

AMETHYST DRAGON

Dragon (Psychokinesis)

Climate/Terrain: Temperate and cold mountain lakes

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 5; young 6; juvenile 7; young adult 9; adult 11; mature adult 12; old 15; very old 16; ancient 19; wyrm 22; great wyrm 25

Treasure: Double standard

Alignment: Always neutral

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 (Gargantuan); great wyrm 40+ HD (Gargantuan)

AMETHYST 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	S	6d12 + 6 (45)	16 (+1 size, +5 natural)	+7	+6	+5	+6	2d10 (14)	—	—
Very young	M	9d12 + 18 (77)	18 (+8 natural)	+11	+8	+6	+8	4d10 (16)	—	—
Young	M	12d12 + 24 (102)	21 (+11 natural)	+15	+10	+8	+10	6d10 (18)	—	—
Juvenile	L	15d12 + 45 (142)	23 (-1 size, +14 natural)	+19	+12	+9	+12	8d10 (20)	—	—
Young adult	L	18d12 + 72 (189)	26 (-1 size, +17 natural)	+24	+15	+11	+14	10d10 (23)	22	19
Adult	H	21d12 + 105 (241)	28 (-2 size, +20 natural)	+29	+17	+12	+17	12d10 (25)	24	21
Mature adult	H	24d12 + 120 (276)	31 (-2 size, +23 natural)	+33	+19	+14	+19	14d10 (27)	26	22
Old	H	27d12 + 162 (337)	34 (-2 size, +26 natural)	+37	+21	+15	+21	16d10 (29)	29	25
Very old	H	30d12 + 180 (375)	37 (-2 size, +29 natural)	+41	+23	+17	+24	18d10 (31)	32	26
Ancient	G	33d12 + 231 (445)	38 (-4 size, +32 natural)	+45	+25	+18	+26	20d10 (33)	34	29
Wyrm	G	36d12 + 288 (522)	41 (-4 size, +35 natural)	+50	+28	+20	+29	22d10 (36)	36	32
Great wyrm	C	39d12 + 351 (604)	40 (-8 size, +38 natural)	+55	+30	+21	+31	24d10 (38)	38	35

AMETHYST DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level ²
Wyrmling	60 ft., fly 150 ft. (average), swim 60 ft.	13	10	13	12	13	12	Ego whip, psychic crush, empty mind, thought shield, tower of iron will	—
Very young	60 ft., fly 150 ft. (average), swim 60 ft.	15	10	15	14	15	14		—
Young	60 ft., fly 200 ft. (poor), swim 60 ft.	17	10	15	14	15	14	Water walk	—
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft.	19	10	17	16	17	16	Mind blast	—
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft.	23	10	19	16	17	16	Damage reduction 5/+1	1st (3 PSPs)
Adult	60 ft., fly 200 ft. (poor), swim 60 ft.	27	10	21	18	20	18	Polymorph self	3rd (10 PSPs)
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft.	29	10	21	19	20	19	Damage reduction 10/+1	5th (21 PSPs)
Old	60 ft., fly 200 ft. (poor), swim 60 ft.	31	10	23	22	23	22	Otiluke's resilient sphere	7th (40 PSPs)
Very old	60 ft., fly 200 ft. (poor), swim 60 ft.	33	10	23	24	25	24	Damage reduction 15/+2	9th (63 PSPs)
Ancient	60 ft., fly 200 ft. (poor), swim 60 ft.	35	10	25	26	27	26	Reflecting pool	11th (94 PSPs)
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	39	10	27	27	28	27	Damage reduction 20/+3	13th (131 PSPs)
Great wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	43	10	29	29	30	29	Control weather	15th (173 PSPs)

Breath weapon (Su): An amethyst dragon's breath weapon is a cone of force. Creatures caught within the cone take the damage listed for the dragon's age category (Fortitude save for half damage). Amethyst dragons may choose to have their breath weapon deal an equal amount of subdual damage instead. In addition, affected creatures who fail their Fortitude save must make a successful Reflex save or be knocked prone.

Immunities (Ex): Amethyst dragons are immune to poison. In addition, they gain a +4 bonus on saves against force-based attacks.

Reflecting pool (Sp): Once per day an amethyst dragon may cause a pool of normal water to act as a scrying device. This ability functions as per the spell *scrying* cast by an 8th-level sorcerer.

Other Spell-Like Abilities: 6/day—*water walk*; 3/day—*polymorph self*, *Otiluke's resilient sphere*; 1/day—*control weather*.

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

Psionic Attack/Defense Modes (Sp)³: At will—*ego whip*, *mind blast*, *psychic crush/empty mind*, *thought shield*, *tower of iron will*.

Telepathy (Su): Amethyst 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, amethyst 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.