

The Amethyst Dragon

Racial Ability Requirements

Strength	7 / 23
Dexterity	4 / 15
Constitution	5 / 18
Intelligence	6 / 21
Wisdom	3 / 19
Charisma	7 / 20

Racial Ability Adjustments

+5 Strength, -3 Dexterity, +3 Intelligence, +1 Wisdom, +2 Charisma

Dragon Information by Age (General)

Level	Age Category	Age (In Years)	Hit Dice Modifier	Combat Modifier	Fear Radius	Fears 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	Wymr	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wymr	1200+	+8	+12	50 yards	-4 (0)

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

Dragon Information by Age (Type Specific)

Amethyst Dragon, Neutral

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spell (W/P)	MR
1	2 – 10	4 – 10	-1	2d8+1	Nil	Nil
2	10 – 18	10 – 16	-2	4d8+2	Nil	Nil
3	18 – 28	16 – 26	-3	6d8+3	Nil	Nil
4	28 – 38	26 – 36	-4	8d8+4	Nil / 1	Nil
5	38 – 53	36 – 46	-5	10d8+5	1 / 1	25%
6	53 – 68	46 – 56	-6	12d8+6	1 / 2 1	30%
7	68 – 80	56 – 66	-7	14d8+7	1 1 / 2 1 1	35%
8	80 – 92	66 – 76	-8	16d8+8	2 1 / 2 2 1 1	40%
9	92 – 102	76 – 82	-9	18d8+9	2 1 1 / 2 2 2 1 1	45%
10	102 – 112	82 – 88	-10	20d8+10	2 2 1 1 / 2 2 2 2 1 1	50%
11	112 – 122	88 – 94	-11	22d8+11	2 2 2 2 1 / 2 2 2 2 2 1	55%
12	122 – 132	94 – 100	-12	24d8+12	2 2 2 2 2 2 / 2 2 2 2 2 2	60%

General Information

The most powerful of the neutral gem dragon, amethyst dragons are honorable, regal creatures. They inhabit the mountains of the northern islands, living on the shores of isolated lakes and pools. At birth, these dragons have lavender skin with fine, translucent-purple scales. These scales darken as the creature grows older, eventually reaching a sparkling lavender color.

These creatures approach life with a detached air, ignoring the conflicts of good and evil, law and chaos. At best, they see these conflicts as petty squabbles over inconsequential points of view, and not worthy of their time or consideration. These majestic dragons consider themselves to be the leaders of the gem dragons, and most of the lesser gem dragons acquiesce to this leadership - in everyday life and in the Council Aerie.

While amethyst dragons consider their silver and copper cousins to be foolish and have an active dislike of red and white dragons, they do not consider any life form to be their inherent enemies. They prefer to reason out a settlement through discussion and negotiation rather than through combat, but they can and will fight if they must. Being honorable and noble, these dragons never hide or attempt to ambush foes. To them, even retreating is a dishonorable action, but they will flee if faced with certain death.

Amethyst dragons eat large quantities of fish and gems. They keep vassals to attend to their needs, though they do not place as many restrictions or requirements on them as other dragon lords do. Most keep at least one hidden, underwater cave for seclusion and secrecy.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (18% chance at hatchling, 5% increase at each new age category); spell and magical abilities at 9th level plus combat modifier; immune to poisons, force attack, and force effects (such as *beads of force*, *Bigby's hand* spells, *Otiluke's resilient sphere*, and *wall of force* spell).

Innate Abilities: Hatchling: water breathing, cloud walk (functions continuously but can be negated and resumed at will); Young: water walking six times per day; Adult: shapechange three times per day; Old: Otiluke's resilient sphere three times per day; Very Old: reflecting pool once per day; Venerable: control weather once per day.

Shapechange works like druid ability (*Player's Handbook*, page 37) with following exception: upon assuming a new form, the dragon does not regain any lost hit points.

Psionic Abilities: Amethyst dragons, like all gem dragons, have psionic power. These begin to manifest at young age (3rd level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defence modes never rises above the listed limits, no matter how old a dragon gets. Only the psionic strength points continue to increase until the maximum limit is reached. For amethyst dragon, PSPs cannot exceed 250. The dragon psionist kit detailed in *Book Two*. (See *The Complete Psionics Handbook* for more information on psionics and psionists.)

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def Modes	Total PSPs
3	1	1	1	1	25
4	2	1	3	1	50
5	2	2	4	2	100
6	2	2	5	2	150
7	2	3	5	3	200
8	3	3	5	3	250

Available Powers: Pschokinesis - *Sciences:* detonate, project force, telekinesis; *Devotions:* control body, inertial barrier, molecular agitation; Psychometabolism - *Sciences:* complete healing, energy containment, metamorphosis; *Devotions* - cell adjustment, expansion, reduction; Telepathy - *Sciences:* domination, mindlink, mindwipe; *Devotions:* contact, ESP, identity penetration, truthhear; Metapsionics - *Sciences:* empower, psychic surgery, ultrablast; *Devotions:* magnify, psionic sense, psychic drain.

Dragon Tactics and Attacks

Typical Tactics: If talk fails, an amethyst dragon attacks first with its breath weapon, then its psionics and spells. They never hide or try to ambush opponents, and they consider retreat dishonorable. They will run if faced with certain death, however.

Physical Attacks: A amethyst dragon's claws cause 1d10 damage, plus combat modifier. Its bite causes 5d6 damage, plus combat modifier.

Breath Weapon: An amethyst dragon's breath weapon is a faceted, violet lozenge which it spits into the midst of its enemies. It can disgorge the lozenge up to a distance of 75 feet. Upon impact, the lozenge explodes with concussive force, causing damage to all creatures within 60 feet of the impact spot. Those caught in the explosion can save vs. breath weapon for half damage. Creatures of huge size and smaller must save vs. paralyzation or be knocked down. All taking damage from the blast have 50% chance of being knocked unconscious for 1 round per age category of the dragon, plus 1d8 rounds.

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

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 type 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 dragon, 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

Amethyst Dragon

Level	XP	Hit Dice
H	0	8
1	125,000	8
2	500,000	10
3	1,000,000	12
4	1,500,000	14
5	1,750,000	15
6	2,000,000	16
7	2,250,000	17
8	2,500,000	18
9	2,750,000	19
10	3,000,000	20
11	3,250,000	21
12	3,500,000	22

Dragon Proficiency Slots

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

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Amethyst	Etiquette

Preferred Kindred

	Elf	Dwarf	Gnome
Amethyst	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.