

The White Dragon

Racial Ability Requirements

Strength	4 / 20
Dexterity	3 / 17
Constitution	3 / 18
Intelligence	3 / 15
Wisdom	3 / 15
Charisma	4 / 18

Racial Ability Adjustments

+2 Strength, -1 Dexterity, -3 Intelligence, -3 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)

White Dragon, Chaotic Evil

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	1 – 5	1 – 4	4	1d6+1	Nil	Nil
2	5 – 14	4 – 12	3	2d6+2	Nil	Nil
3	14 – 23	12 – 21	2	3d6+3	Nil	Nil
4	23 – 32	21 – 28	1	4d6+4	Nil	Nil
5	32 – 41	28 – 36	0	5d6+5	Nil	5%
6	41 – 50	36 – 45	-1	6d6+6	1	10%
7	50 – 59	45 – 54	-2	7d6+7	1	15%
8	59 – 68	54 – 62	-3	8d6+8	2	20%
9	68 – 77	62 – 70	-4	9d6+9	2	25%
10	77 – 86	70 – 78	-5	10d6+10	3	30%
11	86 – 95	78 – 85	-6	11d6+11	3	35%
12	95 – 104	85 – 94	-7	12d6+12	4	40%

General Information

The cold northern islands of the Io's Blood chain are home to the white dragons. The smallest and weakest of the chromatic dragons, these creatures are slow-witted but efficient hunters who depend on their vassals and kindred to keep their domains running smoothly. Impulsive and vicious, white dragons tend to consider things pertaining to the here and now rather than planning for the

future. Animalistic, they react to current needs and emotions with no regard to consequences and with no regrets. This does not interfere with their greedy or evil natures, however, and white dragons should not be underestimated because of their lack of foresight or intelligence.

Hatchlings have mirrorlike scales of glistening whiteness. The sheen disappears with age, eventually being replaced by patches of pale blue and gray by the time they reach very old age.

White dragons like the cold, enjoying their domains of ice and snow. They are lackadaisical rulers, showing little concern for the daily running of their domains. Only when danger appears imminent and in full view do these impulsive creatures take interest. Otherwise, it is up to their kindred to deal with such concerns as planning and the future. Their ice lairs are the only things they take any active interest in, working to make them as beautiful as possible. Gems, especially diamonds, hold a high place in their treasure hoards. While they can consume nearly anything to gain nutrition, white dragons prefer to eat food that has been frozen.

Not being good thinkers, white dragons tend to attack with their most potent weapons first, regardless of what opponent they may be facing. They are constantly battling the frost giants who live beyond the Ice Sea.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (7% 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: Juvenile: ice walking; Mature Adult: gust of wind three times per day; Very Old: wall of fog three times per day; Great Wyrmling: freezing fog three times per day.

Ice walking allows a dragon to walk across ice as easily as other creatures walk across dry, flat ground. *Wall of fog* produces snow and hail instead of rain. *Freezing fog* obscures vision in a 100-foot radius and causes a thin layer of ice to form on the ground and all other surfaces in the area.

Dragon Tactics and Attacks

Typical Tactics: White dragons use the same tactics no matter what kind of opponent they are facing. They employ their breath weapon and special abilities first, then move in to engage in melee.

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

Breath Weapon: A white dragon's breath weapon is a cone of frost 70 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the base. Creatures in the path of the cone can save vs. breath weapon for half damage.

Base Movement: 12, Fl 40 (C), Br 6, Sw 12.

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

White 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
White	5	2 / 3	-2	2	1

Bonus Proficiencies

Dragon Type	Bonus Proficiency
White	Alertness

Preferred Kindred

	Elf	Dwarf	Gnome
White	P	R	N

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.