

## EMERALD DRAGON

### Dragon (Telepathy)

**Climate/Terrain:** Warm mountains (extinct volcanoes)

**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 3; very young 4; young 5; juvenile 6; young adult 8; adult 10; mature adult 11; old 14; very old 15; ancient 18; wyrm 21; great wyrm 22

**Treasure:** Double standard

**Alignment:** Always lawful neutral

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

## EMERALD 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	S	4d12 + 4 (30)	14 (+1 size, +3 natural)	+5	+5	+4	+5	2d6 (13)	—	—
Very young	M	7d12 + 14 (60)	16 (+6 natural)	+9	+7	+5	+6	4d6 (15)	—	—
Young	M	10d12 + 20 (85)	19 (+9 natural)	+13	+9	+7	+9	6d6 (17)	—	—
Juvenile	L	13d12 + 39 (124)	21 (-1 size, +12 natural)	+17	+11	+8	+11	8d6 (19)	—	—
Young adult	L	16d12 + 64 (168)	24 (-1 size, +15 natural)	+22	+14	+10	+13	10d6 (22)	21	18
Adult	H	19d12 + 95 (218)	26 (-2 size, +18 natural)	+27	+16	+11	+15	12d6 (24)	23	20
Mature adult	H	22d12 + 110 (253)	29 (-2 size, +21 natural)	+31	+18	+13	+17	14d6 (26)	25	21
Old	H	25d12 + 150 (313)	32 (-2 size, +24 natural)	+35	+20	+14	+19	16d6 (28)	27	24
Very old	H	28d12 + 168 (350)	35 (-2 size, +27 natural)	+39	+22	+16	+21	18d6 (30)	29	25
Ancient	G	31d12 + 217 (418)	36 (-4 size, +30 natural)	+43	+24	+17	+23	20d6 (32)	31	28
Wyrm	G	34d12 + 272 (493)	39 (-4 size, +33 natural)	+47	+27	+19	+26	22d6 (35)	33	31
Great wyrm	G	37d12 + 296 (537)	42 (-4 size, +36 natural)	+51	+28	+20	+27	24d6 (36)	35	32

## EMERALD 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), burrow 15 ft.	13	10	13	12	13	12	Flame walk, id insinuation, empt mind, tower of iron will	—
Very young	40 ft., fly 100 ft. (average), burrow 15 ft.	15	10	15	12	13	12		—
Young	40 ft., fly 150 ft. (poor), burrow 15 ft.	17	10	15	14	15	14	Ghost sound	—
Juvenile	40 ft., fly 150 ft. (poor), burrow 15 ft.	19	10	17	16	17	16	Hypnotism	—
Young adult	40 ft., fly 150 ft. (poor), burrow 15 ft.	23	10	19	16	17	16	Damage reduction 5/+1, mind blast	1st (3 PSPs)
Adult	40 ft., fly 150 ft. (poor), burrow 15 ft.	27	10	21	18	19	18	Minute meteors	3rd (8 PSPs)
Mature adult	40 ft., fly 150 ft. (poor), burrow 15 ft.	29	10	21	18	19	18	Damage reduction 10/+1	5th (19 PSPs)
Old	40 ft., fly 150 ft. (poor), burrow 15 ft.	31	10	23	20	21	20	Hold person	7th (38 PSPs)
Very old	40 ft., fly 150 ft. (poor), burrow 15 ft.	33	10	23	20	21	20	Damage reduction 15/+2	9th (61 PSPs)
Ancient	40 ft., fly 150 ft. (poor), burrow 15 ft.	35	10	25	22	23	22	Animate objects	11th (92 PSPs)
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 15 ft.	37	10	27	23	24	23	Damage reduction 20/+3	13th (114 PSPs)
Great wyrm	40 ft., fly 200 ft. (clumsy), burrow 15 ft.	39	10	27	24	25	24	Geas/quest	15th (155 PSPs)

**Breath Weapon (Su):** An emerald dragon's breath weapon is a cone of sound (a loud, keening wail). Creatures caught within the cone may make a Fortitude save to take half damage. In addition, creatures who fail their Fortitude save must make a successful Will save or be stunned for three rounds per age level of the dragon, plus 1d4 rounds.

**Immunities (Ex):** Emerald dragons are immune to sonic based attacks.

**Flame Walk (Sp):** This ability functions similarly to a *water walk* spell cast by a 6th-level cleric, except that it works on flaming surfaces (including magma) instead of water.

**Minute Meteors (Sp):** This ability allows an emerald dragon to create one small globe of fire per age category of the dragon three times per day. As a full-attack the dragon may fire up to five of these globes per round, inflicting 1d4 on a successful hit, or 1 point of splash damage to foes within 3 feet on a miss (the dragon must make a ranged attack for each globe fired). As a partial action the dragon may fire a single globe, allowing it to make another action in the same round.

**Other Spell-Like Abilities:** 3/day—*ghost sound, hold person, hypnotism*; 1/day—*animate objects, geas/quest*.

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

**Psionic Attack/Defense Modes (Sp)<sup>3</sup>:** At will—*mind blast, id insinuation/empty mind, tower of iron will*.

**Telepathy (Su):** Emerald 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, emerald 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.