

The Crystal Dragon

Racial Ability Requirements

Strength	3 / 19
Dexterity	3 / 18
Constitution	3 / 18
Intelligence	5 / 20
Wisdom	3 / 19
Charisma	6 / 19

Racial Ability Adjustments

+1 Strength, +2 Intelligence, +1 Wisdom, +1 Charisma

Dragon Information by Age (General)

Level	Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier*
1	Hatchling	0 – 5	-6	+1	Nil	Nil
2	Very Young	6 – 15	-4	+2	Nil	Nil
3	Young	16 – 25	-2	+3	Nil	Nil
4	Juvenile	26 – 50	Nil	+4	Nil	Nil
5	Young Adult	51 – 100	+1	+5	15 yards	+3 (+7)
6	Adult	101 – 200	+2	+6	20 yards	+2 (+6)
7	Mature Adult	201 – 400	+3	+7	25 yards	+1 (+5)
8	Old	401 – 600	+4	+8	30 yards	0 (+4)
9	Very Old	601 – 800	+5	+9	35 yards	-1 (+3)
10	Venerable	801 – 1000	+6	+10	40 yards	-2 (+2)
11	Wyrm	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wyrm	1200+	+8	+12	50 yards	-4 (0)

* Parenthetical values in the Fear Save Modifier column apply to gem dragons only.

Dragon Information by Age (Type Specific)

Crystal Dragon, Chaotic Neutral

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	1 – 4	1 – 6	3	1d4+1	Nil	Nil
2	4 – 9	6 – 11	2	2d4+2	Nil	Nil
3	9 – 14	11 – 16	1	3d4+3	Nil	Nil
4	14 – 21	16 – 23	0	4d4+4	Nil / 1	Nil
5	21 – 28	23 – 30	-1	5d4+5	1 / 1	5%
6	28 – 38	30 – 40	-2	6d4+6	1 / 1 1	10%
7	38 – 48	40 – 50	-3	7d4+7	1 / 1 1 1	15%
8	48 – 56	50 – 60	-4	8d4+8	1 1 / 1 1 1	20%
9	56 – 64	60 – 70	-5	9d4+9	1 1 1 / 2 1 1	25%
10	64 – 72	70 – 77	-6	10d4+10	1 1 1 / 2 2 1 1	30%
11	72 – 80	77 – 84	-7	11d4+11	2 1 1 / 2 2 2 1	35%
12	80 – 92	84 – 91	-8	12d4+12	2 2 1 / 2 2 2 2	40%

General Information

The friendly crystal dragons of Io's Blood's northern isles spend much time trying to learn about world around them. While solitary by nature, they welcome visitors who come to them with good intentions.

Hatchlings have glossy white scales that become more and more translucent with age. By the time they reach adulthood, these scales become luminescent in moonlight. In the full light of day they glow with a dazzling, almost unbearable brilliance.

Fun-loving and mischievous, crystal dragons tend to be irresponsible rulers. For the daily running of their domains, these dragons rely on their vassals to keep things going. They establish domains in the cold, open northern reaches, building castles out of snow and ice. They leave these castles open to the sky, for they love to watch the stars on clear, cold nights. The white dragon clans consider crystal dragons to be nothing more than prey, so the two types are almost always in conflict. The crystal dragons also have little love for the tribes of giants that live beyond the Ice Sea and often come south to enslave the small, relatively weak gem dragons.

Like other benevolent dragons, the crystal dragons prefer to talk rather than fight. Even without special abilities, they can be charming and engaging to an extreme. Gems and metal ores are their foods of choice.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (10% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 5th level plus combat modifier; immune to light-based attacks and normal cold.

Innate Abilities: Hatchling: charm person at will; Juvenile: color spray three times per day; Mature Adult: suggestion three times per day; Very Old: luck scale once per day; Great Wyrms: control winds three times per day.

Luck scale allows a dragon to enchant one of its scales as a *stone of good luck*. The enchantment lasts one hour per age category. These enchanted scales are usually given to trusted vassals or kindred involved in important missions.

Psionic Abilities: Crystal dragons have psionic powers. These begin to manifest at young adult age (5th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. Dragons using the psionist kit gain psionic powers as psionist PCs of the same level. (See *The Complete Psionics Handbook* for more information on psionics and psionists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def. Modes	Total PSPs
5	1	1	1	1	25
6	1	1	1	1	50
7	1	1	2	1	100

Available Powers: *Clairsentience* – *Sciences:* clairaudience, clairvoyance, precognition; *Devotions:* any.

Dragon Tactics and Attacks

Typical Tactics: Crystal dragons prefer talking to fighting, and often use charm person to gain an advantage during conversation. These dragons like to plan before entering combat. They use their breath weapon to disorient foes, followed by spells and abilities as needed. Claws and teeth are used only as a last resort.

Physical Attacks: A crystal dragon's claws cause 1d6+1 damage, plus its combat modifier. Its bite does 2d6 damage, plus combat modifier.

Breath Weapon: A crystal dragon's breath weapon is a cone of glowing shards 60 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the end. The shards slice and cut those caught in the cone, though a saving throw vs. breath weapon reduces the damage by half. A second saving throw vs. breath weapon is needed to avoid the blinding light of the dazzling shards. Those who fail are dazzled for one turn per age category of the dragon, incurring a -2 attack roll penalty.

Base Movement: 9, Fl 24 (C), Jp 3.

Mating

Gem dragons, meanwhile, fall somewhere between the other two families. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation. Emerald and sapphire dragons take a single mate for long periods of time, though each for a different reason. Emeralds like the security and protection offered by a trusted partner, while sapphires seek to possess a mate to enhance their prestige and status. Topaz and crystal dragons are irresponsible and chaotic, and their societies reflect this. They mate with willing partners whenever they want, as desire and need move them. Fortunately, however, they are more selective than the black and white dragons.

Dragons of all types tend to mate with members of their own type. Gold dragons mate with golds, red dragons mate with reds, and so on. Sometimes they will go against their natural tendencies and mate with dragons of other types.

The mixed-appearance crossbreeds, however, are considered abominations. The chromatic dragons tend to kill these hatchlings immediately. Metallic dragons simply banish them from their domains (rumors abound that these crossbreeds are sent to other worlds, but this has yet to be proven). The gem dragons, however, believe that something as majestic as a dragon can never be an abomination. In the rare instances when a gem dragon produces a mixed hatchling, the newborn is allowed to remain a member of the clan.

Dragon Experience Levels

Crystal Dragon

Level	XP	Hit Dice
H	0	4
1	8,000	4
2	32,000	6
3	125,000	8
4	500,000	10
5	750,000	11
6	1,000,000	12
7	1,250,000	13
8	1,500,000	14
9	1,750,000	15
10	2,000,000	16
11	2,250,000	17
12	2,500,000	18

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Crystal	5	2 / 3	-5	4	3 / 2

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Crystal	Danger Sense

Preferred Kindred

	Elf	Dwarf	Gnome
Crystal	P	R	R

P: Preferred as a kindred; **R:** Rarely selected as a kindred; **N:** Never selected as kindred. However, even demihuman marked N can sometimes be found as kindred to PC dragons, with the DM's permission.