

The Green Dragon

Racial Ability Requirements

Strength	6 / 22
Dexterity	4 / 16
Constitution	3 / 18
Intelligence	3 / 18
Wisdom	3 / 18
Charisma	5 / 19

Racial Ability Adjustments

+4 Strength, -2 Dexterity, +1 Charisma

Dragon Information by Age (General)

Level	Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier*
1	Hatchling	0 – 5	-6	+1	Nil	Nil
2	Very Young	6 – 15	-4	+2	Nil	Nil
3	Young	16 – 25	-2	+3	Nil	Nil
4	Juvenile	26 – 50	Nil	+4	Nil	Nil
5	Young Adult	51 – 100	+1	+5	15 yards	+3 (+7)
6	Adult	101 – 200	+2	+6	20 yards	+2 (+6)
7	Mature Adult	201 – 400	+3	+7	25 yards	+1 (+5)
8	Old	401 – 600	+4	+8	30 yards	0 (+4)
9	Very Old	601 – 800	+5	+9	35 yards	-1 (+3)
10	Venerable	801 – 1000	+6	+10	40 yards	-2 (+2)
11	Wyrm	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wyrm	1200+	+8	+12	50 yards	-4 (0)

* Parenthetical values in the Fear Save Modifier column apply to gem dragons only.

Dragon Information by Age (Type Specific)

Green Dragon, Lawful Evil

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	2 – 7	2 – 5	3	2d6+1	Nil	Nil
2	7 – 16	2 – 15	2	4d6+2	Nil	Nil
3	16 – 35	15 – 31	1	6d6+3	Nil	Nil
4	35 – 44	31 – 40	0	8d6+4	1	Nil
5	44 – 53	40 – 48	-1	10d6+5	2	15%
6	53 – 62	48 – 56	-2	12d6+6	3	20%
7	62 – 71	56 – 64	-3	14d6+7	4	25%
8	71 – 80	64 – 72	-4	16d6+8	4 1	30%
9	80 – 89	72 – 80	-5	18d6+9	4 2	35%
10	89 – 98	80 – 86	-6	20d6+10	4 3	40%
11	98 – 107	86 – 96	-7	22d6+11	4 4	45%
12	107 – 116	96 – 104	-8	24d6+12	5 4	50%

General Information

The green dragon clans fill the forests of the temperate islands, where they enslave lesser creatures to do their evil bidding. These dragons are foul-tempered, mean, and exceedingly cruel. They hate goodness and good-aligned creatures, killing weaker creatures they cannot control or intimidate. They enjoy planning intrigues against other clans, seeking power and leverage in the

Council and beyond through these plots and schemes. To green dragons, knowledge provides a measure of power, and they are not above gaining knowledge through whatever means present themselves.

At birth, these dragons have thin, small scales that are such a deep shade of green as to appear nearly black. As they grow older, the scales expand and change to lighter shades of emerald, olive and forest green. The scales never become as thick as other dragon's scales, remaining flexible throughout their long lives.

Green dragon lords create living lairs from the very trees of the forests they occupy, warping them to suit their needs through magic and other means. The closer one gets to a green dragon's lair, the darker the woods become. Evil hangs in the air, mingling with the forest scents to produce foul odors. Though the green dragons are cruel task masters, they are nonetheless extremely protective of their vassals and slaves. They are quick to punish and kill these servants, but also quick to protect them against threats from outside the domain. If a vassal displeases a green dragon, the dragon will probably eat the offender - especially if the vassal is an elf. Green dragons have a particular fondness for elf flesh, though they rarely get to dine on such treats. Sometimes they go after the vassals of another clan just to satisfy this craving.

Members of this species of dragonkind love to intimidate or otherwise frighten lesser creatures. They initiate fights with little or no provocation, simply for the excitement it brings them. Of all dragonkind, green dragons love to play with their prey. They attempt to make a hunt or battle last for as long as possible, evoking as much as terror and agony as they can in their prey. These dragons do have a measure of honor, though, and when they give their word they keep it.

Besides enjoying an occasional elf to feast upon, green dragons can subsist on practically anything, including shrubs and small trees. They engage in occasional skirmishes with the hill giants who live in the remote regions of their isles.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (12% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 6th level plus combat modifier; immune to gases.

Innate Abilities: Juvenile: water breathing; Adult: suggestion once per day; Mature Adult: warp wood three times per day; Old: plant growth once per day; Very Old: entangle once per day; Great Wyrms: pass without trace three times per day.

Dragon Tactics and Attacks

Typical Tactics: Green dragons enjoy battle, initiating it whenever possible. A green dragon will stalk its prey for a time to observe and plan tactics. If the foe seems formidable, it will use its breath weapon, followed in quick succession by its abilities and spells. Foes appear weak are challenged early in order to invoke as much fear as possible. To keep a fight going for as long as possible, a green dragon tends to use only its physical attacks once the melee has started.

Physical Attacks: A green dragon's claws cause 1d8 points of damage, plus its combat modifier. Its bite causes 2d10 damage, plus combat modifier.

Breath Weapon: A green dragon's breath weapon is a cloud of poisonous chlorine gas 50 feet long, 40 feet wide, and 30 feet high. Creatures caught in the cloud can vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Sw 9.

Mating

Chromatic dragons tend to be greedy and selfish when choosing their mates, sometimes regardless of consequences. Red dragons enjoy the company of strong-willed, lusty dragon partners, though because of their greedy natures they rarely share lairs. They tend to have frequent love affairs of short duration.

Blue dragons, being territorial in nature, do join with a single mate for a time - sometimes for as long as three or four age levels - before moving on to new conquests. Green dragons tend to build intricate living arrangements with multiple partners, whom they move among as desire directs. Their

societies tend to be either polygamous or polyandrous, and there is no prevalence of one over the other. Black dragons and white dragons have the least formal of all arrangements, mating whenever the mood strikes, almost on the level of animals. They have no regard for love, nor do they care (or even understand) the problems inherent with inbreeding.

Dragons of all types tend to mate with members of their own type. Gold dragons mate with golds, red dragons mate with reds, and so on. Sometimes they will go against their natural tendencies and mate with dragons of other types.

The mixed-appearance crossbreeds, however, are considered abominations. The chromatic dragons tend to kill these hatchlings immediately. Metallic dragons simply banish them from their domains (rumors abound that these crossbreeds are sent to other worlds, but this has yet to be proven). The gem dragons, however, believe that something as majestic as a dragon can never be an abomination. In the rare instances when a gem dragon produces a mixed hatchling, the newborn is allowed to remain a member of the clan.

Dragon Experience Levels

Green Dragon

Level	XP	Hit Dice
H	0	7
1	64,000	7
2	250,000	9
3	750,000	11
4	1,250,000	13
5	1,500,000	14
6	1,750,000	15
7	2,000,000	16
8	2,250,000	17
9	2,500,000	18
10	2,750,000	19
11	3,000,000	20
12	3,250,000	21

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Green	4	2 / 3	-3	2	3 / 2

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Green	Tracking

Preferred Kindred

	Elf	Dwarf	Gnome
Green	R	R	P

P: Preferred as a kindred; **R:** Rarely selected as a kindred; **N:** Never selected as kindred. However, even demihuman marked N can sometimes be found as kindred to PC dragons, with the DM's permission.