 1

Display: Visual

Power Points: 1

As Colour Spray, Page 210 Player's Handbook – except as noted here.

Featherfall, Psionic

Psychoportation

Level: Psion/Wilder 1

Display: Visual

Power Points: 1

As Featherfall, Page 229 Player's Handbook – except as noted.

Fog Cloud, Psionic

Psychokinesis [Air]

Level: Psion/Wilder 2

Display: Visual

Power points: 1

As Fog Cloud, Page 232 Player's Handbook – except as noted.

Move Earth, Psionic

Psychokinesis [Earth]
Level: Psion/Wilder 6
Display: Visual
Power Points: 11

As Move Earth, Page 257 Player's Handbook – except as noted.

Planar Travel

Psychoportation
Level: Psion/Wilder 4
Display: Visual
Manifestation Time: 1 standard action
Range: Personal
Duration: Instantaneous
Power Points: 7

As Plane Shift, Page 262 Player's Handbook – except as noted here.
Planar Travel works on the Manifester only & it only allows Planer Travel to the Inner Planes.

Stone Shape, Psionic

Psychokinesis [Earth]
Level: Psion/Wilder 3
Display: Visual
Power Points: 5

As Stone Shape, Page 284. Player's Handbook – except as noted.

Wall of Stone, Psionic

Psychocreativity (Creation) [Earth]
Level: Psion/Wilder 6
Display Visual
Power Points: 11

As Wall of Stone, Page 299. Player's Handbook – except as noted.

Table A: Expanded Level Adjustment & ECL Tables— Derived from MM**Chromatic Dragons**

Type	Black			Blue			Green			Red			White		
Age	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL
Wyrmling	4	3	7	6	4	10	5	5	10	7	4	11	3	2	5
Very Young	7	3	10	9	4	13	8	5	13	10	5	15	6	3	9
Young	10	3	13	12	5	17	11	5	16	13	6	19	9	3	12
Juvenile	13	4	17	15	5	20	14	6	20	16	7	23	12	5	17
Young Adult	16	4	20	18	6	24	17	6	23	19	8	27	15	5	20
Adult	19	5	24	21	6	27	20	6	26	22	8	30	18	6	24
Mature Adult	22	5	27	24	7	31	23	7	30	25	9	34	21	6	27
Old	25	6	31	27	7	34	26	7	33	28	9	37	24	7	31
Very Old	28	6	34	30	8	38	29	7	36	31	10	41	27	7	34
Ancient	31	7	38	33	8	41	32	8	40	34	10	44	30	8	38
Wyrm	34	7	41	36	9	45	35	8	43	37	11	48	33	8	41
Great Wyrm	37	8	45	39	9	48	38	8	46	40	11	51	36	8	44

Metallic Dragons

Type	Brass			Bronze			Copper			Gold			Silver		
Age	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL
Wyrmling	4	2	6	6	4	10	5	2	7	8	4	12	7	4	11
Very Young	7	3	10	9	4	13	8	3	11	11	5	16	10	4	14
Young	10	4	14	12	6	18	11	4	15	14	6	20	13	5	18
Juvenile	13	4	17	15	6	21	14	4	18	17	7	24	16	5	21
Young Adult	16	5	21	18	7	25	17	5	22	20	8	28	19	6	25
Adult	19	5	24	21	7	28	20	5	25	23	8	31	22	6	28
Mature Adult	22	6	28	24	8	32	23	6	29	26	9	35	25	7	32
Old	25	6	31	27	8	35	26	6	32	29	9	38	28	7	35
Very Old	28	7	35	30	9	39	29	7	36	32	10	42	31	8	39
Ancient	31	7	38	33	9	42	32	7	39	35	10	45	34	8	42
Wyrm	34	8	42	36	10	46	35	8	43	38	11	49	37	9	46
Great Wyrm	37	8	45	39	10	49	38	8	46	41	11	52	40	9	49

Gem Dragons

Type	Amethyst			Crystal			Emerald			Sapphire			Topaz		
Age	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL	HD	LA	ECL
Wyrmling	6	4	10	5	2	7	6	4	10	5	2	7	7	4	11
Very Young	9	4	13	8	2	10	9	4	13	8	3	11	10	4	14
Young	12	5	17	11	3	14	12	5	17	11	4	15	13	5	18
Juvenile	15	6	21	14	3	17	15	6	21	14	4	18	16	5	21
Young Adult	18	6	24	17	4	21	18	6	24	17	5	22	19	6	25
Adult	21	6	27	20	4	24	21	6	27	20	5	25	22	6	28
Mature Adult	24	7	31	23	5	28	24	7	31	23	6	29	25	7	32
Old	27	8	35	26	5	31	27	7	34	26	6	32	28	7	35
Very Old	30	8	38	29	6	35	30	7	37	29	7	36	31	8	39
Ancient	33	8	41	32	6	38	33	7	40	32	7	39	34	8	42
Wyrm	36	9	45	35	7	42	36	8	44	35	8	43	37	9	46
Great Wyrm	39	9	48	38	7	45	39	8	47	38	8	46	40	9	49

HD = Hit Dice; LA = Level Adjustment (LA's in yellow are as given in the 3.5 MM); ECL = Effective Character Level

Table B: Statistic Improvement by Age & Saves/Attack By Age – Derived from MM & MM2

Age	Type	S	Co	I	W	Ch	Type	S	Co	I	W	Ch	Type	S	D	Co	I	W	Ch
2 - (Very young)	Black	+2	-	-	-	-	Brass	+2	-	-	-	-	Amethyst	+2	-	+2	-	-	-
3 - (Young)		+2	+2	+2	-	+2		+2	+2	+2	+2	+2		+2	-	-	+2	+2	+2
4 - (Juvenile)		+2	-	-	-	-		+2	-	-	-	-		+2	-	+2	+2	+2	+2
5 - (Young adult)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+4	-	+2	-	-	-
6 - (Adult)		+4	+2	-	-	-		+4	+2	-	-	-		+4	-	+2	+2	+2	+2
7 - (Mature adult)		+4	+2	+2	+2	+2		+4	+2	+2	+2	+2		+2	-	-	-	-	-
8 - (Old)		+2	-	-	-	-		+2	-	-	-	-		+2	-	+2	+2	+2	+2
9 - (Very Old)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	-	-	-	-
10 - (Ancient)		+2	-	-	-	-		+2	-	-	-	-		+2	-	+2	+2	+2	+2
11 - (Wyrms)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	+2	-	-	-
12 - (Great Wyrms)		+2	+2	+2	+2	+2		+2	+2	-	-	-		+2	-	-	+2	+2	+2
2 - (Very young)	Blue	+2	+2	-	-	-	Bronze	+2	+2	-	-	-	Crystal	+2	-	+2	-	-	-
3 - (Young)		+2	-	+2	+2	+2		+2	-	+2	+2	+2		+2	-	-	+2	+2	+2
4 - (Juvenile)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
5 - (Young adult)		+4	+2	-	-	-		+4	+2	-	-	-		+4	-	+2	-	-	-
6 - (Adult)		+4	+2	+2	+2	+2		+4	+2	+2	+2	+2		+4	-	+2	+2	+2	+2
7 - (Mature adult)		+2	-	-	-	-		+2	-	-	-	-		+2	-	-	-	-	-
8 - (Old)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
9 - (Very Old)		+2	-	-	-	-		+2	-	-	-	-		+2	-	-	-	-	-
10 - (Ancient)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
11 - (Wyrms)		+2	+2	-	-	-		+2	+2	+2	+2	+2		+2	-	+2	-	-	-
12 - (Great Wyrms)		+2	-	+2	+2	-		+2	-	-	-	-		+2	-	-	+2	+2	-
2 - (Very young)	Green	+2	+2	-	-	-	Copper	+2	-	-	-	-	Emerald	+2	-	+2	-	-	-
3 - (Young)		+2	-	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	-	+2	+2	+2
4 - (Juvenile)		+2	+2	+2	+2	+2		+2	-	-	-	-		+2	-	+2	+2	+2	+2
5 - (Young adult)		+4	+2	-	-	-		+2	+2	+2	+2	+2		+4	-	+2	-	-	-
6 - (Adult)		+4	+2	+2	+2	+2		+4	+2	-	-	-		+4	-	+2	+2	+2	+2
7 - (Mature adult)		+2	-	-	-	-		+4	+2	+2	+2	+2		+2	-	-	-	-	-
8 - (Old)		+2	+2	+2	+2	+2		+2	-	-	-	-		+2	-	+2	+2	+2	+2
9 - (Very Old)		+2	-	-	-	-		+2	+2	+2	+2	+2		+2	-	-	-	-	-
10 - (Ancient)		+2	+2	+2	+2	+2		+2	-	-	-	-		+2	-	+2	+2	+2	+2
11 - (Wyrms)		+2	+2	-	-	-		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
12 - (Great Wyrms)		+2	-	+2	+2	+2		+2	+2	-	-	-		+2	-	-	-	-	-
2 - (Very young)	Red	+4	+2	+2	+2	+2	Gold	+4	+2	+2	+2	+2	Sapphire	+2	-	-	-	-	-
3 - (Young)		+4	-	-	-	-		+4	-	-	-	-		+2	+2	+2	+2	+2	+2
4 - (Juvenile)		+4	+2	+2	+2	+2		+4	+2	+2	+2	+2		+2	-	-	-	-	-
5 - (Young adult)		+2	+2	-	-	-		+2	+2	-	-	-		+2	+2	+2	+2	+2	+2
6 - (Adult)		+2	-	+2	+4	+2		+2	-	+2	+2	+2		+4	-	+2	-	-	-
7 - (Mature adult)		-	+2	+2	-	+2		+2	+2	-	-	-		+4	+2	+2	+2	+2	+2
8 - (Old)		+2	+2	+2	+2	+2		+4	+2	+4	+4	+4		+2	-	-	-	-	-
9 - (Very Old)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2	+2
10 - (Ancient)		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	-	-	-	-
11 - (Wyrms)		+2	+2	-	-	-		+2	+2	+2	+2	+2		+2	+2	+2	+2	+2	+2
12 - (Great Wyrms)		+4	-	+2	+2	+2		+2	+2	+2	+2	+2		+2	-	+2	-	-	-
2 - (Very young)	White	+2	-	-	-	-	Silver	+2	+2	-	-	-	Topaz	+2	-	+2	-	-	-
3 - (Young)		+2	+2	-	-	-		+2	-	+2	+2	+2		+2	-	-	+2	+2	+2
4 - (Juvenile)		+2	-	+2	-	+2		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
5 - (Young adult)		+2	+2	-	-	-		+4	+2	-	-	-		+4	-	+2	-	-	-
6 - (Adult)		+4	+2	+2	-	+2		+4	+2	+2	+2	+2		+4	-	+2	+2	+2	+2
7 - (Mature adult)		+4	+2	+2	+2	+2		+2	-	-	-	-		+2	-	-	-	-	-
8 - (Old)		+2	-	-	-	-		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
9 - (Very Old)		+2	+2	+2	+2	+2		+2	-	+2	+2	+2		+2	-	-	+2	+2	+2
10 - (Ancient)		+2	-	-	-	-		+2	+2	+2	+2	+2		+2	-	+2	+2	+2	+2
11 - (Wyrms)		+2	+2	-	-	+2		+4	+4	+2	+2	+2		+4	-	+4	+2	+2	+2
12 - (Great Wyrms)		+2	+2	+4	+4	+2		+4	+2	+2	+2	+2		+4	-	+2	+2	+2	+2

Age	Type	Attack	Fort	Ref	Will	Type	Attack	Fort	Ref	Will	Type	Attack	Fort	Ref	Will
Very Young	Black	+7	+5	+5	+5	Brass	+7	+5	+5	+5	Amethyst	+9	+6	+5	+6
Young		+10	+7	+7	+7		+10	+7	+7	+7		+12	+8	+7	+8
Juvenile		+13	+8	+8	+8		+13	+8	+8	+8		+15	+9	+8	+9
Young adult		+16	+10	+10	+10		+16	+10	+10	+10		+18	+11	+10	+11
Adult		+19	+11	+11	+11		+19	+11	+11	+11		+21	+12	+11	+12
Mature adult		+22	+13	+14	+13		+22	+13	+13	+13		+24	+14	+13	+14
Old		+25	+14	+14	+14		+25	+14	+14	+14		+27	+15	+14	+15
Very old		+28	+16	+16	+16		+28	+16	+16	+16		+30	+17	+16	+17
Ancient		+31	+17	+17	+17		+31	+17	+17	+17		+33	+18	+17	+18
Wyrms		+34	+19	+19	+19		+34	+19	+19	+19		+36	+20	+19	+20
Great Wyrms		+37	+20	+20	+20		+37	+20	+20	+20		+39	+21	+20	+21
Very Young	Blue	+9	+6	+6	+6	Bronze	+9	+6	+6	+6	Crystal	+8	+6	+6	+6
Young		+12	+8	+8	+8		+12	+8	+8	+8		+11	+7	+7	+7
Juvenile		+15	+9	+9	+9		+15	+9	+9	+9		+14	+9	+9	+9
Young adult		+18	+11	+11	+11		+18	+11	+11	+11		+17	+10	+10	+10
Adult		+21	+12	+12	+12		+21	+12	+12	+12		+20	+12	+12	+12
Mature adult		+24	+14	+14	+14		+24	+14	+14	+14		+23	+13	+13	+13
Old		+27	+15	+15	+15		+27	+15	+15	+15		+26	+15	+15	+15
Very old		+30	+17	+17	+17		+32	+17	+17	+17		+29	+16	+16	+16
Ancient		+33	+18	+18	+18		+33	+18	+18	+18		+31	+18	+18	+18
Wyrms		+36	+20	+20	+20		+36	+20	+20	+20		+34	+19	+19	+19
Great Wyrms		+39	+21	+21	+21		+39	+21	+21	+21		+38	+21	+21	+21
Very Young	Red	+10	+7	+7	+7	Gold	+11	+7	+7	+7	Sapphire	+8	+6	+5	+6
Young		+13	+8	+8	+8		+14	+9	+9	+9		+11	+7	+7	+7
Juvenile		+16	+10	+10	+10		+17	+10	+10	+10		+14	+9	+9	+9
Young adult		+19	+11	+11	+11		+20	+12	+12	+12		+17	+11	+10	+10
Adult		+22	+13	+13	+13		+23	+13	+13	+13		+20	+12	+12	+12
Mature adult		+25	+14	+14	+14		+26	+15	+15	+15		+23	+13	+13	+13
Old		+28	+16	+16	+16		+29	+16	+16	+16		+26	+15	+15	+15
Very old		+31	+17	+17	+17		+32	+18	+18	+18		+29	+16	+16	+16
Ancient		+34	+19	+19	+19		+35	+19	+19	+19		+32	+18	+18	+18
Wyrms		+37	+20	+20	+20		+38	+21	+21	+21		+35	+19	+19	+19
Great Wyrms		+40	+22	+22	+22		+41	+22	+22	+22		+38	+23	+21	+21
Very Young	Green	+8	+6	+6	+6	Copper	+8	+6	+6	+6	Emerald	+9	+6	+6	+6
Young		+11	+7	+7	+7		+11	+7	+7	+7		+12	+8	+8	+8
Juvenile		+14	+9	+9	+9		+14	+9	+9	+9		+15	+9	+9	+9
Young adult		+17	+10	+10	+10		+17	+10	+10	+10		+18	+11	+11	+11
Adult		+20	+12	+12	+12		+20	+12	+12	+12		+21	+12	+12	+12
Mature adult		+23	+13	+13	+13		+23	+13	+13	+13		+24	+14	+14	+14
Old		+26	+15	+15	+15		+26	+15	+15	+15		+27	+15	+15	+15
Very old		+29	+16	+16	+16		+31	+16	+16	+16		+30	+17	+17	+17
Ancient		+32	+18	+18	+18		+34	+18	+18	+18		+33	+18	+18	+18
Wyrms		+35	+19	+19	+19		+35	+19	+19	+19		+36	+20	+20	+20
Great Wyrms		+39	+21	+21	+21		+38	+21	+21	+21		+39	+21	+21	+21
Very Young	White	+6	+5	+5	+4	Silver	+10	+7	+7	+7	Topaz	+10	+7	+7	+7
Young		+9	+6	+6	+5		+13	+8	+8	+8		+13	+8	+8	+8
Juvenile		+12	+8	+8	+7		+16	+10	+19	+10		+16	+10	+10	+10
Young adult		+15	+9	+9	+8		+19	+11	+11	+11		+19	+11	+11	+11
Adult		+18	+11	+11	+10		+22	+13	+13	+13		+22	+13	+13	+13
Mature adult		+21	+12	+12	+12		+25	+14	+14	+14		+25	+14	+14	+14
Old		+24	+14	+14	+14		+28	+16	+16	+16		+28	+16	+16	+16
Very old		+27	+15	+15	+15		+31	+17	+17	+17		+31	+17	+17	+17
Ancient		+30	+17	+17	+17		+34	+19	+19	+19		+34	+19	+19	+19
Wyrms		+33	+18	+18	+18		+37	+20	+20	+20		+37	+21	+21	+21
Great Wyrms		+36	+20	+20	+20		+40	+22	+22	+22		+40	+22	+22	+22

Resources – This is a list of the works that have acted as source or reference for some of this material. I have credited these works in the main body of the document where possible. If you intend to use this work, I'd seriously suggest that you at least read of the source material .

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|-------|--|-------|---|
| I. | The Council of the Wyrms - I often refer to this as COW - as far as I'm aware, I'm the only one ☺ Product code 1107, 1994, By Bill Slavicsek copyright 1994 TSR. The inspiration for this entire conversion. Please note that there is another version of the Council of the Wyrms around in book form. This work is (to reiterate) a conversion of the boxed set. | X. | The System Reference Document - Freely available on the internet under the d20 system open licence agreement. The rules frame work that this conversion attempts to adhere to. The official version is available through Wizards of the Coast's D&D website http://www.wizards.com/dnd . |
| II. | "Monsters with Class" - Issue 293, March 2002, Volume XXVII, Number 10 of the Dragon magazine. By Rich Redman with R&D staff. Copyright wizards of the Coast 2002. This work has gone through the work of calculating the ECLs for most of the monsters in the Monster Manual and gives me nice "official" numbers to use in this document. | XI. | The Draconomicon - Product Code 9297, FOR1 Accessory for 2 nd Edition Dungeons & Dragons - Forgotten Realms setting. By Nigel Findley, et al. Copyright TSR 2000. Although this resource talks about Dragons in a different campaign setting it provides some excellent Dragon flavour and is well worth a read for any prospective Council of the Wyrms DM. There's all sorts in this book ! |
| III. | Defenders of the Faith - A guide book to Clerics and Paladins. Appendix: Monstrous Clerics <Page 95>. By Rich Redman and James Wyatt. Product code WTC11840. Copyright Wizards of the Coast 2001. This work gives a basic write up of the Draconic deities, working out their domains so that we have official values to use in this document. | XII. | The 2nd Edition Advanced Dungeons & Dragons Players Handbook - Product Code 2101. By David "Zeb" Cook. Copyright TSR 1989. Used as source for the Conversion of some of the Spell Like abilities from COW that didn't make it into D&D. |
| IV. | Monster Mythology - Product code 2128. DMGR4. By Carl Sargent. Copyright TSR 1992. Chapter on "Gods of the Scaly Folk" this source has been used to get a bit more of a handle on the Dragon Gods and I've taken the Holy symbols for the Dragon Gods from here. | XIII. | Monster Manual 2 - Often referred to as MM2. Product Code 882680000 By Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams & Steve Winter. Copyright Wizards of the Coast 2002. The Monster Manual 2 contains the base statistics for Gem Dragons. You really can't include Gem Dragons in your game without this volume. |
| V. | Dungeons & Dragons Players Handbook <Core Rulebook 1> - Often referred to as the PHB. Product Code TSR11550. By Monte Cook, Jonathan Tweet & Skip Williams. Copyright Wizards of the Coast 2000. You need this work to play D&D if you haven't got it, GO GET IT !! | XIV. | Savage Species - Often referred to as SS. Product Code 987654321 By David Eckelberry, Rich Redman, & Jennifer Clarke Wilkes. Whilst the content of this publication is not OGL, it does set the Wizards of the Coast standard for playing monster characters in the D&D game. Thus it further clarifies the Level Adjustment & ECL system & provided an invaluable source of reference for this conversion. I would strongly suggest that anyone who is seriously interested in playing a wide range of monster characters obtain a copy of this book. |
| VI. | Dungeons & Dragons Dungeon Master's Guide <Core Rulebook 2> - Often referred to as the DMG. Product Code TSR 11551. By Monte Cook, Jonathan Tweet & Skip Williams. Copyright Wizards of the Coast 2000. You need this work to play D&D if you haven't got it, GO GET IT RIGHT NOW!! - Come to think of it, if you've read this far and you haven't got the DMG, what are you playing at ? | XV. | Draconomicon – The book of Dragons, Wizards of the Coast, Product Coe 987654321 by Andy Collins, Skip Williams & James Wyatt. November 2003. Pretty much the definitive d20 D&D Dragon document. A MUST HAVE! |
| VII. | Dungeons & Dragons Monster Manual <Core Rulebook 3> - Often referred to as the MM. Product Code TSR 11552. By Monte Cook, Jonathan Tweet & Skip Williams. Copyright Wizards of the Coast 2000. The Monster Manual contains the base statistics for Dragons. Basically you can't play The Council of the Wyrms without this on or indeed do an effective conversion. | XVI. | The Expanded Psionics Handbook |
| VIII. | Dungeons & Dragons Psionics Handbook - Product code WTC11835. By Bruce R.Cordell. Copyright 2001 Wizards of the Coast. An essential work for understanding and using Psionics in D&D. | XVII. | The Gem Dragon Project – An essential piece of work to the Gem Dragon aspect of this conversion. Find it & more here: http://www.geocities.com/originalravinray/dnd/psionics/main.html |
| IX. | Dungeons & Dragons Conversion Manual - By Skip Williams. Freely available on the Internet at Wizards of the Coast's Dungeons & Dragons website http://www.wizards.com/dnd Copyright 2000 Wizards of the Coast. An essential reference work for anyone doing a conversion - it sets down the baseline standards for all such efforts. | | |

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