

Chromatic Dragon, Black Council of Wyrms/All
Principle Deities: Any
Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara
Ability Adjustments/Score Range:
STR: 5-21(+3) DEX: 3-17(-1) CON: 3-18 INT 3-17(-1) WIS: 3-17(-1) CHA: 5-19(+1)
Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)
Typical Alignment: Any Evil Starting Age: 1d4+1 Maximum Age: 1,200
Average Length: * Average Weight: * Movement Rate: 12, Fl 30(C), Sw 12
Note: See Table for Length and Weight.
Appearance: Black Dragon.
Initial Languages: 10% + 5%/level Telepathic Communication with # of Creature/Level.
Special Advantages: Dragon Claw 1d6 + Modifier, Bite 3d6 + Modifier. Breath Weapons (60'x5' Stream of Acid), Spell Function at 5th lv + Modifier. 20%/level Lair Clairaudiance while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Acid, and Innate Spells if not a Spell-casting Class. 1) Water Breathing, 3) Darkness 10' Radius/level 3/day, 6) Corrupt Water 10'/Level, 8) Plant Growth, 10) Summon Insects, 12) Charm Reptiles 3/day.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Chromatic Dragon, Blue Council of Wyrms/All
Principle Deities: Any
Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara
Ability Adjustments/Score Range:
STR: 7-23(+5) DEX: 4-15(-3) CON: 5-19(+1) INT 3-18 WIS: 3-18 CHA: 6-20(+2)
Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12),
Typical Alignment: Any Evil Starting Age: 1d4+1 Maximum Age: 1,200
Average Length: * Average Weight: * Movement Rate: 9, Fl 30(C), Br 4
Note: See Table for Length and Weight.
Appearance: Blue Dragon.
Initial Languages: 12% + 5%/level Telepathic Communication with # of Creature/Level.
Special Advantages: Dragon Claw 1d8 + Modifier, Bite 3d8 + Modifier. Breath Weapons (100'x5' Bolt of Lightning), Spell Function at 7th lv + Modifier. 20%/level Lair Clairaudiance while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Electricity, and Innate Spells if not a Spell-casting Class. 3) Create or Destroy Water, 4) Sound Immatation at Will, 6) Dust Devil, 8) Ventriloquism, 10) Control Winds, 12) Hullucinary Terrain.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Chromatic Dragon, Green Council of Wyrms/All
Principle Deities: Any
Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara
Ability Adjustments/Score Range:
STR: 6-22(+4) DEX: 4-16(-2) CON: 4-18 INT 3-18 WIS: 3-18 CHA: 5-19(+1)
Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12),
Typical Alignment: Any Evil Starting Age: 1d4+1 Maximum Age: 1,200
Average Length: * Average Weight: * Movement Rate: 9, Fl 30(C), Sw 9
Note: See Table for Length and Weight.
Appearance: Green Dragon.
Initial Languages: 12% + 5%/level Telepathic Communication with # of Creature/Level.
Special Advantages: Dragon Claw 1d8 + Modifier, Bite 2d10 + Modifier. Breath Weapons (50'x40'x30' Cloud of Chlorine Gas), Spell Function at 6th lv + Modifier. 20%/level Lair Clairaudiance while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Gases, and Innate Spells if not a Spell-casting Class. 3) Water Breathing, 6) Warp Wood 3/day, 8) Plant Growth, 9) Entangle, 12) Pass Without Trace 3/day.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Chromatic Dragon, Red Council of Wyrms/All
Principle Deities: Any
Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara
Ability Adjustments/Score Range:
STR: 8-24(+6) DEX: 4-15(-3) CON: 6-20(+2) INT 5-20(+2) WIS: 3-18 CHA: 7-21(+3)
Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12),
Typical Alignment: Any Evil Starting Age: 1d4+1 Maximum Age: 1,200
Average Length: * Average Weight: * Movement Rate: 12, Fl 40(C), Jp 3
Note: See Table for Length and Weight.
Appearance: Red Dragon.
Initial Languages: 16% + 5%/level Telepathic Communication with # of Creature/Level.
Special Advantages: Dragon Claw 1d10 + Modifier, Bite 3d10 + Modifier. Breath Weapons (90'x5'x30' Cone of Fire), Spell Function at 9th lv + Modifier. 20%/level Lair Clairaudiance while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Fire, and Innate Spells if not a Spell-casting Class. 3) Affect Normal Fires 3/day, 4) Pyrotechniques 3/day, 6) Heat Metal, 8) Suggestion, 9)Hypnotism, 10) Detect Gems 3/day.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Chromatic Dragon, White Council of Wyrms/All
Principle Deities: Any
Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara
Ability Adjustments/Score Range:
STR: 4-20(+2) DEX: 3-17(-1) CON: 3-18 INT 3-15(-3) WIS: 3-15(-3) CHA: 4-18
Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12),
Typical Alignment: Any Evil Starting Age: 1d4+1 Maximum Age: 1,200

Average Length: * Average Weight: * Movement Rate: 12, Fl 39(C), Sw 12

Note: See Table for Length and Weight.

Appearance: Mist Dragon.

Initial Languages: 15% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d4+1 + Modifier, Bite 2d12 + Modifier. Breath Weapons (90'x30'x30' Cloud of Scalding Vapor), Spell Function at 5th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Fire and Heat, and Innate Spells if not a Spell-casting Class. 1) Assume Mist Form 1/day, 2) water Breathing 2/day, 3) Wall of 2/day, 4) Create Water 2/day, 6) Control Wind 3/day, 7) Wind Wall 2/day, 8) Solid Fog 2/day, 9) Predict Weather 2/day, 10) Airy Water 2/day.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Dragon, Shadow

Dragon 263/60

Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 5-21(+2) DEX: 5-16(-3) CON: 3-18 INT 3-18(+3) WIS: 3-18 CHA: 4-18

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Evil Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 12, Fl 30(C), Sw 12

Note: See Table for Length and Weight.

Appearance: Shadow Dragon.

Initial Languages: 17% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d6 + Modifier, Bite 3d6 + Modifier. Breath Weapons (40'x30'x20' Energy Draining Cloud of Blackness) Spell Function at 6th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Fear, Immunity to Energy Drain, and Innate Spells if not a Spell-casting Class. 1) 40% + 5%/level to Hide in Shadows. 4) Mirror Image 3/day, 6) Dimension Door 2/day, 8) Non-Detection 3/day, 10) Shadow Walk 1/day, 12) Create Shadows 3/day.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Gem Dragon, Amethyst

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Oerth

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 7-23(+5) DEX: 3-15(-3) CON: 4-18 INT 6-21(+3) WIS: 3-19(+1) CHA: 7-20(+2)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12), Psionist (12)

Typical Alignment: Any Neutral Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 40(C), Sw 12

Note: See Table for Length and Weight.

Appearance: Amethyst Dragon.

Initial Languages: 18% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d10 + Modifier, Bite 5d6 + Modifier. Breath Weapons (60' Explosion Violet Lozenge within 75'), Spell Function at 9th lv + Modifier, and Psionic Powers. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Poison and Force Attacks, and Innate Spells if not a Spell-casting Class. 1) Water Breathing at Will, Cloudwalk at Will, 3) Water Walk 3/day, 4) Neutralize Poison 6/day, 6) Shape Change 3/day, 8) Outliker's Resilient Sphere 3/day, 9) Reflecting Pool, 10) Control Weather.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Gem Dragon, Crystal

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Oerth

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-19(+1) DEX: 3-18 CON: 3-18 INT 5-20(+2) WIS: 3-19(+1) CHA: 6-19(+2)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12), Psionist (12)

Typical Alignment: Any Neutral Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 24(C), Jp 3

Note: See Table for Length and Weight.

Appearance: Crystal Dragon.

Initial Languages: 10% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d6+1 + Modifier, Bite 2d6 + Modifier. Breath Weapons (60'x5'x25 Cone of Glowing Shard), Spell Function at 5th lv + Modifier, and Psionic Powers. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Cold and Light-Based Attacks, and Innate Spells if not a Spell-casting Class. 1) Charm Person at Will, 4) Color Spray 3/day, 7) Suggestion 3/day, 9) Luck Scale 1 Hour/level, 12) Control Winds 3/day.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Gem Dragon, Emerald

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Oerth,

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 5-21(+3) DEX: 4-16(-2) CON: 3-18 INT 5-20(+2) WIS: 3-19(+1) CHA: 3-17(-1)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12), Psionist (12)

Typical Alignment: Any Neutral Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 30(C), Br 12

Note: See Table for Length and Weight.

Appearance: Emerald Dragon.

Initial Languages: 14% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d8 + Modifier, Bite 3d6 + Modifier. Breath Weapons (120' Bolt of Sonic Energy), Spell Function at 6th lv + Modifier, and Psionic Powers. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Sound-based Attacks, and Innate Spells if not a Spell-casting Class. 1) Flamewalk, 3) Audible Glamer 3/day, 4) Hypnotism 3/day, 6) Melf's Minute Meteors 3/day, 7) Hold Person 3/day, 10) Animate Rock, 12) Geas.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Gem Dragon, Sapphire

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Oerth, Mystara

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 6-22(+4) DEX: 3-15(-3) CON: 3-18 INT 6-21(+3) WIS: 3-19(+1) CHA: 4-19(+1)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12), Psionist (12)

Typical Alignment: Any Neutral Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 30(C), Br 6

Note: See Table for Length and Weight.

Appearance: Sapphire Dragon.

Initial Languages: 16% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d8 + Modifier, Bite 3d6+2 + Modifier. Breath Weapons (75'x5'x25' Cone of High Pitched Sound), Spell Function at 7th lv + Modifier, and Psionic Powers. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Fear and Hold/Web/Slow/Paralysis Spells, and Innate Spells if not a Spell-casting Class. 3) Continual Light 3/day, 4) Stone Shape 3/day, 6) Anti-Magic Shell, 7) Passwall 6/day, 10) Wall of Stone 3/day, 12) Sunray 3/day.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Gem Dragon, Topaz

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Oerth

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 4-20(+2) DEX: 3-17(-1) CON: 3-18 INT 5-20(+2) WIS: 3-19(+1) CHA: 3-18

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12), Psionist (12)

Typical Alignment: Any Neutral Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 24(C), Sw 9

Note: See Table for Length and Weight.

Appearance: Topaz Dragon.

Initial Languages: 12% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d6+1 + Modifier, Bite 2d8 + Modifier. Breath Weapons (70'x5'x25' Cone of Dehydration), Spell Function at 5th lv + Modifier, and Psionic Powers. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Cold, and Innate Spells if not a Spell-casting Class. 1) Water Breathing, 3) Protection from Good/Evil 3/day, 4) Blink 3/day, 6) Wall of Fog 3/day, 7) 10' Radius/level Airy Water, 8) Part Water.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Brass

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 5-21(+3) DEX: 3-17(-1) CON: 3-18 INT 4-19(+1) WIS: 3-18 CHA: 4-18

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Good Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 12, Fl 30(C), Br 3

Note: See Table for Length and Weight.

Appearance: Brass Dragon.

Initial Languages: 14% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d6 + Modifier, Bite 4d4 + Modifier. Breath Weapons (70'x5'x20' Cone of Sleep Gas or 50'x40'x20' Cloud of Blistering Heat), Spell Function at 6th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Heat and Fire, and Innate Spells if not a Spell-casting Class. 1) Speak with Animals at Will, 3) Create/Destroy Water 3/day, 4) Dust Devil, 5) Suggestion, 7) Control Temperature within 10' Radius/level, 8) Control Winds, 12) Summon Djinn.

Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Bronze

Council of Wyrms/All

Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 7-23(+5) DEX: 4-16(-2) CON: 4-18 INT 5-20(+2) WIS: 3-18 CHA: 5-19(+1)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Good Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 30(C), Sw 12

Note: See Table for Length and Weight.

Appearance: Bronze Dragon.

Initial Languages: 16% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d8 + Modifier, Bite 4d6 + Modifier. Breath Weapons (100'x5' Bolt of Lightning or 20'x30'x30' Cloud of Gas), Spell Function at 8th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Electricity, and Innate Spells if not a Spell-casting Class. 1) Water Breathing at Will, Speak with Animals at Will, 3) Create Food and Water 3/day, Polymorph Self 3/day, 4) Wall of Fog, 6) ESP 3/day, 7) 10' Radius/level Airy Water 3/day, 8) Weather Summoning.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Copper

Council of Wyrms/All
Principle Deities: Any

Encountered: Prime Material Plane, Aber-Toril, Krynn, Oerth

Ability Adjustments/Score Range:

STR: 6-22(+4) DEX: 3-17(-1) CON: 3-18 INT 4-19(+1) WIS: 3-18 CHA: 4-18

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Good Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 30(C), Jp 3

Note: See Table for Length and Weight.

Appearance: Copper Dragon.

Initial Languages: 14% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d6 + Modifier, Bite 5d4 + Modifier. Breath Weapons (70'x5' Stream of Acid or 30'x20'x20' Cloud of Gas), Spell Function at 7th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Acid, jump 30' forward/sideways/up, and Innate Spells if not a Spell-casting Class. 1) Spider Climb, 3) Neutralize Poison 3/day, 4) Stone Shape 2/day, 5) Forget, 7) Rock to Mud, 8) Move Earth, 12) Wall of Stone.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Gold

Council of Wyrms/All
Principle Deities: Any

Encountered: Prime Material Plane, Aber-Toril, Krynn, Oerth, Mystara

Ability Adjustments/Score Range:

STR: 9-25(+7) DEX: 5-15(-3) CON: 6-20(+2) INT 6-21(+3) WIS: 3-18 CHA: 7-21(+3)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Good Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 30(C), Jp 3, Sw 15

Note: See Table for Length and Weight.

Appearance: Gold Dragon.

Initial Languages: 18% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d10 + Modifier, Bite 6d6 + Modifier. Breath Weapons (90'x5'x30' Cone of Fire or 50'x40'x30' Cloud of Gas), Spell Function at 11th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Fire and Gas, and Innate Spells if not a Spell-casting Class. 1) Water Breathing at Will, Speak with Animals at Will, Polymorph Self 3/day, 3) Bless 3/day, 4) Detect Lie 3/day, 5) Animal Summoning, 7) Create Good Luck Stone +1 Bonus to Saves with 10' Radius/level for 1d3 hours/level, 8) Geas, Detect Gems 3/day.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Mercury

Dragon 263/60
Principle Deities: Any

Encountered: Prime Material Plane, Aber-Toril, Krynn, Oerth, Mystara

Ability Adjustments/Score Range:

STR: 4-20(+2) DEX: 6-18 CON: 3-18 INT 3-18(+1) WIS: 3-18 CHA: 5-19(+1)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Evil Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 12, Fl 30(C), Sw 12

Note: See Table for Length and Weight.

Appearance: Mercury Dragon.

Initial Languages: Good Dragons, 75% Chance of understanding because of Quick Speech.

Special Advantages: Dragon Claw 2d4 + Modifier, Bite 2d10 + Modifier. Breath Weapons (60'x5' Ray of Light), Spell Function at 10th lv + Modifier. 20'/level Lair Clairaudience while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Fire and Forms of Magical Blindness, and Innate Spells if not a Spell-casting Class. 1) +3 Save vs Light Based Attacks, 3) Gaze Reflection at Will, 4) Mirror Image 3/day, 6) Polymorph Self 2/day, 8) Telekinesis 2/day, 11) Project Images 1/day.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Silver

Council of Wyrms/All
Principle Deities: Any

Encountered: Prime Material Plane, Aber-Toril, Krynn, Oerth

Ability Adjustments/Score Range:

STR: 8-24(+6) DEX: 4-15(-3) CON: 5-19(+1) INT 5-20(+2) WIS: 3-18 CHA: 6-20(+2)

Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)

Typical Alignment: Any Good Starting Age: 1d4+1

Maximum Age: 1,200

Average Length: *

Average Weight: *

Movement Rate: 9, Fl 30(C), Jp 3

Note: See Table for Length and Weight.

Appearance: Silver Dragon.

Initial Languages: 16% + 5%/level Telepathic Communication with # of Creature/Level.

Special Advantages: Dragon Claw 1d8 + Modifier, Bite 5d6 + Modifier. Breath Weapons (80'x5'x30' Cone of Cold or 50'x40'x20'

Cloud of Gas), Spell Function at 6th lv + Modifier. 20'/level Lair Clairaudiance while 6 miles/level away, 35% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to Cold, and Innate Spells if not a Spell-casting Class. 1) Cloudwalk at Will, Polymorph Self 3/day, 3) Featherfall 2/day, 4) Wall of Fog, 6) Control Wind 3/day, 7) Control Weather, 8) Reverse Gravity.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Metallic Dragon, Steel Dragon 263/60
Encountered: Prime Material Plane , Aber-Toril, Krynn, Oerth, Mystara Principle Deities: Any
Ability Adjustments/Score Range:
STR: 4-20(+2) DEX: 3-15(-3) CON: 3-18 INT 3-18(+4) WIS: 3-18 CHA: 6-20(+2)
Class Options: Fighter (12), Mage (12), Cleric (12), Sage (12)
Typical Alignment: Any Non-Evil Starting Age: 1d4+1 Maximum Age: 1,200
Average Length: * Average Weight: * Movement Rate: 9, Fl 30(D), Sw 6
Note: See Table for Length and Weight.
Appearance: Steel Dragon.
Initial Languages: 19% + 5%/level Telepathic Communication with # of Creature/Level.
Special Advantages: Dragon Claw 1d10 + Modifier, Bite 3d10 + Modifier. Breath Weapons (Toxic Grease Cloud)
Spell Function at 8th lv + Modifier. 20'/level Lair Clairaudiance while 6 miles/level away, 15% + 5% x level to Detect Invisible and Obscured Objects, 120' Infravision, Dragon Awe, Immunity to 1st to 4th Level Spells, and Innate Spells if not a Spell-casting Class.
1) Polymorp 5/day, 3) Cantrip 2/day, 4) Friends 1/day 6) Charm Person 3/day, 7) Suggestion 1/day, 8) Enthral 1/day.
Disadvantages: Must Sleep Months/Levels before Raising to Next Level, Must Gather a Horde, Considered a Huge Creature.

Dracon The Complete Spacefarer's Handbook/17
Encountered: Prime Material Plane , Wildspace Principle Deities: Ub-Kalla
Ability Adjustments/Score Range:
STR: 11-18(+1) DEX: 3-17(-1) CON: 8-18 INT 8-18 WIS:8-18 CHA: 8-18
Class Options: Cleric (12), Fighter (14), Psionist (9)
Typical Alignment: Any. Starting Age: 15+1d8 Maximum Age: 125+3d20
Average Height: 72+2d10(m/f) Average Weight: 600+6d10(m/f) Movement Rate: 18
Appearance: Grey Skin Color Draconic-Centaurs.
Initial Languages: Dracon.
Special Advantages: Can Carry 300 at movement 12 or wheel a 1,000lb cart at movement 6, Can Attack 2/round with Thumb-Claws 1d4.
Disadvantages: Considered a Large Creature.

Half-Dragon, Bronze Council of Wyrms/29
Encountered: Prime Material Plane, Aber-Toril, Blood Chain Isles Principle Deities: Any
Ability Adjustments/Score Range:
STR: 5-18(+1) DEX: 6-20(+1) CON: 4-18 INT: 3-18 WIS: 3-18(+1) CHA: 4-18
Class Options: Fighter (14), Ranger (14), Wizard (8), Illusionist (9), Priest (9), Thief (11)
Thief Skill Adjustment: PP +5%, F/RT -5%, MS +10%, HS +10%
Typical Alignment: Lawful Good Starting Age: 14+1d4 Maximum Age: 200+4d10
Average Height: 74+2d4(m)/68+2d4(f) Average Weight: 150+3d8(m)/120+3d8(f) Movement Rate: 12
Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed Ears, Small Bumps Protruding from the Temples, Bronze Skin, and Deep Bronze Hair.
Initial Languages: Any.
Special Advantages: 5) Claw Attack 1d4/1d4, 7) Breath Weapon "8' Bolt of Lightning 3d4" 2/day. May Select One Ability at 2nd, 4th, and 6th level (Water Breathing at Will, Speak With Animals at Will, Create Food and Water 2/day, ESP, Dragon Fear, Immunity to Electricity, or 60' Infravision).
Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Chiang Lung Dragon Magazine 206/22
Encountered: Prime Material Plane, Aber-Toril, Oerth Principle Deities: Any
Ability Adjustments/Score Range:
STR: 6-18 DEX: 12-18 CON: 6-14 INT: 12-18 WIS: 9-18 CHA: 14-18
Class Options: Fighter (12), Bushi (U), Samuri (U), Kensai (U)
Typical Alignment: Any Non-Lawful or -Evil Starting Age: 15+1d6 Maximum Age: 125+3d20
Average Height: 56+2d4(m)/51+2d4(f) Average Weight: 90+3d6(m)/70+3d6(f) Movement Rate: 12
Appearance: Very Pale or Golden Skin, Black or Blue Hair, Green Eyed Oriental.
Initial Languages: Fish, Celestial Court, Trade. Spirit Folk.
Special Advantages: 120' Infravision, Breathe Fresh-water Normally, May Swim at their normal Movement Rate, Lower Water by 10' 1/day for 5 rounds, and +1 save to all Water related spells. Can instantly be Healed and Cured if within their River.
Disadvantages: +1 save to all Fire Based Attacks.

Half-Dragon, Deep Dragon Magazine 206/22
Encountered: Prime Material Plane, Aber-Toril Principle Deities: Any
Ability Adjustments/Score Range:
STR: 6-18 DEX: 8-20(+2) CON: 4-18 INT: 5-18 WIS: 3-16(-2) CHA: 3-16
Class Options: Fighter (12), Wizard (15), Priest (12), Thief (16)
Thief Skill Adjustment: PP -5%, OL -5%, F/RT +5%, MS +10%, HS +10%, CW +5%, RL -10%

Typical Alignment: Chaotic Evil Starting Age: 14+1d4 Maximum Age: 170+4d8
Average Height: 56+2d4(m)/60+2d4(f) Average Weight: 100+2d4(m)/115+2d4(f) Movement Rate: 12
Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed Ears,
Small Bumps Protruding from the Temples, Deep Maroon Skin, and Black Hair, Red Eyes.
Initial Languages: Any.
Special Advantages: 5) Claw Attack 1d3/1d3, 7) Breath Weapon "5' Spray of Flesh-Corrosive Gas 3d4" 2/day. May Select One
Ability at 2nd, 4th, and 6th level (Detect Magic at Will, True Seeing 2/day, Immunity to Charm/Sleep/Hold Magics, +4 to Save and -1
to damage from Heat/Cold/Fire/Ice Spells, Regenerate 1hp/Turn, 120' Infravision. Poison, or 60' Infravision).
Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Gold Council of Wyrms/29
Encountered: Prime Material Plane, Oerth, Aber-Toril, Blood Chain Isles Principle Deities: Any
Ability Adjustments/Score Range:
STR: 7-20(+2) DEX: 4-18 CON: 6-18 INT: 3-18 WIS: 3-18(-2) CHA: 6-18(+1)
Class Options: Fighter (11), Ranger (14), Wizard (14), Priest (10), Thief (9)
Thief Skill Adjustment: PP -5%, OL +5%, MS -10%, DN +10%, CW -10%, RL +5%
Typical Alignment: Lawful Good Starting Age: 14+1d4 Maximum Age: 300+5d10
Average Height: 78+2d8(m)/72+2d8(f) Average Weight: 180+4d8(m)/170+4d8(f) Movement Rate: 12
Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed Ears,
Small Bumps Protruding from the Temples, Golden Skin, and Deep Golden Hair.
Initial Languages: Any.
Special Advantages: 5) Claw Attack 1d6/1d6, 7) Breath Weapon "10' Spray of Fire 3d6" 2/day. May Select One Ability
at 2nd, 4th, and 6th level (Water Breathing at Will, Speak With Animals at Will, Bless 2/day, Detect Lie 2/day, Sleep 2/day,
Dragon Fear 3/day, Immunity to Fire, Immunity to Gas, or 90' Infravision).
Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Greyhawk Dragon Magazine 206/22
Encountered: Prime Material Plane, Oerth Principle Deities: Any
Ability Adjustments/Score Range:
STR: 4-18(+1) DEX: 3-18(-1) CON: 4-18 INT: 8-19 (+2) WIS: 3-18 CHA: 6-18
Class Options: Fighter (10), Ranger (10), Wizard (14), Enchanter (15), Priest (8), Thief (14)
Thief Skill Adjustment: PP +5%, OL -5%, F/RT -5%, DN +5%, RL +15%
Typical Alignment: Lawful Good or Neutral Starting Age: 14+1d4 Maximum Age: 170+4d8
Average Height: 66+1d6(m)/64+1d6(f) Average Weight: 130+2d6(m)/120+2d6(f) Movement Rate: 12
Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed Ears,
Small Bumps Protruding from the Temples, Light Grey Skin, and Dark Grey Hair, Steel-Gray Iris.
Initial Languages: Any.
Special Advantages: 5) Claw Attack 1d3/1d3, 7) Breath Weapon "10' Cube of Gas (Save -2 or Die)" 2/day. May Select One Ability at
2nd, 4th, and 6th level (Cantrip 2/day, Friends, Dragon Fear, +4 to save vs 1st lv Wizard Spells, +4 to save Poison, or 60' Infravision).
Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Iron Dragon Magazine 206/22
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 12-20(+2) DEX: 3-18 CON: 12-20(+2) INT: 3-18(-2) WIS: 3-18(-2) CHA: 3-18
Class Options: Fighter (15), Ranger (13), Wizard (8), Priest (9), Thief (14)
Thief Skill Adjustment: PP -5%, OL +5%, F/RT +5%, CW -10%
Typical Alignment: Lawful Neutral Starting Age: 14+1d4 Maximum Age: 400+3d10
Average Height: 76+2d8(m)/72+2d8(f) Average Weight: 170+4d8(m)/150+4d8(f) Movement Rate: 12
Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed
Ears, Small Bumps Protruding from the Temples, Ash Black Skin, and Black Hair, Dark Grey Eyes.
Initial Languages: Any.
Special Advantages: 5) Claw Attack 1d6/1d6, 7) Breath Weapon "10' Spray of Sparks 3d6" 2/day. May Select One Ability at 2nd,
4th, and 6th level (Immune to All Heat/Fire Attacks and Spells, Heat Metal 2/day, Dragon Fear, Stone Shape, or 90' Infravision).
Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Silver Council of Wyrms/29
Encountered: Prime Material Plane, Oerth, Aber-Toril, Blood Chain Isles Principle Deities: Any
Ability Adjustments/Score Range:
STR: 6-19(+1) DEX: 5-19 CON: 5-18(+1) INT: 3-18 (-1) WIS: 3-18 CHA: 5-18
Class Options: Fighter (10), Ranger (12), Wizard (11), Priest (14), Thief (14)
Thief Skill Adjustment: OL -5%, F/RT +5%, HS +5%, DN -5%, CW -5%
Typical Alignment: Lawful Good Starting Age: 14+1d4 Maximum Age: 250+3d20
Average Height: 76+2d6(m)/70+2d6(f) Average Weight: 160+3d8(m)/130+3d8(f) Movement Rate: 12
Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed Ears,
Small Bumps Protruding from the Temples, Silver Skin, and Deep Silver Hair.
Initial Languages: Any.
Special Advantages: 5) Claw Attack 1d4/1d4, 7) Breath Weapon "8' Spray of Cold 4d4" 2/day. May Select One Ability at 2nd, 4th,
and 6th level (Featherfall, Wall of Fog, Cloud Walk Hour/Level, Dragon Fear 2/day, Immunity to Cold, or 90' Infravision).
Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Krynnish Silver

Dragon Magazine 206/22
Principle Deities: Paladine

Encountered: Prime Material Plane, Krynn

Ability Adjustments/Score Range:

STR: * DEX: * CON: * INT: * WIS: * CHA: *

Note: +1 to All Stats if Human or +1 to Elven or Half-Elven Modifiers

Class Options: Fighter (15), Ranger (17), Wizard of High Sorcery (17), Holy Order of the Stars (14), Thief (14)

Thief Skill Adjustment: Per Human, Elven, or Half-Elven %

Typical Alignment: Lawful Good Starting Age: 15+1d6 Maximum Age: *

Average Height:* Average Weight: * Movement Rate: 12

Appearance: Human, Elven, or Half-Elven Appearing with Silver Hair, and Silver Iris.

Initial Languages: See Special Abilities.

Special Advantages: Ability to Understand and Communicate in any language with 75%.

Disadvantages: None.

Half-Dragon, Steel

Dragon Magazine 206/22
Principle Deities: Any

Encountered: Prime Material Plane, Aber-Toril

Ability Adjustments/Score Range:

STR: 4-18(+1) DEX: 3-18(-1) CON: 4-18 INT: 8-19(+2) WIS: 3-18 CHA: 6-18

Class Options: Fighter (11), Ranger (9), Wizard (14), Diviner (15), Priest (6), Thief (14)

Thief Skill Adjustment: PP +5%, OL -5%, F/RT -5%, DN +5%, RL +15%

Typical Alignment: Lawful Neutral or Good Starting Age: 14+1d4 Maximum Age: 170+4d8

Average Height: 66+1d6(m)/64+1d6(f) Average Weight: 130+2d6(m)/120+2d6(f) Movement Rate: 12

Appearance: Tall Lithe Reptilian like Humanoid with Long Thin Fingers and Talon-like nails, Snake like Eyes, Pointed Ears, Small Bumps Protruding from the Temples, Light Grey Skin, and Dark Grey Hair, Silver/Dark Grey Eye.

Initial Languages: Any.

Special Advantages: 5) Claw Attack 1d3/1d3, 7) Breath Weapon "10' Cube of Gas (Save -4 of Feign Death for 2d10 Turns)" 2/day.

May Select One Ability at 2nd, 4th, and 6th level (Detect Lie 2/day, Charm Person 2/day, Dragon Fear, 25% Magic Resistance, Use Any Wizard Magical Items, or 60' Infravision).

Disadvantages: For Every Draconic Ability Gained, One Demihuman Ability is lost.

Half-Dragon, Shen Lung

Dragon Magazine 206/22
Principle Deities: Any

Encountered: Prime Material Plane, Aber-Toril, Oerth

Ability Adjustments/Score Range:

STR: 6-18 DEX: 12-18 CON: 6-14 INT: 12-18 WIS: 9-18 CHA: 14-18

Class Options: Fighter (12), Bushi (U), Samuri (U), Kensai (U)

Typical Alignment: Any Non-Chaotic or -Evil Starting Age: 15+1d6 Maximum Age: 125+3d20

Average Height: 56+2d4(m)/51+2d4(f) Average Weight: 90+3d6(m)/70+3d6(f) Movement Rate: 12

Appearance: Very Pale or Golden Skin, Black or Blue Hair, Green Eyed Oriental.

Initial Languages: Fish, Celestial Court, Trade, Spirit Folk.

Special Advantages: 120' Infravision, Breathe Fresh-water Normally, May Swim at their normal Movement Rate, Lower Water by 10' 1/day for 5 rounds, and +1 save to all Water related spells. Can instantly be Healed and Cured if within their River.

Disadvantages: +1 save to all Fire Based Attacks.

This file was created by Michael Arellano. All the above information has been collected from various sources and referenced. Where some contradictions may occur I have used the latest information published on the mentioned Playable Characters Races.