

# Dragon

## Breath

Dragon breath's damage is based on the dragon's maximum hit points, not its current hit points.<sup>1)</sup>

It is absolutely critical to note the rule in the Dragon monster entry which states that the DM must dice a 50-50 chance to see if a dragon will breathe.

A dragon can breath on approach when flying, and then use either its claws OR bite (but not both claws and bite).<sup>2)</sup> In this case, no 50-50 chance is diced - the dragon can do both!

## Spell selection

Spell selection is random unless the dragon has Genius or higher intelligence, at which point the DM can select spells.<sup>3)</sup>

## Being eaten

A character who was eaten by a dragon has a percentage chance to be *raiseable* based on the creature's size, the dragon's age, and the time since being eaten.<sup>Ex</sup>

There is an X-in-10 chance for the character to be *unraiseable* due to digestion, where X is the number of days that passed following the character's consumption before the character was "rescued".<sup>4)</sup> If the character has been digested, they are not *raiseable*, and their body is gone. If the character has not been digested, refer to the following table:

Dragon Age	Character Size S	Character Size M	Character Size L
Very young	5%	0%	0%
Young	10%	5%	0%
Sub-adult	25%	10%	5%
Young adult	40%	25%	10%
Adult	55%	40%	25%
Old	70%	55%	40%
Very old	85%	70%	55%
Ancient	99%	85%	70%

A character is more likely to be *raiseable* if the character is smaller and/or eaten by a larger dragon since less chewing is required.

Characters who are not digested but also not *raiseable* due to chewing can still be raised as long as *regeneration* is cast first.

1)

This was confirmed in a Dragon article I believe. TODO: Find the issue #. Anyway, DMS, do not nerf dragons. They are supposed to be scary.

2)

DMG 51.

3)

If you check the dragon descriptions in the MM, you will find this to be the case.

4)

Adjust this as suitable for your milieu's dragons. Ours digest slowly.

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