

The Yellow Dragon

Climate / Terrain: Desert
Frequency: Very rare
Organization: Solitary
Activity Cycle: Any
Diet: Omnivore
Intelligence: Very (11-12)
Alignment: Chaotic evil

Armor class: 0 (base)
Movement: 12, Fl 30 (C)
Hit Dice: 13 (base)
THAC0: 7 (base)
No. of Attacks: 3 + special
Damage / Attack: 1-8 / 1-8 / 2-16
Size: G (36' base)
Morale: Champion (15-16)

Racial Ability Requirements*

Strength 6 / 22
 Dexterity 3 / 17
 Constitution 4 / 18
 Intelligence 3 / 17
 Wisdom 3 / 18
 Charisma 4 / 19

Racial Ability Adjustments*

+4 Strength, -1 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)

Yellow Dragon, Chaotic Evil

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	2 – 7	1 – 4	3	2d4+1	Nil	Nil
2	7 – 16	4 – 12	2	4d4+2	Nil	Nil
3	16 – 35	12 – 21	1	6d4+3	Nil	Nil
4	35 – 44	21 – 28	0	8d4+4	Nil	Nil
5	44 – 53	28 – 36	-1	10d4+5	1	Nil
6	53 – 62	36 – 45	-2	12d4+6	1 1	5%
7	62 – 71	45 – 54	-3	14d4+7	2 1	10%
8	71 – 80	54 – 62	-4	16d4+8	2 2 1	15%
9	80 – 89	62 – 70	-5	18d4+9	2 2 2	20%
10	89 – 98	70 – 78	-6	20d4+10	2 2 2 1	25%
11	98 – 107	78 – 85	-7	22d4+11	2 2 2 2	30%
12	107 – 116	85 – 94	-8	24d4+12	2 2 2 2 1	35%

General Information

Although the existence of yellow dragons has long been predicted by sages (based on theories of primary colors), the first specimen was spotted only five or so years ago. The creatures are solitary and secretive, preferring to lay in wait for prey to stumble into carefully-prepared traps instead of hunting actively.

At birth, yellows have soft, tan scales. As they grow older, the scales harden and become lighter in color, eventually reaching the grayish yellow of desert sands. Their scales always have a dusty texture to them, giving them a finish that does not reflect light well. Even their teeth and claws have a similar finish. No part of the yellow dragon will glint in the sunlight, thereby giving away its position.

Yellow dragons speak their own tongue, which is quite different than that spoken by other evil dragons. Yellows have no interest in speaking with other races, and so they learn no other languages.

Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105 degrees and up, although they can easily survive subfreezing temperatures at night. They share much the same territory as brasses; thus the species occasionally come into conflict.

Yellows are solitary, selfish creatures that form no close bonds with any other creature, including other yellows. They are highly territorial; the only time they'll let another yellow into their territory is to mate, which is actually quite rare. Immediately afterward, the dragons separate. The mother raises the offspring, but won't go out of her way to protect them from attackers. The young dragons usually leave home before they reach the juvenile age category. The main enemies of yellow dragons are brasses, which actively hunt the smaller creatures.

Although able to eat anything, yellows favor fresh meat. (Demi)humans are considered a delicacy, as are the unhatched eggs of brass dragons. (Yellows rarely get to enjoy this latter feast.)

Special and Innate Abilities

Special Abilities: A yellow dragon casts spells and uses magical abilities at 8th level, plus its combat modifier. Yellow dragons are immune to fire and heat and can cast silence, 10' radius at will.

Innate Abilities: Young: create or destroy water three times per day; Juvenile: dust devil three times per day; Adult: improved invisibility twice per day; Old: wind wall three times per day; Wyrms: enervation three times per day.

Dragon Tactics and Attacks

Typical Tactics: Although preferring guile to combat and ambush to attack, yellows are fierce and cunning fighters. Even if forced into a situation where direct combat is inevitable, they'll still use their spells and innate abilities so as to mislead, misdirect, and distract their opponents.

A favorite hunting tactic for a yellow is to dig a steep-walled, cone-shaped depression in the sand, and then bury itself at the bottom of this crater with just its eyes and nostrils showing. When a creature stumbles into the depression, the dragon moves its wings in the sand, causing the steep walls of the cone to collapse and drawing the prey straight to the dragon's mouth.

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

Breath Weapon: A yellow dragon's breath weapon is a high-velocity blast of scorching air mixed with sand. This affects an area 50 feet long, 40 feet wide, and 20 feet high. Creatures caught within this blast must roll successful saving throws vs. breath weapon for half damage. Regardless of the outcome of this roll, they must make another saving throw vs. breath weapon. Failure means that the abrasive sand in the breath blast has damaged their eyes, blinding them for 1d4+1 rounds.

Base Movement: 12, Fl 30 (C)

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*

Yellow 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
Yellow	5	2 / 3	-3	2	1

Bonus Proficiencies*

Dragon Type	Bonus Proficiency
Yellow	Survival (Desert)

Preferred Kindred*

	Elf	Dwarf	Gnome
Yellow	N	P	R

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.

* This information was found in the *Dragon Magazine* #263 and is not officially part of the *Council of Wyrms* setting. When it contradicts the equivalent dragon's characteristics detailed in that setting (ex: Experience Levels), the *Council of Wyrms* setting was assumed to be correct and this document was adapted accordingly.