

## TOPAZ DRAGON

### Dragon (Psychometabolism)

**Climate/Terrain:** Temperate and cold aquatic (seacoast)

**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 5; young adult 6; adult 8; mature adult 10; old 12; very old 13; ancient 16; wyrm 17; great wyrm 20

**Treasure:** Double standard

**Alignment:** Always neutral

**Advancement:** Wyrmling 3—4 HD (Diminutive); very young 6—7 HD (Tiny); young 9—10 HD (Small); juvenile 12—13 HD (Medium-size); young adult 15—16 HD (Medium-size); adult 18—19 HD (Large); mature adult 21—22 HD (Large); old 24—25 HD (Huge); very old 27—28 HD (Huge); ancient 30—31 HD (Huge); wyrm 33—34 HD (Gargantuan); great wyrm 36+ HD (Gargantuan)

## TOPAZ DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR <sup>1</sup>
Wyrmling	D	2d12 (13)	13 (+2 size, +1 natural)	+1	+3	+3	+3	1d6 (11)	—	—
Very young	T	5d12 + 5 (38)	15 (+1 size, +4 natural)	+5	+4	+4	+4	2d6 (13)	—	—
Young	S	8d12 + 8 (60)	17 (+7 natural)	+9	+7	+6	+7	3d6 (15)	—	—
Juvenile	M	11d12 + 22 (93)	20 (+10 natural)	+13	+9	+7	+8	4d6 (17)	—	—
Young adult	M	14d12 + 28 (119)	22 (-1 size, +13 natural)	+17	+11	+9	+10	5d6 (19)	17	16
Adult	L	17d12 + 51 (162)	25 (-1 size, +16 natural)	+21	+13	+10	+11	6d6 (21)	19	18
Mature adult	L	20d12 + 80 (210)	27 (-2 size, +19 natural)	+26	+16	+12	+14	7d6 (24)	22	20
Old	H	23d12 + 115 (264)	30 (-2 size, +22 natural)	+31	+18	+13	+15	8d6 (26)	23	22
Very old	H	26d12 + 130 (299)	33 (-2 size, +25 natural)	+35	+20	+15	+18	9d6 (28)	26	23
Ancient	H	29d12 + 174 (363)	36 (-2 size, +28 natural)	+39	+22	+16	+19	10d6 (30)	27	26
Wyrm	H	32d12 + 192 (400)	37 (-4 size, +31 natural)	+43	+24	+18	+22	11d6 (32)	29	27
Great wyrm	G	35d12 + 245 (472)	40 (-4 size, +34 natural)	+47	+26	+19	+24	12d6 (34)	31	30

## TOPAZ DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level <sup>2</sup>
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft.	9	10	11	8	11	8	Mind thrust, id insinuation, empty mind, mental barrier	—
Very young	40 ft., fly 100 ft. (average), swim 40 ft.	11	10	13	8	11	8		—
Young	40 ft., fly 100 ft. (average), swim 40 ft.	13	10	13	9	12	9	Protection from evil/good	—
Juvenile	40 ft., fly 150 ft. (poor), swim 40 ft.	15	10	15	10	12	10	Blink	—
Young adult	40 ft., fly 150 ft. (poor), swim 40 ft.	17	10	15	11	13	11	Damage reduction 5/+1	1st (3 PSPs)
Adult	40 ft., fly 150 ft. (poor), swim 40 ft.	19	10	17	12	13	12	Fog cloud	3rd (8 PSPs)
Mature adult	40 ft., fly 150 ft. (poor), swim 40 ft.	23	10	19	14	15	14	Damage reduction 10/+1	5th (23 PSPs)
Old	40 ft., fly 150 ft. (poor), swim 40 ft.	27	10	21	14	15	14	Airy water	7th (44 PSPs)
Very old	40 ft., fly 150 ft. (poor), swim 40 ft.	29	10	21	16	17	16	Damage reduction 15/+2	9th (71 PSPs)
Ancient	40 ft., fly 150 ft. (poor), swim 40 ft.	31	10	23	16	17	16	Control water	11th (104 PSPs)
Wyrm	40 ft., fly 150 ft. (poor), swim 40 ft.	33	10	23	17	18	17	Damage reduction 20/+3	13th (143 PSPs)
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft.	35	10	25	19	20	19		15th (190 PSPs)

**Breath Weapon (Su):** A topaz dragon's breath weapon is a cone of dehydration. When directed against liquids, one cubic foot of water dries up per hit point of damage. Creatures caught within the cone take half-damage on a successful Fortitude save; in addition, creatures who fail their initial Fortitude save must make an additional save or temporarily lose 1d6 Str points due to water loss.

**Immunities (Ex):** Topaz dragons are immune to cold.

**Airy water (Sp):** This ability allows the dragon to turn normal liquid, such as water or water-based solutions, into a less dense, breathable substance. The effect lasts for 1 turn per age category of the dragon and affects a 10 foot radius sphere or 15 foot radius hemisphere per age category of the dragon. The dragon may use this ability up to three times per day.

**Other Spell-Like Abilities:** 3/day—*blink, fog cloud, protection from evil or good*; 1/day—*control water*.

**Powers<sup>2</sup>:** Topaz dragons know and manifest powers as a psion (egoist) of the given level, and they gain bonus PSPs based upon their Strength score. (Bonus points are included in the listed number of PSPs.)

**Psionic Attack/Defense Modes (Sp)<sup>3</sup>:** At will—*mind thrust, id insinuation/empty mind, mental barrier*.

**Telepathy (Su):** Topaz dragons can communicate telepathically with any creature within 100 feet that has a language.

Notes:

1-If you do not have the Psionics Handbook, then treat this entry as “SR”.

2-Alternatively, topaz dragons may cast spells as a sorcerer of the given level, with bonus spells based upon their Charisma score.

3-These powers are found in the Psionics Handbook. If you are not using psionics, then simply ignore these abilities.