

# 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.

## 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>2)</sup> 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.

<sup>1)</sup>

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.

<sup>2)</sup>

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

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