

The Topaz Dragon

Racial Ability Requirements

Strength	4 / 20
Dexterity	3 / 17
Constitution	3 / 18
Intelligence	5 / 20
Wisdom	3 / 19
Charisma	3 / 18

Racial Ability Adjustments

+2 Strength, -1 Dexterity, +2 Intelligence, +1 Wisdom

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)

Topaz Dragon, Chaotic Neutral

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	2 – 9	2 – 5	2	1d6+1	Nil	Nil
2	9 – 16	5 – 9	1	2d6+2	Nil	Nil
3	16 – 23	9 – 13	0	3d6+3	Nil	Nil
4	23 – 35	13 – 17	-1	4d6+4	Nil / 1	Nil
5	35 – 44	17 – 23	-2	5d6+5	1 / 1	10%
6	44 – 53	23 – 29	-3	6d6+6	1 / 1 1	15%
7	53 – 59	29 – 33	-4	7d6+7	1 / 2 1	20%
8	59 – 65	33 – 37	-5	8d6+8	1 1 / 2 1 1	25%
9	65 – 70	37 – 41	-6	9d6+9	1 1 1 / 2 2 1	30%
10	70 – 75	41 – 45	-7	10d6+10	2 1 1 / 2 2 1 1	35%
11	75 – 80	45 – 48	-8	11d6+11	2 2 1 / 2 2 2 1	40%
12	80 – 92	48 – 50	-9	12d6+12	2 2 1 1 / 2 2 2 2	45%

General Information

Topaz dragons inhabit the coastal regions of the temperate islands, building lairs below the waterline, though constructing them so they remain dry. Clannish and self-seeking, these gem dragons usually want little to do with the other inhabitants of the isles. They keep vassals to fill their

domains and make them appear as prosperous as their neighbors, and they participate in the Council activities on occasion, but for the most part these dragons neither seek company nor welcome it.

Out of the egg, a topaz dragon is a dull yellow-orange in color. With age, its scales harden and become translucent and faceted. When it reaches adulthood, a topaz dragon sparkles in the light of the sun.

While topaz dragons enjoy the feel of sea wind and spray on their faceted-scale hides, they do not particularly like the water. They swim to hunt, attack, or reach their lairs, but not for enjoyment. They do love to eat fish and other sea creatures, especially the tasty giant squids that live in the Coral Sea.

While not malicious, topaz dragons are not the best of company or particularly pleasant to deal with. Besides caring little for social graces, they display erratic behavior that is unsettling and very confusing. They dislike visitors, but tend to avoid combat if they can help it. If combat is unavoidable, they use tricks and promises to distract their foes before striking with teeth and claws (which they enjoy using).

Unless it specifically interests or affects them, topaz dragons tend to be indifferent to the causes and concerns that occupy the rest of dragonkind. They dislike bronze dragons and usually oppose the interests of those clans.

It takes time for a topaz dragon to accept another dragon's friendship, but once it does it remains a friend for life. Once another dragon gets past its outer defenses and gruff exterior, it finds a loyal companion and ready protector in the topaz dragon.

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 5th level plus combat modifier; immune to cold.

Innate Abilities: Hatchling: water breathing; Young: protection from evil or good three times per day; Juvenile: blink three times per day; Adult: wall of fog three times per day; Mature Adult: airy water three times per day, 10-foot radius per age category; Old: part water once per day.

Psionic Abilities: Topaz dragons have psionic powers. These begin to manifest at adult age (6th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. Dragons using the psionist kit gain psionic powers as psionist PCs of the same level. (See *The Complete Psionics Handbook* for more information on psionics and psionists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def. Modes	Total PSPs
6	1	1	1	1	30
7	1	1	2	1	60
8	1	1	3	2	120

Available Powers: *Psychokinesis* – *Sciences*: telekinesis; *Devotions*: animate object, control wind, molecular manipulation, soften; *Psychometabolism* – *Sciences*: energy containment, life draining, metamorphosis; *Devotions*: biofeedback, body equilibrium, cause decay, chemical simulation.

Dragon Tactics and Attacks

Typical Tactics: When forced into combat, topaz dragons use psionics first, supplemented by spells and special abilities. They enjoy using teeth and claws, saving their breath weapon until wounded. While a topaz dragon will readily retreat or surrender, it often attempts to return and gain surprise a few times before finally fleeing.

Physical Attacks: A topaz dragon's claws cause 1d6+1 points of damage, plus its combat modifier. Its bite causes 2d8 damage, plus combat modifier.

Breath Weapon: A topaz dragon's breath weapon is a cone of dehydration 70 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the end. Against liquids, one cubic foot of water dries up per hit point of damage. Creatures in the path of the cone lose 1d6+6 Strength points from dehydration. A successful save vs. breath weapon reduces the damage suffered to 1d6. This Strength loss cannot be cured by any spells less powerful than *heal* or *regeneration* spells, although intensive nursing allows a character to recover one Strength point per day. Any creature reduced to a Strength of 0 or less from dehydration dies instantly.

Base Movement: 9, Fl 24 (C), Sw 9.

Mating

Gem dragons, meanwhile, fall somewhere between the other two families. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation. Emerald and sapphire dragons take a single mate for long periods of time, though each for a different reason. Emeralds like the security and protection offered by a trusted partner, while sapphires seek to possess a mate to enhance their prestige and status. Topaz and crystal dragons are irresponsible and chaotic, and their societies reflect this. They mate with willing partners whenever they want, as desire and need move them. Fortunately, however, they are more selective than the black and white dragons.

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

Topaz Dragon

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

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Topaz	4	2 / 3	-4	4	1

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Topaz	Trick

Preferred Kindred

	Elf	Dwarf	Gnome
Topaz	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.