

CRYSTAL DRAGON

Dragon (Clairsentience)

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 2—5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 5; juvenile 6; young adult 7; adult 8; mature adult 11; old 12; very old 15; ancient 16; wyrm 19; great wyrm 22

Treasure: Double standard

Alignment: Always neutral

Advancement: Wyrmling 4—5 HD (Tiny); very young 7—8 HD (Small); young 10—11 HD (Medium-size); juvenile 13—14 HD (Medium-size); 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 (Huge); ancient 31—32 HD (Huge); wyrm 34—35 HD (Gargantuan); great wyrm 37+ HD (Gargantuan)

CRYSTAL DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR ¹
Wyrmling	T	3d12 + 3 (23)	14 (+2 size, +2 natural)	+3	+4	+3	+4	2d4 (12)	—	—
Very young	S	6d12 + 6 (45)	16 (+1 size, +5 natural)	+7	+6	+5	+6	4d4 (14)	—	—
Young	M	9d12 + 18 (76)	18 (+8 natural)	+11	+8	+6	+7	6d4 (16)	—	—
Juvenile	M	12d12 + 24 (102)	21 (+11 natural)	+15	+10	+8	+9	8d4 (18)	—	—
Young adult	L	15d12 + 45 (143)	23 (-1 size, +14 natural)	+19	+12	+9	+11	10d4 (21)	19	17
Adult	L	18d12 + 52 (169)	26 (-1 size, +17 natural)	+24	+15	+11	+13	12d4 (23)	21	18
Mature adult	H	21d12 + 105 (241)	28 (-2 size, +20 natural)	+29	+17	+12	+15	14d4 (25)	23	21
Old	H	24d12 + 120 (276)	31 (-2 size, +23 natural)	+33	+19	+14	+17	16d4 (27)	25	22
Very old	H	27d12 + 162 (338)	34 (-2 size, +26 natural)	+37	+21	+15	+19	18d4 (29)	27	25
Ancient	H	30d12 + 180 (375)	37 (-2 size, +29 natural)	+41	+23	+17	+21	20d4 (31)	29	26
Wyrm	G	33d12 + 231 (445)	38 (-4 size, +32 natural)	+45	+25	+18	+23	22d4 (33)	31	29
Great wyrm	G	36d12 + 288 (522)	41 (-4 size, +35 natural)	+49	+28	+20	+26	24d4 (36)	33	32

CRYSTAL DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level ²
Wyrmling	40 ft., fly 100 ft. (average)	11	10	13	10	12	10	Ego whip, empty mind, charm person	—
Very young	40 ft., fly 100 ft. (average)	13	10	13	10	12	10		—
Young	40 ft., fly 100 ft. (average)	15	10	15	12	13	12		—
Juvenile	40 ft., fly 150 ft. (poor)	17	10	15	12	13	12	Color spray	—
Young adult	40 ft., fly 150 ft. (poor)	19	10	17	14	15	14	Damage reduction 5/+1	1st (3 PSPs)
Adult	40 ft., fly 150 ft. (poor)	23	10	19	14	15	14	Suggestion	3rd (8 PSPs)
Mature adult	40 ft., fly 150 ft. (poor)	27	10	21	16	17	16	Damage reduction 10/+1	5th (19 PSPs)
Old	40 ft., fly 150 ft. (poor)	29	10	21	16	17	16	Luckscale	7th (29 PSPs)
Very old	40 ft., fly 150 ft. (poor)	31	10	23	18	19	18	Damage reduction 15/+2	9th (50 PSPs)
Ancient	40 ft., fly 150 ft. (poor)	33	10	23	18	19	18		11th (68 PSPs)
Wyrm	40 ft., fly 150 ft. (poor)	35	10	25	20	21	20	Damage reduction 20/+3	13th (101 PSPs)
Great wyrm	40 ft. fly 200 ft. (clumsy)	37	10	27	21	22	21	Control winds	15th (140 PSPs)

Breath Weapon (Su): A crystal dragon's breath weapon is a cone of glowing shards. Creatures caught within the cone take the damage listed (a successful Fortitude save halves the damage). In addition, creatures affected by the breath weapon that fail their initial Fortitude save must make a second Fortitude save or be blinded for 1 turn per age category of the dragon.

Luckscale (Sp): This ability allows the dragon to enchant one of its scales as a *stone of good luck* once per day. The enchantment lasts for one hour per age category of the dragon.

Other Spell-Like Abilities (Sp): At will—*charm person*; 3/day—*color spray*, *control winds*, *suggestion*.

Skills: Crystal dragons have the Jump skill for free at 1 rank per Hit Die.

Powers²: Crystal dragons know and manifest powers as a psion (seer) of the given level, and they gain bonus PSPs based upon their Wisdom score. (Bonus points are included in the listed number of PSPs.)

Psionic Attack/Defense Modes (Sp)³: At will—*ego whip/empty mind*.

Telepathy (Su): Crystal 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, crystal 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.