

# Faerûnian Yellow Dragon

## Dragon (Earth)

**Environment:** Temperate and warm desert and underground

**Organization:** Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wurm, or great wurm: solitary, pair, or family (1-2 and 2-5 offspring)

**Challenge Ratings:** Wyrmling 2; very young 3; young 4; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wurm 21; great wurm 23

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wurm 36–37 HD; great wurm 39+ HD

**Level Adjustment:** Wyrmling +5; very young +5; young +5; juvenile +6; others —

## Faerûnian Yellow Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	10	13	10	11	10	+5/+2	+7	+5	+4	+4	1d6 (13)	—
Very Young	M	8d12+16 (68)	15	10	15	10	11	10	+8/+10	+10	+8	+6	+6	2d6 (16)	—
Young	M	11d12+22 (93)	17	10	15	12	13	12	+11/+14	+14	+9	+7	+8	3d6 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	14	15	17	+14/+22	+17	+12	+9	+11	4d6 (20)	—
Young Adult	L	17d12+68 (178)	23	10	19	14	15	14	+17/+27	+22	+14	+10	+12	5d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	16	17	16	+20/+36	+26	+17	+12	+15	6d6 (25)	23
Mature Adult	H	23d12+115 (264)	29	10	21	16	17	16	+23/+40	+30	+18	+13	+16	7d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	18	19	18	+26/+44	+34	+21	+15	+19	8d6 (29)	27
Very Old	H	29d12+174 (362)	33	10	23	18	19	18	+29/+48	+38	+22	+16	+20	9d6 (30)	28
Ancient	G	32d12+224 (432)	35	10	25	20	21	20	+32/+56	+40	+25	+18	+23	10d6 (33)	31
Wurm	G	35d12+280 (507)	37	10	27	20	21	20	+35/+60	+44	+27	+19	+24	11d6 (35)	32
Great Wurm	G	38d12+304 (551)	39	10	27	22	23	22	+38/+64	+48	+29	+21	+27	12d6 (37)	35

## Faerûnian Yellow Dragon Abilities by Age

Age	Speed	Initiative AC	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft.	+0	15 (+1 size, +4 natural), touch 11, flat-footed 15	—	—
Very Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	17 (+7 natural), touch 10, flat-footed 17	—	—
Young	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	20 (+10 natural), touch 10, flat-footed 20	—	—

Juvenile	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	22 (–1 size, +13 natural), touch 9, flat-footed 22	<i>Summon monster III</i> (air elemental only)	1st	—
Young Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	3rd	19
Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	27 (–2 size, +19 natural), touch 8, flat-footed 27	<i>Greater invisibility</i>	5th	21
Mature Adult	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	7th	22
Old	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	<i>Wind wall</i>	9th	24
Very Old	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	36 (–2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	11th	25
Ancient	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	37 (–4 size, +31 natural), touch 6, flat-footed 37	<i>Wall of stone</i>	13th	27
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	40 (–4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	15th	28
Great Wyrm	40 ft., fly 200 ft. (clumsy), burrow 20 ft.	+0	43 (–4 size, +37 natural), touch 6, flat-footed 43	<i>Enervation</i>	17th	30

*A sleek dragon erupts from beneath the sand. Its scales have a dull, dusty texture, and its teeth and nails are similarly finished.*

Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105 degrees and up, although they can easily survive subfreezing temperatures at night. A yellow dragon's scales at birth are tan in color, but slowly, as the dragon ages, change to a desert sand color. Their scales are dull and lackluster, but this is to their advantage for they do not reflect light very well. Their teeth and claws are of similar color.

Yellow dragons are solitary, selfish creatures that form no close bonds with any other creature, including other yellows. They are highly territorial; the only time they'll let another yellow into their territory is to mate, which is actually quite rare. Immediately afterward, the dragons separate. The mother raises the offspring, but won't go out of her way to protect them from attackers. The young dragons usually leave home before they reach the juvenile age category. The main enemies of yellow dragons are brass dragons, which actively hunt the smaller creatures.

Although preferring guile to combat and ambush to attack, yellows are fierce and cunning fighters. Even if forced into a situation where direct combat is inevitable, they'll still use their spells and innate abilities so as to mislead, misdirect, and distract their opponents.

#### Combat

A favorite hunting tactic for a yellow is to dig a steep-walled, cone-shaped depression in the sand, and then bury itself at the bottom of this crater with just its eyes and nostrils showing. When a creature stumbles into the depression, the dragon moves its wings in the sand, causing the steep walls of the cone to collapse and drawing the prey straight to the dragon's mouth.

**Breath Weapon (Su):** A yellow dragon has one type of breath weapon, a cone of scorching air and earth, which deals half fire/half bludgeoning damage (Reflex half). Additionally, creatures in the cone must succeed on a Fortitude save or be blinded for 1d4 rounds plus 1 round per age category.

**Silence (Sp):** The dragon can use this ability as the spell of the same name, a number of times per day equal to its age category.

**Other Spell-Like Abilities:** 3/day—*create water* (wyrmling and older), *invisibility* (adult or older), *summon monster III* (air elemental only)(juvenile or older), *wind wall* (old or older); 1/day—*enervation* (great wyrm), *wall of stone* (ancient or older).

**Skills:** Bluff, Hide, and Survival are considered class skills for yellow dragons.

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