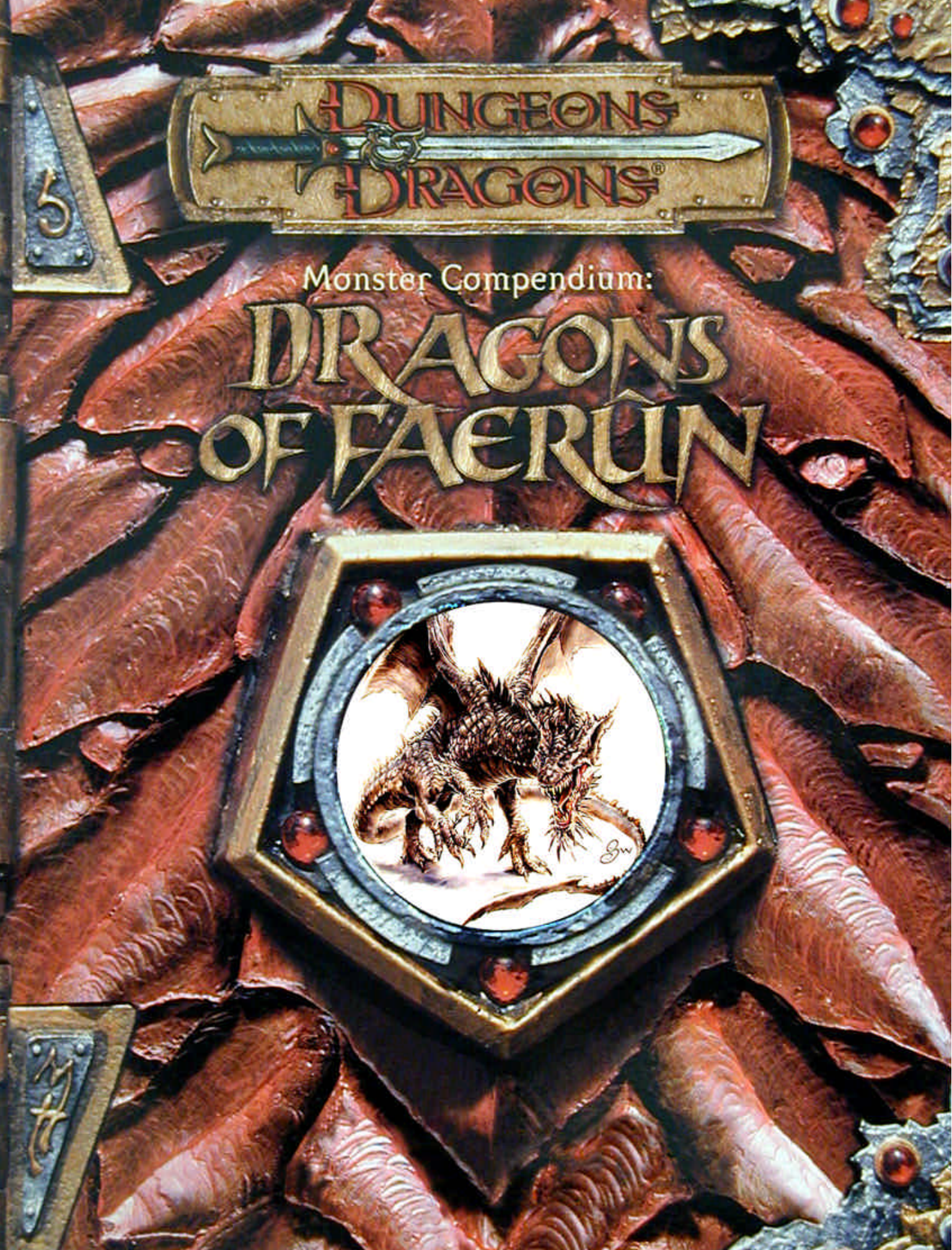
DUNGEONS & DRAGONS®
Monster Compendium:
DRAGONS OF FAERÛN

Version 1.0

Created by:
A guy who loves the Realms and wondered why
mercury dragons were left out of Monsters of Faerun.

Notes: Most of the information here is either taken from new Wizards of the Coast material, or modified from TSR media, of which, Wizards of the Coast now owns the rights. Dungeons & Dragons, Dragon, D&D, Forgotten Realms, and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast.

I have included the new dragons from *Monsters of Faerun* and **3e** versions of the dragons from the *Draconomicon*. I did my best to translate the 2**e** dragons correlating them to similar statistics. So, if you find something you don't agree with…then just change it!

This document is to be used with Wizards of the Coast products, and is *not* intended to replace them or cause people to stop purchasing their products. The author of this product has purchased all of the core D&D and Forgotten Realms products, and highly recommends them to all players.

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BLACK DRAGONS OF THE REALMS

For complete game information on Black Dragons, refer to *Monster Manual* page 63.

KNOWN BLACK DRAGONS

Ralas: This old black dragon, and his mate, the old black dragon Ueurwen, live in swamp Karatorn, and will most likely be found with young. Ralas hates his mate, but will fight fiercely to defend his young. (Note: Swamp Karatorn can be placed almost anywhere in the Realms, see *Draconomicon* for details.)

BLUE DRAGONS OF THE REALMS

For complete game information on Blue Dragons, refer to *Monster Manual* page 65.

KNOWN BLUE DRAGONS

Aragauthos: Halaster the Mad Mage long ago trapped this old blue dragon in the Ruins of Undermountain. The rock surrounding her "lair" is too hard for her to burrow or blast through, and so she continues to pursue her quest of killing intruders, in hopes that she can meet a certain quota that will earn her freedom.

Maldraedior: This great wyrm lives in a temple complex beneath the streets of the mining town Danath, un Unther. The existence of this temple is a carefully guarded secret, and Maldraedior has lived there for nearly 3,000 years. He is served by a cult that reveres him as a deity, and he sends them into the world to do his bidding, and many return to act as powerful defenders.

BRASS DRAGONS OF THE REALMS

For complete game information on Brass Dragons, refer to *Monster Manual* page 70.

KNOWN BRASS DRAGONS

Eldenser: This male brass wyrm may be the strangest dragon currently alive in Faerun. Eldenser uses spells to leave his withered, magically preserved body in hideaways, then transfer his sentience into the blade any tempered, edged, metallic weapon, from where he can perceive the world and employ his magic as if in his own body. For more information, see *Forgotten Realms Campaign Setting* book page 224.

BRONZE DRAGONS OF THE REALMS

For complete game information on Bronze Dragons, refer to *Monster Manual* page 71.

KNOWN BRONZE DRAGONS

Pelath (Neutral, chaotic tendencies): This mature adult dragon has always been a bit too selfish for his peers and chafed under the discipline of his elders. Eventually he struck out on his own, and now has his own island, some ten leagues from the Pirate Isles. Pelath – in the guise of a hermit mage – has some dealings with the pirates who ply this part of the ocean. In this guise he is a sharp-tongues, cranky personality who demands high prices for the use of his "dragon familiar".

BROWN DRAGON

Dragon (Earth)
Climate/Terrain: Any desert
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 13; mature adult 15; old 17; very old 18; ancient 20; wyrm 22; great wyrm 24
Treasure: Double standard
Alignment: Usually neutral evil
Advancement: Wyrmling 7-8 HD (Medium-size); very young 10-11 HD (Large); young 13-14 HD (Large); juvenile 16-17 HD (Large); young adult 19-20 HD (Huge); adult 22-23 HD (Huge); mature adult 25-26 HD (Huge); old 28-29 HD (Gargantuan); very old 31-32 HD (Gargantuan); ancient 34-35 HD (Gargantuan); wyrm 37-38 HD (Colossal); great wyrm 40+ HD (Colossal)

Brown dragons, also known as desert dragons, are ferocious, wingless dragons that burrow beneath the desert sands.

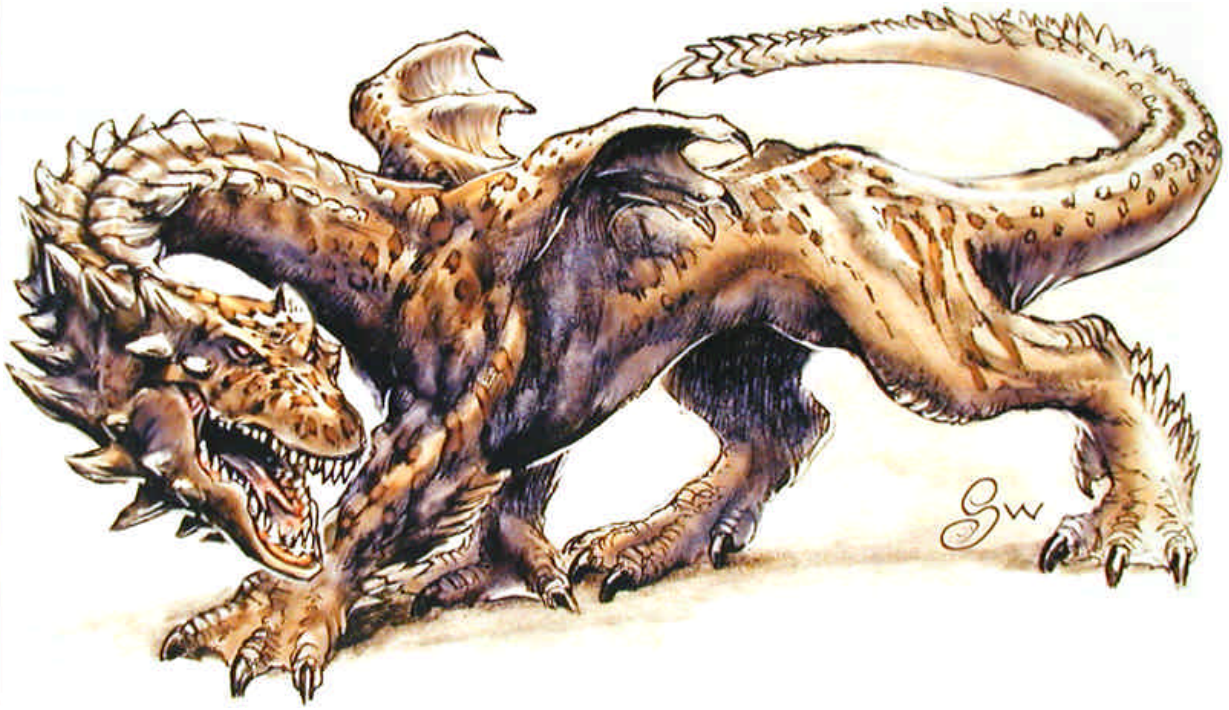
Brown dragons have scales the color of desert sands, ranging from dim brown at hatchling to almost white in their old age. They have small, webbed claws that are well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragons' hides.

While intelligent, brown dragons view humans and their kin as food, and find the idea of conversing with their food peculiar. They can subsist on a mineral diet – even sand – for long periods of time, but prefer meat (particularly horseflesh).

Brown dragons carve out vast cavern chambers deep

BROWN DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	M	6d12+12 (51)	13 (+3 natural)	+8	+7	+5	+6	2d6 (15)	-	-
Very Young	L	9d12+27 (85)	15 (-1 size, +6 natural)	+12	+9	+6	+7	4d6 (17)	-	-
Young	L	12d12+36 (114)	18 (-1 size, +9 natural)	+17	+11	+8	+10	6d6 (19)	-	-
Juvenile	L	15d12+60 (157)	21 (-1 size, +12 natural)	+21	+13	+9	+11	8d6 (21)	-	-
Young Adult	H	18d12+90 (207)	23 (-2 size, +15 natural)	+24	+16	+11	+14	10d6 (24)	22	20
Adult	H	21d12+105 (241)	26 (-2 size, +18 natural)	+28	+17	+12	+15	12d6 (25)	23	23
Mature Adult	H	24d12+144 (300)	29 (-2 size, +21 natural)	+33	+20	+14	+18	14d6 (28)	26	25
Old	G	27d12+189 (364)	30 (-4 size, +24 natural)	+35	+22	+15	+19	16d6 (30)	27	27
Very Old	G	30d12+240 (435)	33 (-4 size, +27 natural)	+40	+25	+17	+22	18d6 (33)	30	28
Ancient	G	33d12+297 (511)	36 (-4 size, +30 natural)	+44	+27	+18	+23	20d6 (35)	31	30
Wyrm	C	36d12+360 (594)	35 (-7 size, +33 natural)	+44	+30	+20	+26	22d6 (38)	34	32
Great Wyrm	C	39d12+429 (682)	38 (-7 size, +36 natural)	+48	+32	+21	+27	24d6 (40)	35	34



below the desert sand, typically at least 1,000 feet down. They are the hated enemies of blue dragons (see Monster Manual), who compete with them for territory and treasure.

COMBAT

Brown dragons bury themselves in deep trenches in the sand and lie in wait for prey, erupting from the sand in a flurry to grab their victims.

Breath Weapon (Su): The brown dragon's breath weapon is a line of acid. It does not use this attack against mounted foes, since it knows that horses are good eating.

Tremorsense (Ex): Brown dragons can automatically sense the location of anything within 500 feet that is in contact with the ground.

Create Water **(Sp):** The dragon can use this spell-like ability once per day.

Sandstorm **(Sp):** Once per day, an adult brown dragon can create a vortex of violently churning sand at a distance of up to 80 yards away. All creatures within a 60-foot radius of the center of the sandstorm take 1d6 points of damage each round they remain within the sandstorm. Character in the swirling sands are blinded and must make a Balance check (DC 15) during each round they move more than 5 feet or fall prone.

Summon Huge Air Elemental **(Sp):** Once per day, and old brown dragon can cast *summon nature's ally VII* to summon one Huge air elemental, 1d3 Large air elementals, or 1d4+1 air elementals of smaller size.

Summon Greater Air Elemental **(Sp):** Once per day, an ancient brown dragon can cast *summon nature's ally VIII* to summon one greater air elemental, 1d3 Huge air elementals, or 1d4+1 air elementals of smaller size.

Other Spell-Like Abilities: 1/day – *create water, disintegrate*.

IN THE REALMS

Brown dragons originated in the Raurin desert to the east of Mulhorand. They are rumored to be creations of the ancient Imaskar Empire, whose Artificers are also responsible for the desiccation of the Dust Desert. Brown dragons have migrated from Raurin westward, and now frequent much of the wastes in eastern Mulhorand.

Black Ash Plain: This area, south of the Smoking Mountains, is known to be inhabited by brown dragons.

Brown Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., burrow 60 ft.	15	10	15	12	13	12	Acid Immunity, tremorsense	-
Very Young	60 ft., burrow 60 ft.	19	10	17	12	13	12		-
Young	60 ft., burrow 60 ft.	23	10	17	14	15	14		-
Juvenile	60 ft., burrow 60 ft.	25	10	19	14	15	14	Create Water	1st
Young Adult	60 ft., burrow 60 ft.	27	10	21	16	17	16	Damage reduction 5/+1	3rd
Adult	60 ft., burrow 60 ft.	29	10	21	16	17	16	Sandstorm	5th
Mature Adult	60 ft., burrow 60 ft.	33	10	23	18	19	18	Damage reduction 10/+1	7th
Old	60 ft., burrow 60 ft.	35	10	25	18	19	18	Summon Huge air elemental	9th
Very Old	60 ft., burrow 60 ft.	39	10	27	20	21	20	Damage reduction 15/+2	11th
Ancient	60 ft., burrow 60 ft.	41	10	29	20	21	20	Summon greater air elemental	13th
Wyrm	60 ft., burrow 60 ft.	43	10	31	22	23	22	Damage reduction 20/+3	15th
Great Wyrm	60 ft., burrow 60 ft.	45	10	33	22	23	22	Disintegrate	17th

COPPER DRAGONS OF THE REALMS

For complete game information on Copper Dragons, refer to *Monster Manual* page 72.

KNOWN COPPER DRAGONS

Dragonjaw Mountains: There are at least two copper dragons in this area of Thesk that engage in an annual joke contest with local gnomes.

Serpent Hills: Copper dragons battle with red dragons for the choicest ridgelines in the Western Heartlands, if they aren't already occupied by silver dragons.

DEEP DRAGON



Dragon (Earth)
Climate/Terrain: Underground
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings: Wyrmling 2; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: Wyrmling 7-8 HD (Tiny); very young 10-11 HD (Small); young 13-14 HD (Medium-size); juvenile 16-17 HD (Medium-size); young adult 19-20 HD (Large); adult 22-23 HD (Large); mature adult 25-26 HD (Huge); old 28-29 HD (Huge); very old 31-32 HD (Huge); ancient 34-35 HD (Huge); wyrm 37-38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Deep dragons are little known on the surface world. They are the hunters of the Underdark, stalking their prey with cunning and patience.

Deep dragons are an iridescent maroon when they hatch, darkening to deep, rich purple and almost black in the dragon's older centuries. Their natural forms are slender and serpentine, with sinuous necks and limbs and narrow wings. They are accomplished shapechangers, however, gaining the ability to assume different forms as they age – first a legless winged snake form, then a humanoid form. In these shapes, they make their way through narrow tunnels or move about among the other races of the Underdark.

The "drakes of the depths" can eat almost anything, but they seem to prefer seafood: clams, fish, kuo-toa, and aboleth.

COMBAT

Deep dragons love to stalk their prey through the lightless caverns of the Underdark. They are wary in battle, but find combat nearly irresistible. They avoid obvious traps and ambushes, but delight in the hunt, pouncing on creatures without warning, and using their spells to bury opponents under rock falls.

Breath Weapon (Su): A deep dragon's breath weapon is a cone of flesh-corrosive gas.

DEEP DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	6d12+6 (45)	17 (+2 size, +5 natural)	+8	+6	+5	+6	2d8 (14)	-	-
Very Young	S	9d12+9 (67)	19 (+1 size, +8 natural)	+11	+7	+6	+7	4d8 (15)	-	-
Young	M	12d12+24 (102)	21 (+11 natural)	+14	+10	+8	+10	6d8 (18)	-	-
Juvenile	M	15d12+30 (127)	24 (+14 natural)	+18	+11	+9	+11	8d8 (19)	-	-
Young Adult	L	18d12+54 (171)	26 (-1 size, +17 natural)	+21	+14	+11	+14	10d8 (22)	22	21
Adult	L	21d12+84 (220)	29 (-1 size, +20 natural)	+26	+16	+12	+15	12d8 (24)	23	24
Mature Adult	H	24d12+120 (276)	31 (-2 size, +23 natural)	+29	+19	+14	+18	14d8 (27)	26	26
Old	H	27d12+162 (337)	34 (-2 size, +26 natural)	+33	+21	+15	+19	16d8 (29)	27	28
Very Old	H	30d12+180 (375)	37 (-2 size, +29 natural)	+37	+23	+17	+22	18d8 (31)	30	29
Ancient	H	33d12+231 (445)	40 (-2 size, +32 natural)	+41	+25	+18	+23	20d8 (33)	31	31
Wyrm	G	36d12+288 (522)	41 (-4 size, +35 natural)	+43	+28	+20	+26	22d8 (36)	34	32
Great Wyrm	G	39d12+312 (565)	44 (-4 size, +38 natural)	+47	+30	+22	+28	24d8 (37)	35	34

Deep Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	11	10	13	14	13	12	True Seeing, detect magic, charm immunity, cold and fire resistance 10	-
Very Young	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	13	10	13	14	13	12	Snake form 3/day	-
Young	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	15	10	15	16	15	14	Humanoid form 3/day	-
Juvenile	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	17	10	15	16	15	14	Each form 4/day	1st
Young Adult	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	19	10	17	18	17	16	Damage reduction 5/+1	3rd
Adult	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	23	10	19	18	17	16	Freedom of movement	5th
Mature Adult	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	25	10	21	20	19	18	Damage reduction 10/+1	7th
Old	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	27	10	23	20	19	18	Transmute rock to mud	9th
Very Old	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	29	10	23	22	21	20	Damage reduction 15/+2	11th
Ancient	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	31	10	25	22	21	20	Passwall	13th
Wyrm	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	33	10	27	24	23	22	Damage reduction 20/+3	15th
Great Wyrm	40 ft., fly 100 ft. (average), burrow 20 ft., swim 30 ft.	35	10	27	24	23	22	Stone shape	17th

True Seeing (Su): Deep dragons have a permanent form of true seeing (as the spell).

Snake Form (Su): A deep dragon can assume it's serpentine (legless) form three times per day at very young age and four times per day at juvenile age. This form is the same size as the dragon, but able to move through smaller tunnels because it has no legs. The dragon's AC worsens by –6 in this form. It moves at 30 feet, flies at 10 feet (poor), and swims at 30 feet. It loses all claw attacks in this form, but can constrict opponents, dealing damage depending on it's size as follows: Small 1d8, Medium-size 2d6, Large 2d8, Huge 3d6, Gargantuan 3d8, Colossal 5d6.

If the dragon hits with this attack, it can make a free grapple check (without provoking an attack of opportunity). If it wins this check, it grabs and constricts its victim, automatically dealing the above damage every round until the opponent breaks free or dies.

Humanoid Form (Su): A deep dragon can *polymorph self* into a humanoid form three times per day at young age, four times at juvenile age. It can alter the size, shape, hue, and features of its bipedal form to resemble a human, elf (surface or drow), half-elf, dwarf, duergar, or any similar creature of Medium-size. If the dragon wears armor to improve its AC in this form, the armor is destroyed when the dragon changes shape again.

Other Spell-Like Abilities: At will – *detect magic, freedom of movement;* 3/day – *transmute rock to mud*; 2/day – *passwall, stone shape.*

IN THE REALMS

Deep dragons are most often encountered in the upper and middle Underdark (to a depth of perhaps seven miles), particularly near drow cities. They often work with drow, serving as guardians in exchange for regular food (captives, slaves, and condemned criminals). They are fierce rivals and enemies of cloakers and mind flayers.

DRACOHYDRA

Dragon (Acid)

Climate/Terrain: Temperate and cold mountains.

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

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 9; mature adult 11; old 13; very old 15; ancient 17; wyrm 18; great wyrm 20

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: Wyrmling 7-8 HD (Tiny); very young 10-11 HD (Small); young 13-14 HD (Medium-size); juvenile 16-17 HD (Medium-size); young adult 19-20 HD (Large); adult 22-23 HD (Large); mature adult 25-26 HD (Huge); old 28-29 HD (Huge); very old 31-32 HD (Huge); ancient 34-35 HD (Huge); wyrm 37-38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Dracohydras are hideous, multi-headed winged monsters that combine the worst features of dragons and hydras.

Dracohydra scales are most often a muddy brown color, fading to a lighter brown, almost cream on their bellies. Young tend to have darker and duller scales, for better camouflage. All known dracohydra have had red eyes, which seem to go from bright scarlet when young to a darker color similar to dried blood when older. Dracohydras have been reported with anywhere between two to five heads: 2-25%, 3-50%, 4-15%, 5-10%.

Dracohydras are found in inaccessible mountain areas far from civilization. They prefer snow-covered peaks and mountains around which storms play often. Dracohydras prefer fresh meat, but can, and will, eat almost anything to satisfy their continually voracious hunger.

The main enemies of dracohydras are storm giants, stone giants, and red dragons – who consider the flesh of the creature's young to be a delicacy.

Dracohydras do not speak common, only draconic.



DRACOHYDRAS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	M	6d10+12 (45)	15 (-1 dex, +6 natural)	+2	+7	+4	+4	1d2 (11)	-	-
Very Young	M	9d10+18 (67)	16 (-1 dex, +7 natural)	+5	+10	+6	+6	2d2 (12)	-	-
Young	L	12d10+36 (102)	17 (-1 dex, -1 size, +9 natural)	+8	+11	+7	+8	3d2 (13)	-	-
Juvenile	L	15d10+60 (142)	19 (-1 dex, -1 size, +11 natural)	+11	+14	+9	+10	4d2 (14)	-	-
Young Adult	H	18d10+90 (189)	20 (-1 dex, -2 size, +13 natural)	+14	+16	+10	+11	5d2 (15)	19	12
Adult	H	21d10+126 (241)	22 (-1 dex, -2 size, +15 natural)	+18	+18	+12	+13	6d2 (16)	20	14
Mature Adult	G	24d10+168 (300)	22 (-1 dex, -4 size, +17 natural)	+21	+20	+13	+14	7d2 (17)	22	16
Old	G	27d10+216 (364)	24 (-1 dex, -4 size, +19 natural)	+24	+23	+15	+17	8d2 (18)	23	18
Very Old	G	30d10+240 (405)	26 (-1 dex, -4 size, +21 natural)	+27	+25	+16	+18	9d2 (19)	25	20
Ancient	C	33d10+297 (478)	24 (-1 dex, -8 size, +23 natural)	+30	+28	+18	+20	10d2 (20)	26	22
Wyrm	C	36d10+324 (522)	26 (-1 dex, -8 size, +25 natural)	+33	+30	+19	+21	11d2 (21)	28	24
Great Wyrm	C	39d10+390 (604)	28 (-1 dex, -8 size, +27 natural)	+36	+32	+21	+24	12d2 (37)	29	25

Dracohydra Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	20 ft., fly 60 ft. (average)	11	8	14	4	8	4	Acid immunity	-
Very Young	20 ft., fly 60 ft. (poor)	13	8	16	4	9	4		-
Young	30 ft., fly 80 ft. (poor)	15	8	16	5	10	5		-
Juvenile	30 ft., fly 80 ft. (poor)	17	8	18	5	10	5		-
Young Adult	30 ft., fly 100 ft. (clumsy)	19	8	20	6	10	6	Damage reduction 5/+1	-
Adult	30 ft., fly 100 ft. (clumsy)	23	8	20	6	11	7	Darkness 3/day	-
Mature Adult	40 ft., fly 100 ft. (clumsy)	25	8	22	7	11	7	Damage reduction 10/+1	-
Old	40 ft., fly 100 ft. (clumsy)	27	8	24	8	12	8	Stinking cloud 2/day	-
Very Old	40 ft., fly 100 ft. (clumsy)	29	8	26	9	12	8	Damage reduction 15/+2	-
Ancient	40 ft., fly 120 ft. (clumsy)	31	8	28	10	13	9		-
Wyrm	40 ft., fly 120 ft. (clumsy)	33	8	30	11	13	9	Damage reduction 20/+3	-
Great Wyrm	40 ft., fly 120 ft. (clumsy)	35	8	30	12	14	10	Cloudkill 1/day	-

COMBAT

Dracohydras are ferocious hunters that often kill other creatures even when they aren't hungry, apparently for sport. The creatures are basically bullies. If faced by a strong for that won't back down, they often run away. Conversely, they enjoy playing with a weaker foe before killing it.

Dracohydras get all the normal attacks of a dragon, except that each head gets its own bite attack, and all attacks other than bite and breath weapon are made at –1 to hit for each opponent it is attacking, because the creature has trouble coordinating body attacks while its heads are going separate ways.

As with hydras, a dracohydra may be killed by severing all of its heads or killing the body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hydra's original hit point total, divided by it's original number of heads. Unlike a normal hydra, this damage does not have to be dealt in a single blow. (The play says where the attack is aimed just before making the attack roll.) For example, if a 5 headed hydra has 150 hit points, then damage totaling 30 hit points to a single head will sever it. When a head is killed, any excess damage is lost, but the killing damage counts towards the body's total. Once a head is killed, it can no longer attack, but the creature suffers no other penalties. Scholars do not believe that dracohydras can regrow severed heads without magical help.

Breath Weapon (Su): Dracohydras have one type of breath weapon, a line of acid. Each head is capable of using its breath weapon independently of the other heads, including the 1d4 round waiting period. For example, if one head breaths on the first round, it must wait 1d4 rounds to breath again, but all of the other heads could use their breath weapons as long as they are not also in their own waiting period.

Other Spell-Like Abilities: 3/day – *darkness*; 2/day – *stinking cloud*; 1/day - *cloudkill*.

IN THE REALMS

No one knows precisely what the origin of dracohydras are, but some sages believe they are ancient offshoots of the pre-dragons that have been hibernating for millions of years, while others believe they are the next step in the evolution of dragons. There are even stories of tampering by supernatural beings such as Tiamat. The most common belief, however, is that they are the bastard creations of black dragons mating with hydra.

The only known dracohydra lair is located deep in the frozen, mountainous north of Anauroch known as the High Ice, but they have been spotted in various locals across Faerun.

DRAGON TURTLES OF THE REALMS

For complete game information on Dragon Turtles, refer to *Monster Manual* page 76.

KNOWN DRAGON TURTLES

Dragons of the Coast: Dragon turtles lurk in river outlets near Chult, and the locals often hire adventurers to kill or distract them so that shipping channels can be used. See page 104 of the *Forgotten Realms Campaign Setting* Book.

Guardians of Evermeet: Dragon Turtles are one of the many types of guardians that the elves have magically controlled to guard their island.



Fang Dragon

Dragon (Air)
Climate/Terrain: Any mountains
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21
Treasure: Double standard
Alignment: Always chaotic neutral
Advancement: Wyrmling 4-5 HD (Tiny); very young 7-8 HD (Small); young 10-11 HD (Medium-size); juvenile 13-14 HD (Large); young adult 16-17 HD (Large); adult 19-20 HD (Large); mature adult 22-23 HD (Huge); old 25-26 HD (Huge); very old 28-29 HD (Gargantuan); ancient 31-32 HD (Gargantuan); wyrm 34-35 HD (Gargantuan); great wyrm 37+ HD (Gargantuan)

Fang dragons are greedy, rapacious, and cunning creatures.

Their bodies are armored with bony plates that rise into projecting spurs at limb joints and end in long, forked tails tipped with a pair of scythelike bone blades. They fly poorly, but can rise with a single clap of their wings to lunge forward. Their body plates are a mottled gray and brown, their wings are small but muscled, and their eyes tend to be glittering red or orange. Fang dragon's heads are adorned with many small horns or spikes.

Fang dragons prefer to seek their food far from their lairs, which are typically walled up with huge boulders to keep out intruders in their absence. They speak snippets of many languages and will bargain to avoid hopeless or hard battles. They are prone to random violence and outbursts of rage.

Fang dragons eat all manner of fresh meat, especially enjoying the flesh of intelligent mammals.

Combat

Fang dragons are the masters of physical combat, and every part of their body is lethal. They have a disturbing tendency to play with their food in an exceedingly cruel way.

Ability Drain (Su): A fang dragon does not have a breath weapon, but its bite permanently drains Constitution if the victim fails a Fortitude save. The number of

Fang Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Ability Drain (Bite) (DC)	Fear DC	SR
Wyrmling	T	3d12+3 (22)	14 (+2 size, +2 natural)	+5	+4	+3	+4	1d2 (10)	-	-
Very Young	S	6d12+6 (45)	16 (+1 size, +5 natural)	+8	+6	+5	+6	1d3 (12)	-	-
Young	M	9d12+18 (76)	18 (+8 natural)	+11	+8	+6	+8	1d4 (14)	-	-
Juvenile	L	12d12+36 (114)	20 (-1 size, +11 natural)	+15	+11	+8	+10	1d4 (16)	-	16
Young Adult	L	15d12+45 (142)	23 (-1 size, +14 natural)	+19	+12	+9	+12	1d6 (18)	18	18
Adult	L	18d12+72 (189)	26 (-1 size, +17 natural)	+23	+15	+11	+14	1d6 (20)	20	20
Mature Adult	H	21d12+84 (220)	28 (-2 size, +20 natural)	+27	+16	+12	+16	1d8 (22)	22	22
Old	H	24d12+120 (276)	31 (-2 size, +23 natural)	+31	+19	+14	+18	1d8 (24)	24	25
Very Old	G	27d12+135 (310)	32 (-4 size, +26 natural)	+33	+20	+15	+20	2d4 (26)	26	27
Ancient	G	30d12+180 (375)	35 (-4 size, +29 natural)	+37	+23	+17	+22	2d4 (28)	28	28
Wyrm	G	33d12+198 (412)	38 (-4 size, +32 natural)	+41	+24	+18	+24	2d6 (30)	30	29
Great Wyrm	G	36d12+252 (486)	41 (-4 size, +35 natural)	+45	+27	+20	+26	2d6 (33)	33	31

Fang Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 90 ft. (average)	11	10	13	8	13	8	Increased damage, trip, sound imitation, detect magic, read magic	-
Very Young	60 ft., fly 120 ft. (poor)	13	10	13	8	13	8		-
Young	60 ft., fly 120 ft. (poor)	15	10	15	10	15	10	Shield	-
Juvenile	60 ft., fly 120 ft. (poor)	19	10	17	10	15	10	Dispel Magic	-
Young Adult	60 ft., fly 120 ft. (poor)	21	10	17	12	17	12	Damage reduction 5/+1	1st
Adult	60 ft., fly 120 ft. (poor)	23	10	19	12	17	12	Spell Turning	3rd
Mature Adult	60 ft., fly 120 ft. (poor)	27	10	19	14	19	14	Damage reduction 10/+1	5th
Old	60 ft., fly 120 ft. (poor)	29	10	21	14	19	14	Telekinesis	7th
Very Old	60 ft., fly 150 ft. (clumsy)	31	10	21	16	21	16	Damage reduction 15/+2	9th
Ancient	60 ft., fly 150 ft. (clumsy)	33	10	23	16	21	16	Fast Healing 2	11th
Wyrm	60 ft., fly 150 ft. (clumsy)	35	10	23	19	23	18	Damage reduction 20/+3	13th
Great Wyrm	60 ft., fly 150 ft. (clumsy)	37	10	25	20	23	20	Globe of Invulnerability	15th

Constitution points drained and the saving throw DC are given on the accompanying table.

Increased Damage (Ex): Because of their sharp claws, teeth, and scales, fang dragons deal damage as if they were one size larger. This ability does not enable the dragon to use attack forms normally not allowed to a dragon of its size. Thus, a very young (Small) fang dragon deals 1d8 points of bite damage and 1d6 points of claw damage (as if it were Medium-size), but cannot make wing attacks.

Trip (Ex): A fang dragon that hits with a claw or tail attack can attempt to trip the opponent as a free action (see Chapter 8 of the *Player's Handbook*). If the attempt fails, the opponent cannot react to trip the dragon.

Sound Imitation (Ex): A fang dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed at a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: At will – *detect magic, read* magic; 2/day – *shield,* telekinesis; 1/day – *dispel magic, spell turn-ing, globe of invulner-ability.*

In the Realms

Fang dragons originally appeared in the Realms in the ruins of Myth Drannor, causing some sages to speculate that they are somehow connected to the demons that have infested the ancient elven city since its fall. They are commonly found in Starwoods regions of Cormanthor, and occasionally in the Border Forest, the Spiderhaunt Woods, and other forests in the region of the Dalelands, Sembia, and the Moonsea.

Gold Dragons of the Realms

For complete game information on Gold Dragons, refer to *Monster Manual* page 74.

Known Gold Dragons

Aurus (Neutral alignment): Aurus, as he calls himself, is a rogue gold dragon. Before he'd reached the age of 500, he'd become cynical about the activities of his elders and contemporaries. His kin predictably proscribed him, but he couldn't have cared less. Aurus has spent some time in virtually every part of the Realms, from the Moonshae Isles to the lands of distant Kara-Tur. Aurus is definitely a loner, preferring the company of humans and demihumans, especially those who share his "worldly" views. Aurus has settled down in Arabel, and started a trading post in which he's a silent partner. Aurus' appearance varies, but he usually chooses the guise of a tall, slim man with a bald head, aqualine nose, and piercing eyes. Acquaintances have been quoted as equating a conversation with Aurus as "like trying to chat with a volcano that you aren't quite sure is dormant."

His resplendence Lareth: Lareth, the Great Wyrm, is recognized by the others of his race as the most powerful gold dragon on Toril. Despite the title "King of Justice", Lareth only rarely must truly rule or dispense justice. Lareth is a quiet, calm soul, considering whatever is said to him – no matter how ridiculous it may seem on the surface. Lareth almost always retains his true form. Only on the rare occasions when he wanders the world does he don the guise of another creature – usually a venerable elf mage.

Nexus: This Great Wyrm has dedicated himself almost exclusively to the study of magic. The power of Nexus has been described as "almost godlike", being able to cast an array of wizard and clerical spells in addition to the normal sorcerer allotment. Nexus is a font of magical wisdom, and, for a price, he will identify any magical item brought to him, cast any spell, or teach individual spells to aspiring wizards that he deems worthy. His prices are very high however, usually involving magical items of power.

Tamarand: Tamarand is a Great Wyrm in the service of His Resplendence Lareth, King of Justice, and the most likely successor. Tamarand is a wise creature, and weighs decisions carefully, but tends to decide and act much quicker than Lareth. Tamarand's lair is a huge cave complex beneath the highest peaks near Bloodstone Pass.

Green Dragons of the Realms

For complete game information on Green Dragons, refer to *Monster Manual* page 66.

Known Green Dragons

Forest of Wyrms: The great redwoods and thick pines of this wood in the Western Heartlands shelter a multitude of green dragons who think of themselves, rightfully so, as masters of the forest.

Verdant Cloud: This green wyrm lives 80 miles due west of Myth Drannor, and is worshipped by the population of Trenahess, a nearby village of humans on the east bank of the River Ashaba. The villagers offer up visitors and valuables to "Little Verthie" who defends them from monsters and other communities.

Mercury Dragon

Dragon (Fire [Light])

Climate/Terrain: Temperate to tropical mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature

Mercury Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	3d12 (19)	16 (+1 Dex, +2 size, +3 natural)	+4	+4	+5	+4	2d8 (14)	-	-
Very Young	S	6d12+6 (45)	18 (+1 Dex, +1 size, +6 natural)	+7	+7	+7	+6	4d8 (17)	-	-
Young	S	9d12+9 (67)	21 (+1 Dex, +1 size, +9 natural)	+9	+8	+8	+8	6d8 (18)	-	-
Juvenile	M	12d12+24 (102)	23 (+1 Dex, +12 natural)	+13	+11	+10	+10	8d8 (21)	-	20
Young Adult	M	15d12+30 (127)	26 (+1 Dex, +15 natural)	+17	+12	+11	+12	10d8 (23)	20	22
Adult	M	18d12+54 (171)	29 (+1 Dex, +18 natural)	+20	+15	+13	+14	12d8 (26)	22	24
Mature Adult	L	21d12+63 (199)	31 (+1 Dex, -1 size, +21 natural)	+24	+16	+14	+16	14d8 (27)	24	26
Old	L	24d12+96 (252)	34 (+1 Dex, -1 size, +24 natural)	+28	+19	+16	+18	16d8 (30)	26	28
Very Old	L	27d12+108 (218)	37 (+1 Dex, -1 size, +27 natural)	+30	+20	+17	+20	18d8 (31)	28	29
Ancient	H	30d12+150 (345)	39 (+1 Dex, -2 size, +30 natural)	+34	+23	+19	+22	20d8 (34)	30	30
Wyrm	H	33d12+165 (379)	42 (+1 Dex, -2 size, +33 natural)	+39	+24	+20	+24	22d8 (36)	32	31
Great Wyrm	H	36d12+216 (450)	46 (+1 Dex, -2 size, +36 natural)	+43	+25	+22	+26	24d8 (39)	35	32

Mercury Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 100 ft. (average)	9	12	11	14	10	12	Immune to fire and blindness	-
Very Young	60 ft., fly 120 ft. (average)	10	12	13	14	11	12		-
Young	60 ft., fly 120 ft. (average)	11	12	13	16	12	14		-
Juvenile	60 ft., fly 150 ft. (average)	13	12	15	18	13	14	Mirror image	1st
Young Adult	60 ft., fly 150 ft. (average)	15	12	15	18	13	16	Damage reduction 5/+1	3rd
Adult	60 ft., fly 150 ft. (average)	17	12	17	20	14	16	Polymorph self	5th
Mature Adult	60 ft., fly 150 ft. (average)	20	12	17	22	15	18	Damage reduction 10/+1	7th
Old	60 ft., fly 200 ft. (poor)	22	12	19	24	15	18	Telekinesis	9th
Very Old	60 ft., fly 200 ft. (poor)	24	12	19	24	16	20	Damage reduction 15/+2	11th
Ancient	60 ft., fly 200 ft. (poor)	27	12	21	26	17	20	Project image	13th
Wyrm	60 ft., fly 250 ft. (clumsy)	30	12	21	26	17	22	Damage reduction 20/+3	15th
Great Wyrm	60 ft., fly 250 ft. (clumsy)	32	12	23	28	19	24		17th

adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrm-ling 2; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

Treasure: Double standard

Alignment: Usually chaotic good

Advancement: Wyrmling 6-7 HD (Tiny); very young 9-10 HD (Small); young 12-13 HD (Small); juvenile 15-16 HD (Medium-sized); young adult 18-19 HD (Medium-sized); adult 21-22 HD (Medium-sized); mature adult 24-25 HD (Large); old 27-28 HD (Large); very old 30-31 HD (Large); ancient 33-34 HD (Huge); wyrm 36-37 HD (Huge); great wyrm 39+ HD (Huge)

Mercury dragons are fast, highly maneuverable creatures with relatively small bodies (for dragons) and long tails. Although basically good in alignment, they are very whimsical creatures, making decisions and changing them at the drop of a hat.



At birth, a mercury dragon's scales are dull silver. As it ages, the scales become brighter and brighter, until at adult age they gain a brilliant mirror finish. Sunlight reflecting off the scales and wings of a mercury dragon can be blinding.

Mercury dragons favor volcanic mountains for their mountain-top lairs. Mercuries eat any-thing, but prefer to feed on metal ores. Although they have no venom attacks, the flesh of a mercury dragon is highly poisonous.

Mercury dragons are loners by nature. Having another creature around would put more constraints on their freedom of behavior that they'd feel comfortable with. Their mating behavior is freewheeling, fun loving, and generally irresponsible. If the female becomes impregnated, however, the male's protective instincts take over. Mercuries are very protective of their young, and will – if necessary – give their lives to save them. Offspring usually stay with their parents until they reach the juvenile age category, although some break away much sooner.

Because of their unpredictable, sometimes almost irrational nature, mercuries very rarely have close relationships with other creatures in the area. For this reason, they have to depend on magical and mechanical traps and guards to protect their lairs when they're away.

COMBAT

Mercury dragons are as unpredictable when it comes to combat as they are in any other situation. Sometimes they parley before combat, other times they wade right in, and yet other times they do whatever it takes to avoid fighting. Thay are good aligned, however, and they never attack other good aligned creatures unless sorely provoked.

Mercuries always use their spells in combat if at all possible. They're very creative, so they will find ways to use almost any spell to their advantage.

Breath Weapon (Su): A mercury dragon's breath weapon is a line of brilliant, yellow-gold light. Any creature caught in the beam receives damage from heat. The heat of the beam is intense enough to ignite flammable objects.

Gaze Reflection (Ex): Mercury dragons are immune to all gaze attacks. After reaching young age, a mercury dragon's scales are so mirror-like that all such attacks are reflected back on the attacker.

Light Focus (Ex): If a mercury dragon is in moonlight or brighter illumination (and this includes spells like *light*), they can curve the mirror-bright membrane of their wings to reflect and concentrate the

available light into a beam of dazzling brightness. They can aim this beam at one enemy per round – at the expense of not being able to use their wing attack that round if applicable – and the enemy must make a Reflex save (DC is same as breath weapon) or be blinded for 1d4+1 rounds. When not using this as an attack, the dragon can use this as a spotlight.

Light Resistance (Ex): A mercury dragon gains a +3 on all saves versus light and light effects, such as the spells *sunbeam* and *sunburst*.

Other Spell-Like Abilities: 3/day – *mirror image*; 2/day – *polymorph self, telekinesis*; 1/day – *project image*.

In the Realms

Mercury dragons have reportedly been seen in many different locations in the realms, although sages attribute most of these to silver dragon sightings from a great distance. There are no well-known mercury dragon lairs.

Red Dragons of the Realms

For complete game information on Red Dragons, refer to *Monster Manual* page 67.

Known Red Dragons

Flashburn: This ancient red dragon lives in the High Moor region, and has used her surprisingly charismatic personality (cha 30) to build up a cult of orcs that worship her as a goddess. She is exceptionally persuasive (Bluff +40), normally soft-spoken, and has a knack for hearing people's desires in what they say (Sense Motive +25). This is all a façade however, and underneath she is selfish, vicious, greedy, and everything else a proper red dragon should be.

Guyanothaz: This red dragon is known to inhabit the Smoking Mountains, but hasn't been seen for centuries.

Klauth: Known as the "Dragon of the North", this great wyrm spends his waking time scrying Faerun with spells, and probably knows more about the deeds and whereabouts of surface dwellers in the northern Sword Coast region than any other being alive. Klauth is a vicious predator, instantly attacking any dragon that enters his territory, and actively seeking out and eating eggs and hatchlings, with the exception of red dragon eggs, which he uses in a secret procedure to increase his own size. Word is spreading of his lair: Klauthen vale, in the mountains east of Raven Rock.

Lux (Chaotic neutral, with good tendencies): Lux was always a small dragon, given more to the world of ideas than his contemporaries. This mature adult dragon has decided that all sentient life deserves a fair shake, and prefers to be an observer to the struggle between good and evil, rather than a participant.

Serpent Hills: Red dragons battle with copper dragons for the choicest ridgelines in the Western Heartlands, if they aren't already occupied by silver dragons.

Shadow Dragon

Dragon (Shadow)

Climate/Terrain: Underground

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

Challenge Ratings: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5-6 HD (Tiny); very young 8-9 HD (Small); young 11-12 HD (Small); juvenile 14-15 HD (Medium-size); young adult 17-18 HD (Medium-size); adult 20-21 HD (Large); mature adult 23-24 HD (Large); old 26-27 HD (Huge); very old 29-30 HD (Huge); ancient 32-33 HD (Huge); wyrm 35-36 HD (Gargantuan); great wyrm 38+ HD (Gargantuan)

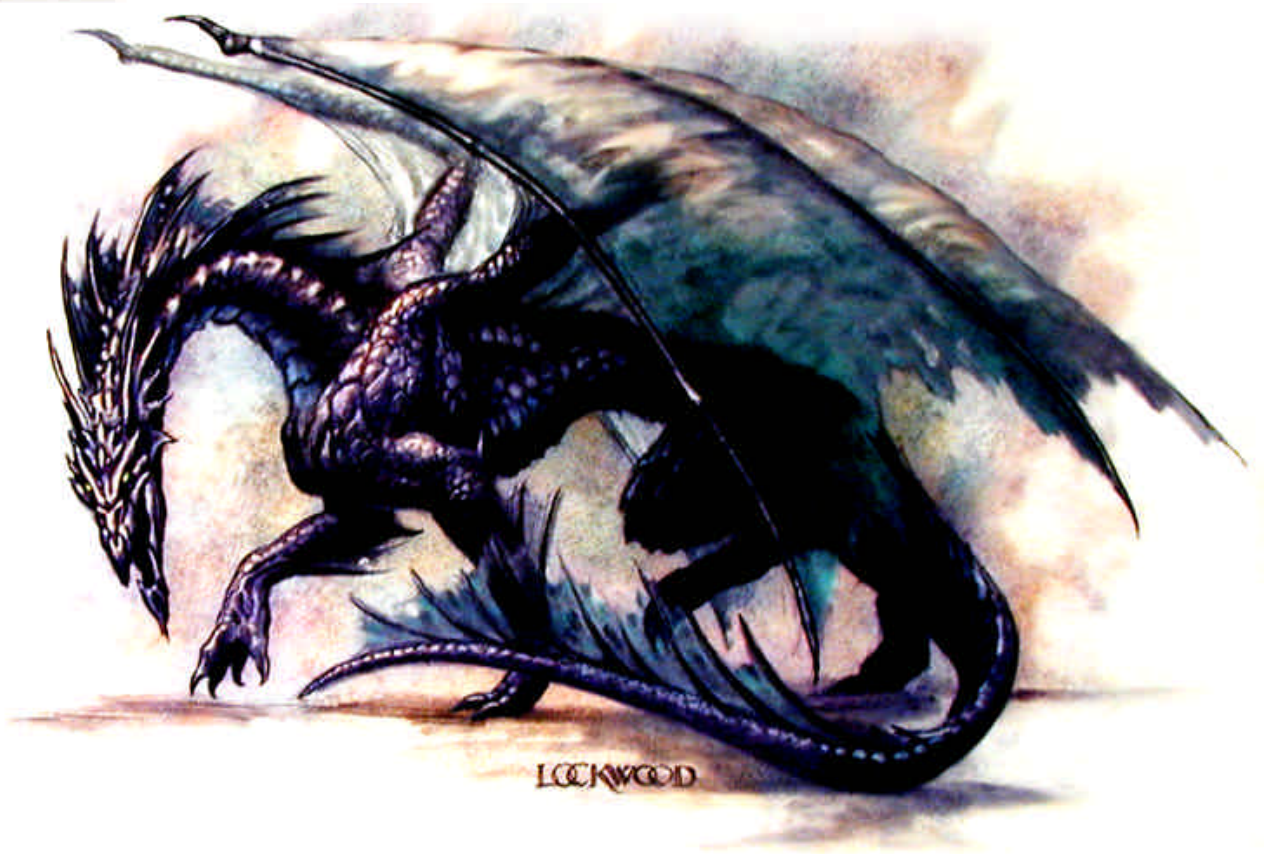
Shadow Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	4d12+4 (30)	19 (+2 size, +7 natural)	+6	+5	+4	+6	1 (14)	-	12
Very Young	S	7d12+7 (52)	21 (+1 size, +10 natural)	+9	+6	+5	+8	1 (16)	-	13
Young	S	10d12+10 (75)	24 (+1 size, +13 natural)	+12	+8	+7	+10	1 (18)	-	15
Juvenile	M	13d12+26 (110)	26 (+16 natural)	+15	+10	+8	+12	2 (20)	-	17
Young Adult	M	16d12+32 (136)	29 (+19 natural)	+19	+12	+10	+14	2 (22)	22	20
Adult	L	19d12+57 (180)	31 (-1 size, +22 natural)	+22	+14	+11	+16	3 (24)	23	22
Mature Adult	L	22d12+88 (231)	34 (-1 size, +25 natural)	+27	+17	+13	+18	4 (26)	26	25
Old	H	25d12+125 (287)	36 (-2 size, +28 natural)	+31	+19	+14	+21	5 (29)	29	27
Very Old	H	28d12+140 (320)	39 (-2 size, +31 natural)	+35	+21	+16	+24	5 (32)	32	28
Ancient	H	31d12+186 (387)	42 (-2 size, +34 natural)	+39	+22	+17	+26	6 (34)	34	30
Wyrm	G	34d12+238 (459)	43 (-4 size, +37 natural)	+41	+26	+19	+29	7 (37)	37	31
Great Wyrm	G	37d12+296 (536)	46 (-4 size, +40 natural)	+45	+29	+21	+32	8 (39)	39	33

Shadow Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level*
Wyrmling	80 ft., fly 150 ft. (average)	11	10	13	14	14	15	Energy Drain Immunity	-
Very Young	80 ft., fly 150 ft. (average)	13	10	13	14	16	17	Shadow Blend	-
Young	80 ft., fly 150 ft. (average)	13	10	13	16	16	17		-
Juvenile	80 ft., fly 150 ft. (poor)	15	10	15	16	18	19	Mirror Image	1st
Young Adult	80 ft., fly 150 ft. (poor)	17	10	15	18	18	19	Damage reduction 5/+1	3rd
Adult	80 ft., fly 150 ft. (poor)	19	10	17	18	20	21	Dimension Door	5th
Mature Adult	80 ft., fly 150 ft. (poor)	23	10	19	20	20	21	Damage reduction 10/+1	7th
Old	80 ft., fly 150 ft. (poor)	27	10	21	24	24	25	Nondetection	9th
Very Old	80 ft., fly 150 ft. (poor)	29	10	21	26	26	27	Damage reduction 15/+2	11th
Ancient	80 ft., fly 150 ft. (poor)	31	10	23	28	28	29	Shadow walk	13th
Wyrm	80 ft., fly 150 ft. (clumsy)	33	10	25	30	30	31	Damage reduction 20/+3	15th
Great Wyrm	80 ft., fly 150 ft. (clumsy)	35	10	27	32	32	33	Create Shadows	17th

*Can also cast cleric spells and those from the Chaos, Evil, and Trickery domains as arcane spells.



Shadow dragons are sly and devious creatures with ties to the Plane of Shadow.

Shadow dragons have translucent scales and dark bodies, giving them an indistinct appearance – from a distance, they seem to be nothing but a foreboding mass of shadows.

Combat

Shadow dragons prefer to attack from hiding, employing their shadow blend ability. They use illusion spells to confuse and misdirect their foes.

Breath Weapon (Su): A shadow dragon's breath is a cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain the number of negative levels shown on the accompanying table; the saving throw to remove the negative level is shown on the table as well. A successful Reflex save (against the same DC) reduces the number of negative levels by half (round down).

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Create Shadows (Su): Three times per day, a great wyrm shadow dragon can conjure a mass of leaping shadows with a radius of 100 yards and a duration of 1 hour (this is a creation effect). All normal and magical light sources are negated within this radius. All characters and creatures gain a +4 bonus on their Hide checks within the shadows, and can hide even if directly observed. Shadow dragons and other creatures with ties to the Plane of Shadow gain total concealment within the shadows (50% miss chance), though they can move and attack normally. Their attacks gain a +2 bonus and deny their opponents and Dexterity bonus to AC, because they are considered invisible.

Other Spell-Like Abilities: 3/day – *mirror image*, *nondetection*; 2/day – *dimension door*; 1/day – *shadow walk*.

In the Realms

Shadow dragons are most often encountered in the deepest reaches of the lower Underdark – at least ten miles below the surface – where ties to the Plane of Shadow are strongest. On the surface, they have been found from the Frost Hills to the Thunder Peaks. A number of shadow dragons have joined forces with the Cult of the Dragon, and at least two shadow dracoliches are known to be associated with the cult.

Shimmergloom: Perhaps the most famous (relatively speaking) shadow dragon of the realms, Shimmergloom slew most of the dwarves and took possession of mithril hall. More than 150 years later, Bruenor Battlehammer led the shield dwarves in reclaiming the hall, with the help of Drizzt Do'Urden and the heroes of the hall.

Silver Dragons of the Realms

For complete game information on silver dragons, refer to *Monster Manual* page 75.

Known Silver Dragons

Havarlan: This wyrm is the leader (the "Barb") of the Talons of Justice, a group of silver dragons who have sworn an oath to follow the Ptarian Code of Honor. Because of her dedication to justice, the dragon gods have granted Havarlan additional powers that are normally the province of paladins. (In fact, Havarlan and a handful of other Talons are the closest thing that dragons have to paladins.) Havarlan is a fanatical opponent of evil, and often travels in the guise of a female warrior with shoulder length silver-blonde hair to extend the Talons justice to humans and demihumans.

Serpent Hills: Silver dragons own the choicest ridgelines in the Western Heartlands, but must defend them from copper and red dragons.

Song Dragon

Dragon (Electricity)

Climate/Terrain: Any land.

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

Challenge Ratings: Wyrmling 2; very young 4; young 6; juvenile 8; young adult 10; adult 13; mature adult 15; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

Treasure: Double standard

Alignment: Always either chaotic good or chaotic neutral.

Advancement: Wyrmling 6-7 HD (Tiny); very young 9-10 HD (Small); young 12-13 HD (Small); juvenile 15-16 HD (Medium-size); young adult 18-19 HD (Medium-size); adult 21-22 HD (Large); mature adult 24-25 HD (Large); old 27-28 HD (Huge); very old 30-31 HD (Huge); ancient 33-34 HD (Huge); wyrm 36-37 HD (Huge); great wyrm 39+ HD (Gargantuan)

Song dragons are a rare and mysterious race of dragons that prefer life among humanity to the company of other dragons. They can freely take on the form of a human woman, and in this guise they live among humankind, revealing their true nature only in times of personal peril or great crisis.

In their natural form, song dragons are slim and splendid dragons with iridescent silver-blue scales and the general shape of a copper dragon. In human form, they

appear to be attractive women of 25-30 years in age. They retain full knowledge and awareness regardless of



Song Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	5d12+5 (37)	16 (+2 size, +4 natural)	+6	+5	+4	+6	2d6 (13)	-	-
Very Young	S	8d12+8 (60)	18 (+1 size, +7 natural)	+9	+7	+6	+8	4d6 (15)	-	-
Young	S	11d12+22 (93)	21 (+1 size, +10 natural)	+13	+9	+7	+10	6d6 (17)	-	-
Juvenile	M	14d12+28 (119)	23 (+13 natural)	+16	+11	+9	+13	8d6 (19)	-	-
Young Adult	M	17d12+51 (161)	26 (+16 natural)	+20	+13	+10	+14	10d6 (21)	24	20
Adult	L	20d12+60 (180)	28 (-1 size, +19 natural)	+23	+15	+12	+17	12d6 (23)	26	23
Mature Adult	L	23d12+92 (241)	31 (-1 size, +22 natural)	+28	+17	+13	+18	14d6 (25)	27	25
Old	H	26d12+130 (299)	33 (-2 size, +25 natural)	+32	+20	+15	+21	16d6 (28)	30	28
Very Old	H	29d12+145 (333)	36 (-2 size, +28 natural)	+36	+21	+16	+22	18d6 (29)	31	29
Ancient	H	32d12+192 (400)	39 (-2 size, +31 natural)	+40	+24	+18	+25	20d6 (32)	34	31
Wyrm	H	35d12+210 (437)	42 (-2 size, +34 natural)	+44	+25	+19	+27	22d6 (33)	36	32
Great Wyrm	G	38d12+266 (513)	43 (-4 size, +37 natural)	+46	+28	+21	+29	24d6 (36)	38	34

Song Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level*
Wyrmling	40 ft., fly 150 ft. (good)	9	10	13	14	15	16	Change shape, true seeing, tongues, light, darkness, electricity and poison immunity	-
Very Young	40 ft., fly 150 ft. (good)	11	10	13	14	15	16		-
Young	40 ft., fly 150 ft. (good)	13	10	15	16	17	18	Feather fall	-
Juvenile	40 ft., fly 150 ft. (average)	15	10	15	18	19	20	Blink	1st
Young Adult	40 ft., fly 150 ft. (average)	17	10	17	20	19	22	Damage reduction 5/+1	3rd
Adult	40 ft., fly 150 ft. (average)	19	10	17	20	21	22	Teleport	5th
Mature Adult	40 ft., fly 150 ft. (average)	23	10	19	20	21	22	Damage reduction 10/+1	7th
Old	40 ft., fly 150 ft. (poor)	27	10	21	22	23	24	Heal	9th
Very Old	40 ft., fly 150 ft. (poor)	29	10	21	22	23	24	Damage reduction 15/+2	11th
Ancient	40 ft., fly 150 ft. (poor)	31	10	23	24	25	26	Polymorph any object	13th
Wyrm	40 ft., fly 150 ft. (clumsy)	33	10	23	26	27	28	Damage reduction 20/+3	15th
Great Wyrm	40 ft., fly 150 ft. (clumsy)	35	10	25	26	27	28	Plane shift	17th

*Can also cast cleric spells and those from Healing, Travel, and Trickery domains as arcane spells.

form, and most are consummate actors, so that humans are usually unaware of a song dragon's identity.

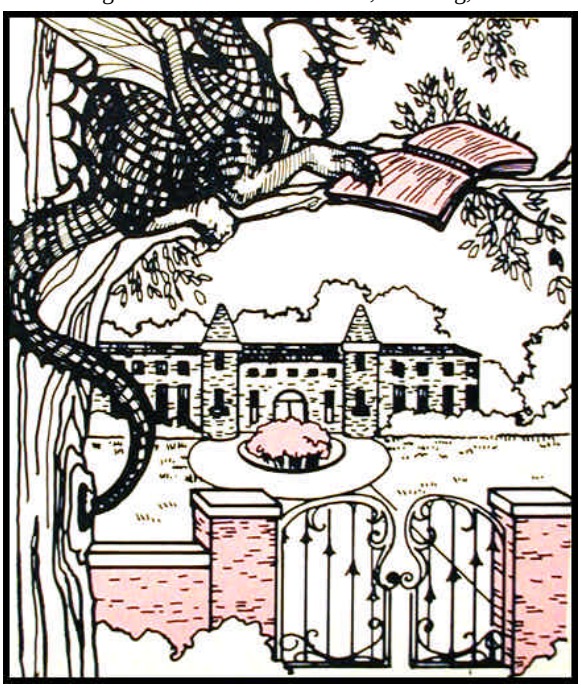
Combat

Song dragons strike quickly and mercilessly with their razor-sharp claws and tend to sing joyously as they fight (although they remain silent if the noise would endanger their allies or the success of their own attack). In human form, song dragons prefer to use slashing edged weapons.

Breath Weapon (Su): A song dragon has one breath weapon, a cone of electrically charged gas.

Alternate Form (Su): Song dragons can freely us an ability much like *polymorph self* to assume human form. They always appear as human females, and each song dragon has a unique human form that it assumes each time it changes shape. The song dragon's Strength, Dexterity, and Constitution scores become human average (Str 10, Dex 10, Con 10), but its hit points are unaffected by this change. A song dragon can employ its spells and special abilities – except its breath weapon – in either form.

Changing from dragon to human form requires 2 rounds; reversing the change takes only 1 round. During this time, the song dragon cannot move and can only use its spells or breath weapon; other actions and attacks are impossible. The change rends all known bonds, clothing, and other confinements, without harm to the song dragon.



True Seeing (Su): Song dragons have true seeing (as the spell) to a range of 15 feet. This ability is always active.

Tongues (Su): Song dragons can communicate in any language through the use of an innate *tongues* ability that is always active.

Other Spell-Like Abilities: 1/hour – *light, darkness*; 2/day – *blink, feather fall, polymorph any object*; 1/day – *heal, plane shift, teleport*.

In the Realms

Found throughout the Realms, song dragons often serve or cooperate with good mages, Harpers, and groups of individuals with similar aims or opportunities to preserve, renew, and protect the land. They are quite common in the Moonshae Isles, a fact that leads sages to speculate that they originated in that land. They remain shrouded in mystery, however – so much that two accidental sightings of song dragons assuming their natural form once started a panicked rumor that evil wizards were transforming their foes into dragons.

Steel Dragon

Dragon (Air)

Climate/Terrain: Temperate cities.

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

Challenge Ratings: Wyrmling 2; very young 4; young 6; juvenile 8; young adult 10; adult 13; mature adult 15; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

Treasure: Double standard

Alignment: Usually lawful neutral or lawful good.

Advancement: Wyrmling 7-8 HD (Tiny); very young 10-11 HD (Small); young 13-14 HD (Small); juvenile 16-17 HD (Medium-size); young adult 19-20 HD (Medium-size); adult 22-23 HD (Large); mature adult 25-26 HD (Large); old 28-29 HD (Large); very old 31-32 HD (Huge); ancient 34-35 HD (Huge); wyrm 37-38 HD (Huge); great wyrm 40+ HD (Gargantuan)

Steel dragons love the companionship of humans and demihumans, thus explaining their preference for cities. They are highly magical and intellectual.

A steel dragon's scales are a bright metallic gray reminiscent of brushed steel, ranging to a darker hue – almost like blued gunmetal – on the creature's underside and toward it's tail. The membranes of its wings have the

Steel Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon DC	Fear DC	SR
Wyrmling	T	6d12 (39)	16 (+2 size, +4 natural)	+6	+4	+4	+7	16	-	-
Very Young	T	9d12+9 (67)	19 (+2 size, +7 natural)	+9	+7	+6	+9	18	-	-
Young	S	12d12+12 (90)	21 (+1 size, +10 natural)	+11	+8	+7	+11	20	-	-
Juvenile	S	15d12+30 (127)	24 (+1 size, +13 natural)	+15	+11	+9	+13	22	-	-
Young Adult	M	18d12+36 (153)	26 (+16 natural)	+18	+12	+10	+16	24	23	20
Adult	M	21d12+63 (199)	29 (+19 natural)	+22	+15	+12	+18	26	25	23
Mature Adult	M	24d12+72 (228)	32 (+22 natural)	+26	+16	+13	+20	29	27	25
Old	L	27d12+108 (283)	34 (-1 size, +25 natural)	+30	+19	+15	+22	31	29	28
Very Old	L	30d12+120 (315)	37 (-1 size, +28 natural)	+34	+20	+16	+24	34	32	29
Ancient	L	33d12+165 (379)	40 (-1 size, +31 natural)	+38	+23	+18	+26	36	34	31
Wyrm	H	36d12+180 (414)	42 (-2 size, +34 natural)	+40	+24	+19	+29	39	37	32
Great Wyrm	H	39d12+234 (487)	45 (-2 size, +37 natural)	+44	+27	+21	+31	41	39	34

Steel Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 120 ft. (poor)	9	10	11	14	12	14	Polymorph self	1st
Very Young	60 ft., fly 120 ft. (poor)	10	10	13	16	14	14		2nd
Young	60 ft., fly 120 ft. (poor)	11	10	13	16	14	16	Discern lies	4th
Juvenile	60 ft., fly 120 ft. (poor)	13	10	15	18	16	18	Charm person	6th
Young Adult	60 ft., fly 120 ft. (poor)	15	10	15	18	18	18	Damage reduction 5/+1	8th
Adult	60 ft., fly 120 ft. (poor)	17	10	17	20	18	20	Suggestion	10th
Mature Adult	60 ft., fly 120 ft. (poor)	20	10	17	22	20	20	Damage reduction 10/+1	12th
Old	60 ft., fly 120 ft. (poor)	22	10	19	24	22	22	Antipathy, sympathy	14th
Very Old	60 ft., fly 120 ft. (poor)	24	10	19	26	22	24	Damage reduction 15/+2	16th
Ancient	60 ft., fly 120 ft. (poor)	26	10	21	28	24	26	Imbue with spell ability	18th
Wyrm	60 ft., fly 120 ft. (poor)	28	10	21	30	26	28	Damage reduction 20/+3	19th
Great Wyrm	60 ft., fly 120 ft. (poor)	30	10	23	32	28	30		20th

sheen of fine silk.

Because of its love for and fascination with humanity and demihumanity, the steel dragon often lives polymorphed into human form. Its favored habitat is a large city, where it frequently owns a big house. Steel dragons are sometimes the centers of artistic and intellectual gatherings – poetry readings, discussion groups, etc. In their human identities, these artistically inclined dragons are sometimes well known among the intelligentsia and patrons of the arts. They keep their true nature secret.

Food is usually the dragon's biggest problem: Although it might take the form of a man or woman, it must eat enough to maintain its true bulk. Every two weeks or so, it drops out of sight and travels to nearby wilderness areas (where it might to claim to own a hunting lodge). Here it hunts, making up for its enforced fast (at least, by dragon standards) in the city. Like other dragons, the steel variety is omnivorous, but it prefers fresh meat. It never eats domesticated herds, preying instead on wild animals – particularly those baneful to humankind.

Combat

At heart a peaceful creature, the steel dragon avoids combat where it can. If combat is inevitable, however, it fights with great intelligence and lethality. In preference to any physical attack, the dragon is likely to use magic.

Breath Weapon (Su): A steel dragon has one type of breath weapon, a cone of gas that causes those affected to fall into a comatose state similar to the effects of a *sleep* spell, except that victims cannot feel anything (including physical damage) and will not wake for 20d10 rounds. The dragon can carefully meter the amount to limit its area of effectiveness.

The gas is quickly absorbed through the skin, which is just as effective as if breathed. Partial protection can be gained through coating all exposed skin with lard or other grease, as this attenuates the effect of the gas, granting a +2 on saves versus the effect.

Polymorph Self: From birth, the steel dragon can *polymorph self* five times daily. Each change in its form lasts until it chooses another, and reverting to its normal dragon form does not count towards its daily total.

Spellcasting: In addition to casting spells as a sorcerer, a steel dragon also learns to research and cast spells as a wizard. A steel dragon can cast half as many spells as a wizard of its sorcerer level (rounded up). For example, a young adult steel dragon casts spells as an 8th level sorcerer, and also gains half the spells of an 8th level wizard, which would be 2 of level 0, 2 of level 1, 2 of level 2, 2 of level 3, and one of level 4, plus bonus spells for intelligence, which would be 1 of each level 1st-4th for a young adult dragon an intelligence of 18.

Other Spell-Like Abilities: 3/day – *charm person*, *discern lies*, *suggestion*; 2/day – *antipathy* or *sympathy*; 1/day – *imbue with spell ability*.

In the Realms

Steel dragons can be found – if they wish to be – in any large town or city. They rarely work as artisans, preferring to act as collectors and disseminators of information (like sages).

White Dragons of the Realms

For complete game information on White Dragons, refer to *Monster Manual* page 68.

Known White Dragons

Icingdeath: This powerful dragon was perhaps the best know white dragon in the North, but was slain by the barbarian Wulfgar.

Yellow Dragon

Dragon (Fire)
Climate/Terrain: Temperate to tropical desert.
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1 female and 2-5 offspring)
Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 7; adult 9; mature adult 11; old 13; very old 15; ancient 16; wyrm 17; great wyrm 19
Treasure: Double standard
Alignment: Usually chaotic evil.
Advancement: Wyrmling 4-5 HD (Tiny); very young 7-8 HD (Small); young 10-11 HD (Small); juvenile 13-14 HD (Medium-size); young adult 16-17 HD (Large); adult 19-20 HD (Large); mature adult 22-23 HD (Large); old 25-26 HD (Huge); very old 28-29 HD (Huge); ancient 31-32 HD (Huge); wyrm 34-35 HD (Huge); great wyrm 37+ HD (Gargantuan)

Yellows are solitary, selfish, and secretive creatures that make their homes in the desert sands. Most sages believe that yellow dragons are somehow related to the larger, flightless, brown dragons, but no concrete evidence has been found to confirm the link.

At birth, yellows have soft, tan-colored scales. As they grow older, the scales harden and become lighter in color,

Yellow Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	3d12+3 (22)	15 (+2 size, +3 natural)	+6	+6	+4	+4	2d4 (13)	-	-
Very Young	S	6d12+6 (45)	17 (+1 size, +6 natural)	+9	+8	+5	+5	4d4 (15)	-	-
Young	S	9d12+18 (64)	20 (+1 size, +9 natural)	+12	+10	+7	+7	6d4 (17)	-	-
Juvenile	M	12d12+24 (102)	22 (+12 natural)	+16	+12	+8	+8	8d4 (19)	-	-
Young Adult	L	15d12+45 (142)	24 (-1 size, +15 natural)	+19	+15	+10	+11	10d4 (21)	18	-
Adult	L	18d12+72 (189)	27 (-1 size, +18 natural)	+23	+17	+11	+12	12d4 (23)	20	17
Mature Adult	L	21d12+105 (241)	30 (-1 size, +21 natural)	+26	+19	+13	+15	14d4 (25)	22	19
Old	H	24d12+120 (276)	32 (-2 size, +24 natural)	+31	+21	+14	+16	16d4 (27)	24	20
Very Old	H	27d12+162 (337)	35 (-2 size, +27 natural)	+35	+23	+16	+19	18d4 (29)	26	22
Ancient	H	30d12+180 (375)	38 (-2 size, +30 natural)	+39	+25	+17	+20	20d4 (31)	28	23
Wyrm	H	33d12+231 (445)	41 (-2 size, +33 natural)	+41	+28	+19	+23	22d4 (33)	30	25
Great Wyrm	G	36d12+288 (522)	42 (-4 size, +36 natural)	+45	+29	+20	+25	24d4 (35)	33	27

Yellow Dragon Abilities by Age

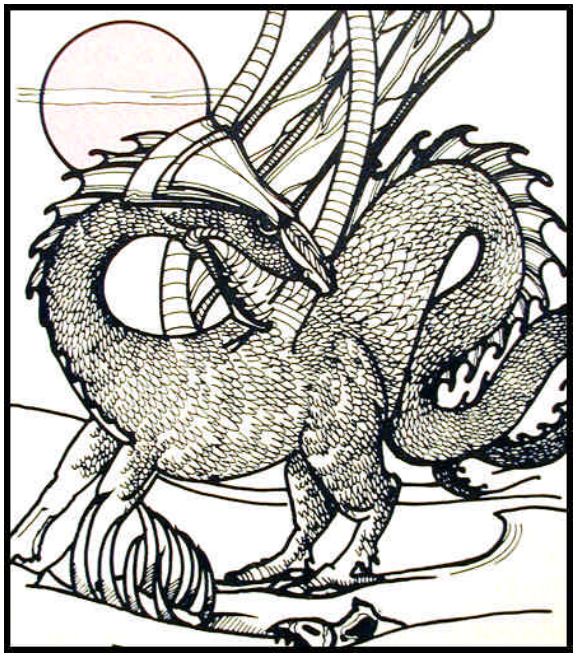
Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 120 ft. (poor)	11	10	13	10	11	8		-
Very Young	60 ft., fly 120 ft. (poor)	13	10	13	10	11	8		-
Young	60 ft., fly 120 ft. (poor)	15	10	15	12	13	10	Create water	-
Juvenile	60 ft., fly 120 ft. (poor)	17	10	15	14	13	10	Summon small air elemental	-
Young Adult	60 ft., fly 120 ft. (poor)	19	10	17	14	15	12	Damage reduction 5/+1	1st
Adult	60 ft., fly 120 ft. (poor)	21	10	19	16	15	12	Improved invisibility	3rd
Mature Adult	60 ft., fly 120 ft. (poor)	23	10	21	16	15	14	Damage reduction 10/+1	5th
Old	60 ft., fly 120 ft. (poor)	26	10	21	18	17	14	Wind wall	7th
Very Old	60 ft., fly 120 ft. (poor)	29	10	23	18	17	16	Damage reduction 15/+2	9th
Ancient	60 ft., fly 120 ft. (poor)	31	10	23	20	19	16	Enervation	11th
Wyrm	60 ft., fly 120 ft. (poor)	33	10	25	20	19	18	Damage reduction 20/+3	13th
Great Wyrm	60 ft., fly 120 ft. (poor)	35	10	27	22	21	20		15th

eventually reaching the yellow-gray of desert sands. Their scales always have a dusty texture to them, giving them a finish that doesn't reflect light well. Even their teeth and claws have a similar finish. No part of the yellow dragon will glint in the sunlight, thereby giving away its position.

Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105° and up, although they can easily survive subfreezing temperatures at night. (The first specimen of a yellow dragon was collected in an area of Anauroch called the Anvil of the Gods, where the average daytime temperate is 115.)

Although able to eat anything, yellows favor fresh meat…preferably still kicking. They prefer to lay in wait for prey to stumble into carefully prepared traps instead of hunting actively. Humans and demihumans are considered a delicacy, as are the unhatched eggs of brass dragons, although they rarely get to enjoy the later feast.

Because they share similar territory, the main enemies of yellows are brass dragons, who will actively hunt and kill the weaker creatures.



Combat

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.

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 above the surface. When an unfortunate creature stumbles into the large depression, the dragon begins moving its wings below the surface of the sand, causing the steep walls of the cone to collapse. Trapped in a sand avalanche, the prey tumbles right into the dragon's mouth.

Breath Weapon (Su): A yellow dragon's breath weapon is a cone of scorching air mixed with sand (imagine a super-heated sandstorm). Those affected must make two saves, the first for half damage as usual, and the second to avoid being blinded for 1d4+1 rounds by the abrasive sand.

Summon Air Elemental (Sp): Upon reaching juvenile age, a yellow dragon can use *summon monster III* to call forth a small air elemental.

Other Spell-Like Abilities: 3/day – *create water*, *enervation*, *wind wall*; 2/day – *improved invisibility*.

In the Realms

Although the existence of yellow dragons has long been predicted by sages (based on theories of primary colors), the first specimen was spotted only 25 or so years ago. Yellows particularly fond of, and frequently encountered in, the Calim desert and Bandit Wastes. Although Anauroch may seem empty to outsiders, it is actually far too populated for the solitary minded yellows, especially since the return of the city of shade.