

# 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!

## 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>3)</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.

<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>

DMG 51.

<sup>3)</sup>

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

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