

## Dragons General Information

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### Dragon Age Categories

Category	Age (years)	Category	Age (years)	Category	Age (years)
1 Wyrmling	0-1	13 Young Adult	18-20	25 Very Old	varies
2	1-2	14	20-22	26	varies
3	2-3	15	22-24	27	varies
4 Very Young	3-4	16 Adult	24-varies	28 Ancient	varies
5	4-5	17	varies	29	varies
6	5-6	18	varies	30	varies
7 Young	6-8	19 Mature Adult	varies	31 Wyrmling	varies
8	8-10	20	varies	32	varies
9	10-12	21	varies	33	varies
10	12-14	22 Old	varies	34 Great Wyrmling	varies
11	14-16	23	varies	35	varies
12	16-18	24	varies	36	varies

**Special Notes:** Baby dragons have little effective control over their breath weapon or weapons. If stressed in some manner they may “breathe” accidentally. The stressor determined by Age Category. To avoid ‘breathing’ the infant must make a Fortitude Save against a DC determined by age category. Details to be found below.

**Category 1:** Stressors: Hunger, fear, frustration, sadness, anger over-stimulation. DC against breathing: 30. Check once a round in a stressful situation

**Category 2:** Stressors: As above. DC against breathing: 25. Check once a round in a stressful situation

**Category 3:** Stressors: As above.

DC against breathing 20. Check once a round in a stressful situation

**Category 4:** Stressors: As above plus embarrassment. DC against breathing: 15. Check once a minute in a stressful situation.

**Category 5:** Stressors: As Above. DC against breathing: 10. Check once a minute in a stressful situation.

**Category 6:** Stressors: As above. DC against breathing: 5. Check once a minute in stressful situations.

**Additional:** Dragons as old as 12 have been known to breathe inadvertently. Whether one might or not is entirely up to the GM. As a general rule check once per hour in stressful situations

against a DC of 5. In any case the dragon will breathe where it is facing. So a stressed one month old dragon infant may breathe on its own mom.

At the age of 24 the various species start to age at different rates. Copper dragons usually have the shortest life expectancy, while blue dragons have the longest. The white dragon has the shortest average life span, thanks to their lifestyle and belligerent nature. Please see the entry for each dragon type for details on aging in that species

All dragons speak Draconic, plus one or more of the local languages. Particularly intelligent specimens will speak one or more foreign languages as well.

### Dragon Face and Reach

All sizes: Face: 1/10th length, Reach: 1/5th length

Dragon Attacks									
Size	Bite	Claw	Swat	Smash	Stomp	Bash	Sweep	Rake	Crush
Tiny	1d4	1d3	—	1	1d2	1	—	1D4	—
Small	1d6	1d4	1d2	1d4	1d6	1d3	1d2	1d6	1d2
Medium	1d8	1d6	1d3	1d6	1d8	1d4	1d3	1d8	1d4
Large	2d6	1d8	1d4	1d8	2d6	1d6	1d4	2d6	1d6
Huge	2d8	2d6	1d6	2d6	2d8	1d8	1d6	2d8	1d8

**Bite:** Does the listed Bite damage plus the dragon's Strength Bonus. Uses the dragon's full Attack Bonus.

**Claw:** Does the listed Claw damage plus the dragon's Strength Bonus. Uses the dragon's full Attack Bonus.

**Swat:** A Variation on the Claw Attack. It does the listed Swat damage plus half the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus. In addition, should the target be one size or smaller than the dragon he is thrown a distance equal to 1% of the dragon's length per point of damage times the difference in size. If only one size smaller a successful Reflex Save means the target stays on his feet, otherwise the victim is thrown prone.

**Smash:** Another variation on the Claw Attack. It does the listed Smash damage plus one and a half times the dragon's Strength Bonus. The attack is made at a -5 to the dragon's Attack Bonus. Plus the victim is pinned by the dragon unless released. With a successful Reflex Save the target may use a medium sized or smaller weapon, otherwise he can only try to escape.

**Stomp:** As for a Smash, only using the rear claws. Roll the listed and Stomp damage and add twice the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus. In addition, the target is pinned (unless released). With a successful Reflex Save the target may use a medium sized or smaller weapon, otherwise he can only try to escape.

**Bash:** An attack using the tail.

It does the listed Bash damage plus the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus.

**Sweep:** A Swat done using the tail. It does the listed Sweep damage plus twice the dragon's Strength Bonus. The attack is made at -5 to the dragon's Attack Bonus. In addition, any target at least one size smaller is thrown a distance equal to 4% of the dragon's length per point of damage times the difference in size.

**Grab:** Instead of a Bite or Claw attack a dragon may choose to grab a target. The attack is resolved as a standard claw or bite attack, only instead of dealing damage the target is caught and held fast. When grabbing with a Bite the target must be two sizes smaller than the dragon. When grabbing with a Claw the target must be three sizes than the dragon. Thanks to the greater difficulty all grab attacks are made at -5 to the dragon's attack bonus.

Should the target make a successful Reflex Save he can use a medium sized or smaller weapon to attack the dragon. Should he fail, he can only attempt to escape.

After a successful Grab the dragon may do automatic Bite or Claw damage each round following the attack.

**Swallow Whole:** A dragon may swallow a victim whole, if the target is three sizes smaller than the dragon, and the dragon succeeds in a Bite Grab. Once swallowed suffocation damage is inflicted as per the rules, and only claws, teeth, and small or tiny

weapons can be used.

**Fling:** With a successful Grab a dragon may chose to toss the victim instead. The distance thrown depends on how the victim was grabbed. With a Bite the target maybe tossed a distance equal to 1/5th the dragon's length times the difference in size. With a Claw the distance thrown is equal to 1/3rd the dragon's length times the difference in size. For every 10 feet thrown the victim suffers 1d6 points of damage. Or 1d6 points of damage for every ten feet he falls, whichever is greater

**Grapple:** This is resolved as a Touch Attack. Should it succeed the dragon may then make bite and claw attacks at a +5. It can only be used on targets one size smaller than the dragon or larger.

If grappled by another the dragon may make standard Bite, Claw, and Rake attacks as well as attempt to grapple in return. He may use his Breath Weapon instead, but not in addition to any of the listed physical attacks.

**Rake:** A Claw attack using the rear claws. It can only be done on a target the dragon's size or larger, and only after a successful Grapple. It does the listed Rake damage plus one and a half times the Dragon's Strength Bonus. It uses the dragon's full Attack Bonus.

**Crush:** A variation on the Grapple in which the dragon literally falls or jumps on the target. The victim must be one size or more smaller than the dragon. A Crush is made at -5 to the dragon's Attack Bonus and does the listed Crush damage plus one and a half times the dragon's Strength Bonus

**Wind:** By flapping his wings vigorously a dragon can literally blow away creatures before it. A target one size smaller than the dragon can make a Reflex Save to avoid being blown away, otherwise it is thrown back a distance equal to 2% of the dragons length times the difference in size. A second Reflex Save allows the target to keep to his feet.

Any victim two sizes smaller than the dragon is automatically thrown back a distance equal to 5% of the dragon's length times the difference in size, and is thrown prone.

In either case the subject takes 1d6 points of damage for every ten feet thrown back.

**Breath Weapon (Su):** Using a breath weapon is a standard action. Once a dragon breathes, he can't breathe again until 1d4 rounds later. If the dragon has more than one type of breath weapon, he can still breathe only once every 1d4 rounds. A blast from a breath weapon always starts at the dragons mouth, extending where the dragon is facing, with an area as noted below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex Saves to take half damage; the DC depending on the dragon's age and type, listed in the individual entry. Saves against non-damaging breath weapons use the same DC, but the types vary as noted in the variety descriptions.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size. Both line and cone are 2/3rds the length of the dragon, with the line having a height and width 1/6th the length, and the cone having a height and width at the terminus equal to the length.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with his mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. A dragon may also invoke Frightful Presence with a

successful Concentration Check. Creatures within a radius of 10 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 the dragon's HD + the dragon's Charisma modifier) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons, unless the other dragon is at least 8 age categories older than the younger wyrmling.

**Spells:** A dragon knows and casts arcane spells as a sorcerer of the level indicated in the variety description, gaining bonus spells for a high Charisma score. This stacks with any levels of Sorcerer gained. Some dragons can also cast spells from the cleric list or cleric domains as arcane spells.

**Spell-Like Abilities:** A dragon's spell-like abilities depend on his age and variety. He gains the abilities listed for his age plus all previous ones, using his age category or his sorcerer caster level, whichever is higher, as the caster level. The save DC is 10 + the dragon's Charisma modifier + spell level. All spell-like abilities are usable once per day unless otherwise specified.

**Immunities (Ex):** All dragons are immune to sleep and paralysis effects. Each variety of dragon is immune to one or two additional forms of attack no matter what his age, as listed in his description.

**Spell Resistance (Ex):** As dragons age, they become more resistant to spells and spell-like abilities, as listed in the variety descriptions.

**Blindsight (Ex):** A dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 10 feet x the dragon's age category.

**Keen Senses (Ex):** A dragon sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 feet x the dragons age category. It also has the Scent and Tracking Feats.

**Skills:** Dragons Age Category 4 or older have 6 skill points per Hit Die, plus bonus points equal to Intelligence modifier x HD, and purchase the following skills at 1 rank per Hit Die: Listen, Spot, and Search. Younger dragons have the same skills at a rank of 2. The remaining skill points are generally spent on Bluff, Concentration, Diplomacy, Escape Artist, Knowledge (any), and Scry at a cost of 1 skill point per rank. Dragons cannot purchase skills that are exclusive to a class.

Dragons that can cast spells have the Spellcraft skill for free at 1 rank per Hit Die, provided they have an Intelligence bonus of at least +1 (Intelligence score 12+).

A dragon gains the Jump Skill at a rank of 1 at the Age Category of 7. It gains an additional rank of Jump every 2 years until it has a number of ranks in Jump equal to its hit dice, gaining additional ranks as its hit dice increases.

**Feats:** At the age of 12 all dragons gain one feat, plus an additional feat every 12 years. This is in addition to any feats gained by character and class level. Dragons favor Alertness, Cleave (Claw or Bash attacks only), Improved Initiative, Power Attack, Sunder, Weapon Focus (claw or bite), and any metamagic feat that is available and useful to sorcerers. Dragons can also choose from the following feats:

**Flyby Attack :** With this feat the dragon may make Claw, Swat, or Smash attacks at no additional penalties other than the one applied for making a Swat or Smash attack, while in flight.

**Hover:** When flying, a dragon can halt its forward motion and hover in place, fly straight down, or fly straight up regardless of its

maneuverability. While hovering, it can attack with its bite and all four feet (its hind feet in this case deal claw damage) and can make Bash or Sweep attacks. When making a Bash or Sweep attack while hovering it can make no other attacks. A hovering dragon can make Wind attacks. It can also use its breath weapon instead of making physical attacks. If a dragon hovers close to the ground in an area with lots of loose debris, the draft from its wings

creates a hemispherical cloud with a radius of 10 feet x the dragon's age category. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The cloud obscures vision, and creatures caught within are blinded while inside, and for one round after emerging. Those caught in the cloud must succeed at a Concentration check (DC 10 + 1/2 dragons HD) to cast a spell. A dragon may make a Wind

Attack while Hovering.  
**Quicken Spell-Like Ability:** The dragon can use one of its spell-like abilities each round as a free action.  
**Wingover:** A flying dragon can change direction quickly once each round. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A dragon cannot gain altitude during the round it executes a wingover, but it can dive.

## Dragon Overland Movement

Dragons are exceedingly strong flyers and can cover vast distances quickly.

Dragon Overland Flying Speeds				
Flight Speed	100 feet	150 feet	200 feet	250 feet
<b>One Hour</b>				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
<b>One Day</b>				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland. If a dragon attempts a hustle or forced march, check for subdual damage once every 2 hours instead of every hour.

**Dragonhide:** Dragon hide can be used in armor making. With a dragon at least twice the size of the customer an armor maker can make one suit of hide armor. The

hide can also be used as backing for scale, brigandine, splint or banded armor. Or as padding for chain or plate.

**Dragon Leather:** When properly prepared dragon hide makes excellent leather, useful in leather and studded leather armor.

**Dragon Scales:** A dragon's scales can be used to make scale, plate,

or a type of splint armor depending on the size of the scales. Obviously it takes a large dragon to produce scales large enough to serve as pieces of plate. **Shields:** Dragonhide and Dragon Scales can be used to make shields as well.

In all cases the item's effective AC depends on the Age Category of the Dragon. As listed below:

Age	AC Modifier	Age	AC Modifier	Age	AC Modifier
1-3	-4	13-15	0	25-27	+4
4-6	-3	16-18	+1	28-30	+6
7-9	-2	19-21	+2	31-33	+8
10-12	-1	22-24	+3	34-36	+10

Legends to the contrary, dragons do not have items embedded in their hides or scales. For one thing, it causes itching, with the resultant scratching leading to skin infections and/or scale

damage. For another the embedded items tend to fall out in all sorts of odd places, making it hard for the dragon to keep track of his horde.

In addition, the dragon prefers to

keep his treasure in the form of art objects, jewelry, fine household goods, and furniture, which he keeps stored unless the staff needs something or he has visitors. A wine collection is

perfect for such uses. Some dragons prefer beer or spirits. Still others may collect other items.

A dragon does not sleep on his treasure because it's uncomfortable. He'd much rather sleep on a platform constructed with a good quality hardwood and covered by cotton or silk sheets. A dragon sleeping on his

back is a sight.

Dragons are inventive creatures, down right creative when inspired. Having a healthy concern for their physical well-being, they will try tricks and stratagems instead of physical attacks until and unless it becomes clear that only physical action will serve. Some dragons will go

so far as to co-opt, coerce, subvert, or suborn a foe rather than take up arms. As an old dragon saying goes, "Revenge is a dish best served by the victim to himself." When it comes to pests, any dirty trick is justified, especially when the victim has to stalk away unable to get back at the dragon

### Notes

You'll note that these dragons can do more than the standard SRD dragon. The extra abilities were added to make dragons more dangerous. The extra age categories were added in turn to differentiate between each hit die. The decision to have dragons age at different rates past the age of 24 was made to further distinguish between the various species. This variation on the SRD should be used with caution, since it does allow dragons to do more,

and could give players a surprise they may not like.

The decision to shorten the duration of age categories up to **Adult** came about because I felt the whole thing about certain species taking longer to mature because they live longer rather silly. So I arranged things so a dragon is fully mature about the same age as a human.

Finally, I deleted wing attacks because a dragon's wings are not made for bashing folks. Should

someone get hit by a dragon's wing, it's usually an accident. Often because the creature is trying to fly away and is rather close to an attacker.

As soon as I can I will be adding basic information on each species found in the SRD, starting with the chromatic dragons and proceeding in alphabetical order.

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