

The Emerald Dragon

Racial Ability Requirements

Strength	5 / 21
Dexterity	5 / 16
Constitution	3 / 18
Intelligence	5 / 20
Wisdom	3 / 19
Charisma	3 / 17

Racial Ability Adjustments

+3 Strength, -2 Dexterity, +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)

Emerald Dragon, Lawful Neutral

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	3 – 9	2 – 7	1	2d4+1	Nil	Nil
2	9 – 18	7 – 14	0	4d4+2	Nil	Nil
3	18 – 27	14 – 21	-1	6d4+3	Nil	Nil
4	27 – 36	21 – 28	-2	8d4+4	1	Nil
5	36 – 45	28 – 35	-3	10d4+5	1 / 1	15%
6	45 – 54	35 – 42	-4	12d4+6	1 1 / 1	20%
7	54 – 63	42 – 49	-5	14d4+7	1 1 / 1 1	25%
8	63 – 72	49 – 56	-6	16d4+8	1 1 1 / 2 1	30%
9	72 – 81	56 – 63	-7	18d4+9	2 1 1 / 2 1 1	35%
10	81 – 90	63 – 70	-8	20d4+10	2 2 1 / 2 2 1	40%
11	90 – 99	70 – 77	-9	22d4+11	2 2 1 1 / 2 2 1 1	45%
12	99 – 108	77 – 84	-10	24d4+12	2 2 1 1 1 / 2 2 2 1	50%

General Information

Emerald dragons live among the tropical islands in the Io's Blood chain's southern waters. They are a curious species, taken to keeping track of history, lore and customs. They tend to be very reclusive, suspicious that others covet their treasure hoards and territory.

Hatchlings have translucent green scales, which harden and take on many shades of green as they age. These scales scintillate in the light, giving an emerald dragon's hide the appearance of being in constant motion.

A desire for privacy runs through the emerald clans, going so far as to determine where the dragon lords and their spawn establish lairs. In the southern islands, emerald dragons build their domains around the inactive volcano range that stretches across the tropical isles. Only their most trusted vassals are permitted to serve them within the main lairs. The others tend to duties throughout the rest of the domain.

The primary lairs consist of traps and alarms designed to warn of visitors and other threats. Emerald dragons prefer to quietly observe intruders and rarely emerge from hiding. If parlay is called for, they send their kindred or chief vassals to handle such duties while they watch, hidden, from cover. When forced into combat, emerald dragons prefer to attack by ambush, using stealth and surprise attacks to quickly disable their enemies. If the threat prove to be too great to handle, an emerald dragon will not hesitate to retreat. However, it will plan revenge, and its patience can last for centuries if need be.

Emerald dragons have no compunctions about what they eat. They prefer lizards and giants, but they will eat anything in a pinch. Of all the other types of dragonkind, emerald dragons get along best with the sapphire dragons, often controlling parallel domains (emerald dragons taking the surface, sapphire dragons the subterranean areas below). They fear the red dragon clans because of their well-known greed, and they are usually in open conflict with the fire giants from beyond the Burning Sea.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (14% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 6th level plus combat modifier; immune to sound-based attacks.

Innate Abilities: Hatchling: flame walk; Young: audible glamor three times per day; Juvenile: hypnotism three times per day; Adult: Melf's minute meteors three times per day; Mature Adult: hold person three times per day; Venerable: animate rock once per day; Great Wyrms: geas once per day. An emerald dragon uses the rippling movement of its scales to stimulate *hypnotism* and *geas*.

Psionic Abilities: Emerald 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	45
6	2	1	2	1	90
7	2	2	3	2	180

Available Powers: *Clairsentience* – *Sciences:* aura sight, object reading, precognition; *Devotions:* all-around vision, combat mind, danger sense; *Telepathy* – *Sciences:* ejection, mindlink, probe; *Devotions:* contact, ESP, life detection, sight link, sound link.

Dragon Tactics and Attacks

Typical Tactics: Emerald dragons prefer to start out in hiding while the traps they set work against their foes. When forced to take direct action, an emerald dragon seeks to surprise its opponents. Then it attacks with breath weapon and claws to disable as many foes as possible. Emerald dragons are not above retreating if the odds are not in their favor - but they have long memories for revenge.

Physical Attacks: An emerald dragon's claws cause 1d8 points of damage, plus its combat modifier. Its bite causes 3d6 damage, plus combat modifier.

Breath Weapon: An emerald dragon's breath weapon is a loud, keening wail that causes a sonic vibration that stretches 120 feet from the dragon's mouth. Any creatures in range suffer damage from the painful vibrations, though saving throws vs. breath weapon reduce the damage by half. A second saving throw vs. breath weapon is needed to keep from being stunned. Those stunned cannot attack or defend for 3 rounds per age category of the dragon, plus 1d4 rounds. Those who save are instead deafened and disoriented for a similar length of time, suffering a -1 penalty to attack rolls. Deafness does not prevent damage, but does offer protection against stunning and further deafness.

Base Movement: 9, Fl 30 (C), Br 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

Emerald Dragon

Level	XP	Hit Dice
H	0	6
1	32,000	6
2	125,000	8
3	500,000	10
4	1,000,000	12
5	1,250,000	13
6	1,500,000	14
7	1,750,000	15
8	2,000,000	16
9	2,250,000	17
10	2,500,000	18
11	2,750,000	19
12	3,000,000	20

Dragon Proficiency Slots

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

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Emerald	Set Traps

Preferred Kindred

	Elf	Dwarf	Gnome
Emerald	R	P	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.