

[Here are, in a nutshell, the rules for playing a dragon as a PC. The vast majority of these rules come from the Council of Wyrms book, although I have made a few modifications to a) correct inconsistencies (stemming from the Monstrous Manual), b) allow dragons to be played in "normal" campaigns without upsetting play-balance, c) modify dragon PCs just as other dragons in the campaign have been adjusted, and d) in response to playability and balance, after watching Redwing, Timrith, Bronwyn, Shaa, Ahzmodeã and company in action. I've also tried to sum up some of the more esoteric or buried concepts, in order to be as clear as possible -- playing a dragon is way more complex than most other characters! Please remember, however, that this material is supplemental to Council of Wyrms; please read that source book to answer anything not covered here. --DC]

Playing a Dragon

All dragons start out as zero level "newborns". These "newborns" roll attributes as regular PCs and each dragon species has its own attribute modifiers, as well as minimums and maximums (tables in the Council of Wyrms book). Some attributes are modified by the dragon's age (strength gains +2 each full level) while others are used slightly differently than with humans (dexterity). In general, zero level dragons have no innate abilities and the following characteristics: TWO Hit Dice of a type determined by the dragon's class (see below), an AC two worse than an age-level one dragon, penalty of -3" on all movement rates, no innate ability to fly, burrow, jump, etc, claw attacks do d4 damage each, bite attacks do HALF (base) damage, breath weapons do HALF (base) damage with HALF area of effect, resistance to the appropriate breath weapon type (as per the ring). Dragons must "purchase" any additional special abilities, as explained below.

Dragons have classes. The vast majority of dragons are "fighters" (generic dragons), but some can be mages (rare), or clerics (very rare), or psionists (rare, and only gem dragons anyway!), as detailed in Council of Wyrms (pages 58 to 63). Dragons always use the appropriate saving throw tables by class. Fighter and cleric dragons roll d8 for hit points. Mage and psionist dragons roll d6 for hit points. Naturally CON bonuses apply. Dragons that are clerics, mages, or psionists receive one less weapon and non-weapon at zero level (only one of each, plus the free ones). A dragon's non-proficiency penalty is the same as a human's of the same level (all dragons take -5 at zero age-level, while half age-level fighter dragons take -3, and half age-level clerics and psionists take -4, and first age-level fighters only have a -2, clerics a -3, psionists a -4, and mages a -5).

Most dragons begin play with TWO weapons of proficiency. Dragons must spend weapon proficiencies to effectively use the majority of their combat abilities. While the use of ONE claw is free, using TWO claws together costs a slot (or suffers "non-ambi" penalty), using a bite without combat penalty costs a slot (or suffer loss of AC for "leading with one's face"), using claw/claw/bite all together costs a slot (or suffer "non-ambi" penalty), using a breath weapon costs a slot, flying costs a slot, etc. There are a number of other weapon skills for dragons as well, such as kick, tail slap, aerial combat, wing buffet, pounce, etc. Some of these skills, such as claw/claw/bite and tail slap can only be purchased when the dragon has reached first level (see below). Dragons get two more weapon proficiencies at half-level and another weapon proficiency for each level thereafter (1st, 2nd, 3rd, etc). Regular ("fighter") dragons gain a bonus weapon and non-weapon at 1st level.

I will NOT charge dragons a FULL weapon slot PER breath weapon type -- one weapon is enough for the first breath weapon and one non-weapon will gain any additional breath weapon attacks. I will also allow dragons to ATTEMPT to use their breath weapon even if they do not have the required skill. I like the idea of learning to use a breath weapon and that it requires use and practice. But, I also like the idea of baby dragons having undependable breath weapons as well, so I don't really like the all-or-nothing aspect of a skill (I'm thinking both Mushuu [from Mulan] and Godzuki [from Godzilla and Son]). A dragon attempting to use its breath weapon "non-proficiently" will have to "pump up" for at least one FULL round prior to use and the chance of success is the dragon's CON plus WIS plus LVL*2. So a 10 CON, 10 WIS, 1/2 lvl dragon has only a 21% chance of success. Likewise, I will allow a dragon to use its breath weapon once every three melee rounds, up to level plus one times per encounter (with an encounter being an indeterminate length of time, but AT LEAST an hour! I like the idea of dragons "recharging" over the day. I've thought about saying an "encounter" is a day, unless the dragons does something to "fuel up". This would support dragons living in certain climates, since those climates would have the resources a dragon needs to "recharge". Red dragon could drink lava, white dragons could munch snowballs, crystal dragons could bask in the star/moonlight, bronze dragons could drink lots of sea water, green dragons could munch trees, silver dragons could suck up some clouds, etc, etc.).

Initially, a dragon's resistance to its breath weapon is the same as if it were wearing a ring of (whatever breath weapon) resistance of the same name. Upon achieving first level, however, a dragon's resistance to attacks of the same type as its breath weapon DOUBLE. So a first level red dragon get an automatic +8 on its saving throws and take -4 per die from fire. In addition, dragons gain a +1 to ALL of their saving throws (as well as AC, breath weapon damage, perception, etc) for each level, starting with first. So an 8th level red dragon would get a +16 to his save vs fire...

Most dragons being play with TWO non-weapons as well, with each dragon race getting a specific "free" skill (debate for brass dragons, setting traps for emerald dragons, intimidation for red dragons, etc). Other skills include burrowing, jumping, spellcraft, tracking, etc. In order for a dragon to access "racial" abilities (water breathing for gold and black dragons, flame walk for emerald dragons, charm person for crystal dragons, etc), the dragon must expend a non-weapon skill. In general, the DM will require some small activity or feat to catalyze this racial ability before it can be used. Only "survival" powers (water breathing) may be learned without special effort. In general, dragons should make a point of using their non-weapons for skills to reflect a dragon's curious mind and long lifespan; DO NOT convert skills into weapons. Dragons get two more non-weapon skills at half-level and another non-weapon skill for each level thereafter (1st, 2nd, 3rd, etc).

Dragons learn a variety of languages during their lifetime, but "newborn" dragons will only know one (or maybe two). As the dragon adventures, experiences the world, and advances in level, she may learn other languages, subject to the DM's approval. Dragons NEVER trade language slot for non-weapons. Dragons gain a bonus language slot for each full level (1st, 2nd, 3rd, etc) they gain. Dragons do NOT speak in tongues.

Dragons go up in Hit Dice as they amass eeps. Once a dragon has as many hit dice as an age level one dragon (see Monstrous Manual), the dragon is considered 1st level and uses the table in Council of Wyrms. Prior to that, however, the following table gives a progression for dragons from 1 to 10 Hit Dice. All dragons start out as 2 HD monsters but melee only as 1+ HD monsters. When a dragon gains 2,000xps, it qualifies for being 2 HD and can then use the 2 HD combat chart. When the dragon gains 4,000xps, it is now a 3 HD monster, gaining another hit dice for the first time. This continues until the dragon reaches enough hit dice to qualify it as first level. Dragon make saving throws based on their number of hit dice.

Once a dragon has enough hit dice to qualify it for a given dragon-level, then it gains that level and all the benefits that go with it. From this point forward, use the information for leveling found in the Council of Wyrms. In addition, I've added an in-between step, half-level, for dragons. This is really mostly for play-balance, but it gives young dragons a goal to shoot for and a point where they gain more abilities. Half-level is half the number of hit dice a first level dragon of the same race would have, round down. So, for crystal dragons (1st lvl at 4HD) half-level is 2HD, while for red dragons (1st lvl at 9 HD) half-level is 5HD. The benefits of half-level for a dragon are: two more weapon slots, two more non-weapon skills, add one to AC, lose the -3" movement penalty, claw damage increases to d6 each, bite and breath weapons do full damage, reduced non-proficiency penalty, and other advantages as the DM sees fit. In cases where the dragon's level is used, half level is treated as zero (for number of breath weapons per day, spell casting level, saving throws, etc).

Please note that there are some proficiencies, skills, and abilities which are not available to dragons prior to reaching first level, such as claw/claw/bite, tail slap, wing buffet, kindredbond, lore, hypnosis, etc. In some RARE cases, the DM may allow LIMITED versions of these proficiencies prior to a given dragon reaching first level, but these would only be to reflect role-play and character development. Certain species of dragon gain automatic proficiency in some of these skills (debate for brass dragons, for instance). When skills are racially based, this restriction does NOT apply.

Eeps	HD	Half Level for...	First Level for...
2k	2	crystal, white, topaz	
4k	3	brass, black, emerald, copper, green, sapphire	
8k	4	bronze, blue, amethyst, silver, red	crystal
16k	5	gold	white, topaz
32k	6		brass, black, emerald
64k	7		copper, green, sapphire
125k	8		bronze, blue, amethyst
250k	9		silver, red
500k	10		gold

So, a brass dragon (Braga, Bronwyn, Timrith and Tycho), needs 32,000 xps to reach first level (aka 6 hit dice). When a brass dragon gets this many eeps, his attack, AC, etc, go up. In addition, each time a dragon reaches one of these levels, they gain another weapon slot, another non-weapon slot, and another language.

To go through the progression in detail, I'll pick on Timrith. Timrith is a newborn brass dragon (level 0). He will remain this level until he gains some eeps (no waiting to become super-sicko-tough!). He begins at AC 5 with 2 hit dice (per the MM, an age-level one brass dragons get AC 3 and 6 hit dice, but level zeros take a -2 to AC and only TWO hit dice). His breath weapon remains unchanged, since it causes no physical damage (sleep and fear). Assuming Timrith is a normal dragon, he rolls 2d8 for hit points and modifies for Con. His claws do a d4 damage and his bite does half the base damage listed in the MM for brass dragons for a total of 1-4/1-4/2-8 (although he cannot use them all together without penalty at this level). He melees as a 1+ HD monster (3rd lvl fighter). He has a proficiency in claw plus two other weapon slots. He also has a skill in debate plus two other non-weapon slots.

Once Timrith earns 2,000 xps, he qualifies for 2 HD status. He can now fight on par with his hit dice (2 HD, or as a 5th lvl fighter). That's all he gains at this point.

At 4,000 xps, Timrith qualifies for 3 HD status. He gains another d8 for hit points and can make saving throws as a 3 HD monster. Now, since 3 is half of 6, and 6 HD is what an age-level one brass dragon has, Timrith now qualifies for half level as a dragon. This is a big deal! His bite and breath weapon now do FULL damage, his claws do a d6 each, he gains a point of AC, his move increases to that of a normal dragon, he gains two MORE weapon slots and two MORE non-weapon slots. He still is limited in what skills he can take and can only breath once per encounter, but at half level, a dragon becomes QUITE a bit tougher.

At 8,000 xps, Timrith qualifies for 4 HD status. He gains another d8 for hit points and goes up a combat table (4 HD monster == 6th lvl fighter).

At 16,000 xps, Timrith qualifies for 5 HD status. He gets another d8 (combat table is the same) and uses the saving throw chart for a 5 HD monster.

At 32,000 xps, Timrith reaches 6 HD status and is now a FIRST LEVEL dragon. His AC goes up ONE more point, his claws/bite/breath weapon do the damage listed in the MM, he gains a weapon, a non-weapon, and a language, and basically is now a by-the-book brass dragon.

Although dragons go up in Hit Dice as they amass eeps, the dragon needs time to grow into its new power. In any event, a dragon DEFINITELY will not advance without the necessary experience (no more *hasting* a dragon into a juggernaut of death!). Prior to reaching first level, dragons grow quite quickly; therefore, to reach a new hit dice, a newborn dragon need only rest a week. To reach first level, however, requires a month, as does each level thereafter, although this can be waived by the DM if the dragon is "falling behind" age-wise. In addition, there is a minimum amount of aging a dragon needs to experience to qualify for her new level and powers beyond first level. Dragons must age at least as much as the category BELOW their current category to advance a level, and at least half of that aging must be actual (rather than just *haste* spells!).

LVL	AGE	weapons	skills	languages	claws	bite	breath	AC	move	treasure (xp)
0	0 to 1	2	2	+0	d4	half	half	-2	-3"	0
1/2	1 to 5	4	4	+0	d6	full	full	-1	normal	0
1	1 to 5	6	6	+1	full	full	full	normal	normal	500
2	6 to 15	7	7	+2	full	full	full	normal	normal	1,000
3	16 to 25	8	8	+3	full	full	full	normal	normal	2,000
4	26 to 50	9	9	+4	full	full	full	normal	normal	4,000
5	51 to 100	10	10	+5	full	full	full	normal	normal	8,000
6	101 to 200	11	11	+6	full	full	full	normal	normal	16,000
7	201 to 400	12	12	+7	full	full	full	normal	normal	32,000
8	401 to 600	13	13	+8	full	full	full	normal	normal	64,000
9	601 to 800	14	14	+9	full	full	full	normal	normal	125,000
10	801 to 1,000	15	15	+10	full	full	full	normal	normal	250,000
11	1,001 to 1,200	16	16	+11	full	full	full	normal	normal	500,000
12	1,201+	17	17	+12	full	full	full	normal	normal	1,000,000

So, Tycho, Moorak's dragon buddy is age level 4. That means he needs to be between 26 and 50 years old ON AVERAGE. But, he could have gotten here at the "young" age of 16 (bottom of age level 3). Heck, with judicial use of magic, he could be as young as 8 years old (with 8 more years of unnatural aging). But 8 would definitely be the limit. This works okay, as it puts the really tough sizes of dragons out of the picture (8th lvl means at least 100 real years PLUS 100 years of magical aging) while keeping the lower levels totally available (2nd lvl means 0 years and 3rd lvl is only 3 real years plus 3 *hastes* from a friendly mage and lots of monsters munching! -- since 3rd lvl for a gold dragon is 1,500,000 xps and still 125,000 xps for a crystal dragon, three game years seems fine [that's only 1.5 Earth years]). I will admit, however, that I do have some reservations about this system, at least for higher level dragons (another thought was age had to be at least the square of the level, but I think that might just be the mathematician in me trying to create geometric progressions in chaos. If I did do this, unnatural aging could account for half, round up, of the years, so that gives: 1st=any age, 2nd=2 real years, 3rd=4 real years, 4th=8 real years, 5th=12 real years (6 Earth years!), etc).

There is one other caveat on dragons leveling; that is, having a sufficiently large horde of treasure. To reach first level, a dragon must collect at least 5,000gp (or equivalent) in treasure or 500xp worth of magical items, or some combination of the two. This requirement expands as the dragon reaches higher levels, as shown above. If the dragon does not have enough treasure, he cannot level. Likewise, a dragon cannot continue to earn experience if he loses enough of his horde to drop him below the minimum treasure for his current level until the missing treasure is recovered or replaced. This explains a dragon's rage when his horde is pilfered; the thief has stolen more than just his precious gold! Dragons with hordes should behave similar to other dragons of their type when choosing lairs. Likewise, some dragons with a

particularly impressive array of magical items may forgo maintaining a lair and keep all their treasure on their person, although this should be rare.

For purposes of spell casting level, innate abilities, psionics, etc, dragons use the save formula (ignore the illogical, badly proof-read rubbish in the Council of Wyrms): add half the dragon's hit dice plus the dragon's level, rounding down. So, for all new dragon characters, this level would be *GASP* one. For a range, a 1st level crystal dragon would be 3rd ($4/2+1$) and an 8th lvl gold dragon would be 18th ($20/2+8$). I have not yet decided if I will allow dragons over 8th level, but I have plenty of time to think about it (1,750,000 xps for a crystal dragon and 3,250,000 xps for a gold dragon). Mage, cleric, or psionist dragons using spells, prayers, or mental disciplines may add their full hit dice to their level with regard to their appropriate specialty (only). Thus a 3rd lvl mage crystal dragon would cast spells as if he were 11th level ($8+3$), but use his other abilities as if he were 7th level.

Saving throws are based on the dragon's hit dice, adjusted by the dragon's age level.

Dragons do NOT roll for ambi-dexterity or psionics. Dragons are hexipeds (two legs, two foreclaws, and two wings) and therefore have a complex enough body to deal with. I don't want to make the rules any more complex and I have plenty of justification with all the other things a dragon's brain has to learn to control (yeah, there's also the tail, the fingers of the wing claws, the breath weapon mechanism...). Likewise, only gem dragons are psionic. Period.

ERRATA & CLARIFICATIONS:

Size -- the lengths of dragons in the Monstrous Manual are ridiculous; a small, young dragon would make a T-Rex look puny! Instead, please use the body length range for the dragon's ENTIRE length, from nose to tail. This will keep dragons fearsome but not city-sized.

Strength -- while dragon newborns do take an initial penalty of -6 to their strength, dragons gain a +2 bonus (instead of +1) to their strength for every level gained, beginning with first level. This strength rating then determines how much the dragon can bear aloft and otherwise carry without encumbrance (passengers while flying). Because the strength tables were constructed with humanoids in mind, for any strength less than 19, multiple the weight allowance by the dragon's age level (to a maximum of 400lbs). Using this system, most dragons will still be unable to fly with human-sized passengers until 4th level.

Dragons may still lift or move even greater weights for very short times. To determine this weight, add the dragon's age level to its strength rating. The weight allowance for this new strength rating is the heaviest weight the dragon can drag behind its body, knock over, etc. A dragon can only pick up and lift in its claws or jaws (such as during a snatch attack) a weight equal to the weight allowance of once category of strength higher than the dragon normally has.

Dragons do not normally gain any bonus to hit or damage for exceptionally high or low strength.

Dragons inflict one point of structural damage for every 10 points of damage an attack does. When attacking a very large, stationary target, such as a building, a dragon may add a strength-based damage bonus to all its attacks, using the dragon's strength with respect to the maximum weight it can move (i.e., use the sum of the dragon's normal strength rating plus its level to determine the dragon's damage bonus on each attack).

For example, Tycho has a strength of 17 as a 4th level brass dragon. He can comfortably fly with a load of up to 200 lbs ($+50\text{lbs} \times 4$), he can perform a snatch attack against an opponent of up to 300 lbs ($+75\text{lbs} \times 4$), but he can drag around 600 lbs ($17+4=21$ strength). When attacking normally, Tycho inflicts $1d6+4$ (+4 for age) per claw and $4d4+4$ per bite, but if he is rampaging through a village and attacking the buildings, his damage jumps to $1d6+13$ for his claws (+4 for age and +9 for 21 strength) and $4d4+13$ for his bite, which is enough to ensure every hit does at least a point or more of structural damage.

Dexterity -- dragons do not gain armor class or missile adjustments due to exceptionally high or low dexterity. The minimum dexterity for a dragon mage is 13. Because of their body shape and size, dragons can only use a very limited number of magical items and usually must use their wing claws to manipulate objects sized for human hands (wands, staves, rings, etc).

Constitution -- dragons always gain hit point bonuses as non-fighters. Dragons may add their age level to their constitution roll to determine their system shock rolls, although NOT resurrection survival. Dragons heal one hit point per day per age level.

Perception -- dragons gain a +1 to perception for each level gained, beginning with first level.

Senses -- All dragons have ultravision and infravision. Zero level dragons have infravision out to 60', while half-level dragons have 90' infravision, and first level and higher dragons have superior 120' infravision. Dragons also begin with a base 10% hear noise, gaining a +10% bonus at half-level and a +10% bonus for each level thereafter. Dragons have a

5% chance per level of tracking a target by scent and may roll their (adjusted) perception times their level to recognize a familiar scent (effectively thwarting doppelgangers, rakshasa, and other polymorphing beings). Finally, a dragon can detect hiding, invisible, out-of-phase, ethereal, illusionary, etc beings within 10' per age level (including half-level) through its superior senses (smell the creature, hear its breathing, see minor visual clues, etc). The basic chance of success is 50% for newborn dragons, rising to 100% at first level. Any attacked launched in secret from within this area grants the dragon a +4 to its surprise check (it saw, heard, smelled, etc it coming). This ability relies on all the dragon's senses and thus is of limited aid in finding static objects, such as secret doors (in general, halve the chances).

Bonus Proficiencies:

Gold	language
Silver	kindredbond
Bronze	gaming
Copper	tease
Brass	debate
Amethyst	etiquette
Sapphire	appraising
Emerald	set traps
Topaz	trick
Crystal	danger sense
Red	intimidation
Blue	tracking
Green	tracking
Black	swimming
White	alertness

Weapon Proficiencies:

Aerial Combat	
Bite	
Breath Weapon	
Claw	free for all dragon PCs
Claw/Claw	
Claw/Claw/Bite	must be 1st level, must know Claw/Claw and Bite
Flight	
Kick	must be 1st level
Plummet	must be 1st level
Roll	must be 1st level
Snatch	
Stall	must be 1st level
Tail Mace	must be 1st level, must already know Tail Slap
Tail Slap	must be 1st level
Wing Buffet	
Wing Spur	must be 1st level, must already know Wing Buffet

Bite -- the damage of a dragon's bite varies ONLY according to the dragon's age level. Purchasing this proficiency in no way alters how much damage a dragon's bite does -- only whether or not the dragon knows how to effectively use this fearsome attack. For zero level dragons, the damage of a bite is half that listed in the Monstrous Manual (for example, a red dragon normally does 3d10 [3-30] so a zero level red would do 2d8 [2-16], crystals go from 2d6 to 1d6, brass from 4d4 to 2d4, etc). From half level on, a successful bite does the full damage listed (adjusted for age level). Since biting is an inherent ability for most predators, dragons included, there is no non-weapon proficiency penalty imposed when making a bite attack. Leading with one's face, however, can be dangerous to the unschooled and thus a dragon who is not proficient with her bite but uses it in combat loses one point of armor class for each -1 non-proficiency penalty she has. Once a dragon purchases the bite weapon proficiency, this penalty no longer applies. This proficiency offers no other advantages (although it is a prerequisite for claw/claw/bite).

Tail Slap -- the damage for this attack is equal to a dragon's normal CLAW attack. Opponents struck by a tail slap must save vs pertification or be stunned d4+1 rounds. This attack can only be used against opponents to the rear or side of the dragon, but can be targeted against the dragon's level in foes. This attack form requires proficiency in this combat maneuver to attempt. This attack is quite effective against static structures, inflicting double damage (plus bonus for strength for attacking a static target). A dragon can never use his claws against the target of a tail slap as the two combat regions do not overlap. A dragon may bite the target of a tail slap normally.

Dragon Damage Dice -- a campaign-wide change to dragons is that instead of getting a +1 damage to claws and bite each level, for every level above first, the dragon can roll a larger damage die, using a progression of d4, d6, d8, d10, d12, d14, d16, etc. This makes an *enlarged* dragon again formidable, which is also very logical. Thus, a 1st lvl (6 HD) brass dragon normally rolls a d6 for his claws and a 4d4 for his bite. By 4th lvl (12 HD), however, the same brass dragon rolls a d12 for his claws and 4d10 for his bite (ouch!). Size has its advantages (again, a T-Rex-sized dragon should be more than a match for a same-sized dinosaur!). Please note, that between a d12 and a d20 there are FOUR age levels of difference although dragons do not actually get to roll a die-type that doesn't exist -- a d14 or d16 is treated as just a d12.

Danger Sense -- the chance of success is the wisdom plus the level of the dragon, rolled on percentile dice.

Kindredbond -- NPC dragons raised by a human "parent" are required to take this skill, although they gain no bonus until achieving first level AND their human parent also takes this skill (normally difficult to learn for humanoids!).

Reading/Writing -- dragons are illiterate unless this skill is purchased, although it will allow a dragon to read and write all known languages, not just one specified. This skilled is required for mage-dragons with a spell book.

Dragons PCs -- Levels by Type

	Gold			Silver			Bronze			Copper			Brass		
	AC	HD	breath	AC	HD	breath	AC	HD	breath	AC	HD	breath	AC	HD	breath
New	1	2	d12	2	2	d10	3	2	d8	4	2	d6	5	2	
Yolk	0	5	2d12	1	5	2d10	2	4	2d8	3	4	2d6	4	3	
1	-1	10	2d12	0	9	2d10	1	8	2d8	2	7	2d6	3	6	
2	-2	12	4d12	-1	11	4d10	0	10	4d8	1	9	4d6	2	8	
3	-3	14	6d12	-2	13	6d10	-1	12	6d8	0	11	6d6	1	10	
4	-4	16	8d12	-3	15	8d10	-2	14	8d8	-1	13	8d6	0	12	
5	-5	17	10d12	-4	16	10d10	-3	15	10d8	-2	14	10d6	-1	13	
6	-6	18	12d12	-5	17	12d10	-4	16	12d8	-3	15	12d6	-2	14	
7	-7	19	14d12	-6	18	14d10	-5	17	14d8	-4	16	14d6	-3	15	
8	-8	20	16d12	-7	19	16d10	-6	18	16d8	-5	17	16d6	-4	16	
9	-9	21	18d12	-8	20	18d10	-7	19	18d8	-6	18	18d6	-5	17	
10	-10	22	20d12	-9	21	20d10	-8	20	20d8	-7	19	20d6	-6	18	
11	-10	23	22d12	-10	22	22d10	-9	21	22d8	-8	20	22d6	-7	19	
12	-10	24	24d12	-10	23	24d10	-10	22	24d8	-9	21	24d6	-8	20	
			fire chlorine			cold paralysis*			lightning repulsion*			acid slow*			sleep* fear*

	min	max	adj	min	max	adj	min	max	adj	min	max	adj	min	max	adj
Str	9	25	+7	8	24	+6	7	23	+5	6	22	+4	5	21	+3
Int	6	21	+3	5	20	+2	5	20	+2	4	19	+1	4	19	+1
Wis	3	18		3	18		3	18		3	18		3	18	
Dex	5	15	-3	4	15	-3	4	16	-2	3	17	-1	3	17	-1
Con	6	20	+2	5	19	+1	4	18		3	18		3	18	
Chr	7	21	+3	6	20	+2	5	19	+1	4	18		4	18	

*breath weaon does no physical damage -- all or nothing saving throw versus attack

	Amethyst			Sapphire			Emerald			Topaz			Crystal		
	AC	HD	breath	AC	HD	breath	AC	HD	breath	AC	HD	breath	AC	HD	breath
New	1	2	d8	2	2	d6	3	2	d4	4	2	d3	5	2	d2
Yolk	0	4	2d8	1	4	2d6	2	3	2d4	3	3	d6	4	2	d4
1	-1	8	2d8	0	7	2d6	1	6	2d4	2	5	d6	3	4	d4
2	-2	10	4d8	-1	9	4d6	0	8	4d4	1	7	2d6	2	6	2d4
3	-3	12	6d8	-2	11	6d6	-1	10	6d4	0	9	3d6	1	8	3d4
4	-4	14	8d8	-3	13	8d6	-2	12	8d4	-1	11	4d6	0	10	4d4
5	-5	15	10d8	-4	14	10d6	-3	13	10d4	-2	12	5d6	-1	11	5d4
6	-6	16	12d8	-5	15	12d6	-4	14	12d4	-3	13	6d6	-2	12	6d4
7	-7	17	14d8	-6	16	14d6	-5	15	14d4	-4	14	7d6	-3	13	7d4
8	-8	18	16d8	-7	17	16d6	-6	16	16d4	-5	15	8d6	-4	14	8d4
9	-9	19	18d8	-8	18	18d6	-7	17	18d4	-6	16	9d6	-5	15	9d4
10	-10	20	20d8	-9	19	20d6	-8	18	20d4	-7	17	10d6	-6	16	10d4
11	-10	21	22d8	-10	20	22d6	-9	19	22d4	-8	18	11d6	-7	17	11d4
12	-10	22	24d8	-10	21	24d6	-10	20	24d4	-9	19	12d6	-8	18	12d4
			explosion knockback^			shockwave fear^			sonic deafness^			dehydration weakness^			laser blinding^

	min	max	adj	min	max	adj	min	max	adj	min	max	adj	min	max	adj
Str	7	23	+5	6	22	+4	5	21	+3	4	20	+2	3	19	+1
Int	6	21	+3	6	21	+3	5	20	+2	5	20	+2	5	20	+2
Wis	3	19	+1	3	19	+1	3	19	+1	3	19	+1	3	19	+1
Dex	4	15	-3	3	15	-3	5	16	-2	3	17	-1	3	18	
Con	5	18		4	18		3	18		3	18		3	18	
Chr	7	20	+2	4	19	+1	3	17	-1	3	18		6	19	+1

^breath weaon has additional, non-damaging secondary effect

	Red			Blue			Green			Black			White		
	AC	HD	breath	AC	HD	breath	AC	HD	breath	AC	HD	breath	AC	HD	breath
New	2	2	d10	3	2	d8	4	2	d6	5	2	d4	6	2	d3
Yolk	1	5	2d10	2	4	2d8	3	4	2d6	4	3	2d4	5	3	d6
1	0	9	2d10	1	8	2d8	2	7	2d6	3	6	2d4	4	5	d6
2	-1	11	4d10	0	10	4d8	1	9	4d6	2	8	4d4	3	7	2d6
3	-2	13	6d10	-1	12	6d8	0	11	6d6	1	10	6d4	2	9	3d6
4	-3	15	8d10	-2	14	8d8	-1	13	8d6	0	12	8d4	1	11	4d6
5	-4	16	10d10	-3	15	10d8	-2	14	10d6	-1	13	10d4	0	12	5d6
6	-5	17	12d10	-4	16	12d8	-3	15	12d6	-2	14	12d4	-1	13	6d6
7	-6	18	14d10	-5	17	14d8	-4	16	14d6	-3	15	14d4	-2	14	7d6
8	-7	19	16d10	-6	18	16d8	-5	17	16d6	-4	16	16d4	-3	15	8d6
9	-8	20	18d10	-7	19	18d8	-6	18	18d6	-5	17	18d4	-4	16	9d6
10	-9	21	20d10	-8	20	20d8	-7	19	20d6	-6	18	20d4	-5	17	10d6
11	-10	22	22d10	-9	21	22d8	-8	20	22d6	-7	19	22d4	-6	18	11d6
12	-10	23	24d10	-10	22	24d8	-9	21	24d6	-8	20	24d4	-7	19	12d6
	fire			lightning			chlorine			acid			cold		

	min	max	adj	min	max	adj	min	max	adj	min	max	adj	min	max	adj
Str	8	24	+6	7	23	+5	6	22	+4	5	21	+3	4	20	+2
Int	5	20	+2	3	18		3	18		3	17	-1	3	15	-3
Wis	3	18		3	18		3	18		3	17	-1	3	15	-3
Dex	5	15	-3	3	15	-3	4	16	-2	3	17	-1	3	17	-1
Con	6	20	+2	4	19	+1	3	18		3	18		3	18	
Chr	7	21	+3	6	20	+1	5	19	+1	5	19	+1	4	18	