

Dragon Bone Oracle

Roll 6 dice at once (Black: d6, d4; White: 3d6, d4), and read the bones...

Hit Dice

Total both d4's and black d6

Breath Weapon

Consult the black d6:

Black d6	Breath Weapon
1	Frost
2	Acid
3	Poison Gas
4	Lightning
5	Fire
6	Fire and black d4's result on this table

Speaking / Spell-Casting

Total the white d6's. If the white total is less than or equal to the hit dice, the dragon can speak and cast spells.

Lair

Consult all dice; count number of dice with odd result

0: Underwater (sea, lake, or swamp as appropriate)

1: Exposed, Blasted Stony Plateau

2: Coastal Cave (sea, lake, or swamp as appropriate)

3: Mountain Eyrie

4: Rocky Cavern

5: Forested Den

6: Abandoned Castle or Ruin

Alignment

Alignment is determined by comparing two results. For the first, consult the black and white d4's:

B/W	1	2	3	4
1	1	2	3	4
2	5	6	7	8
3	9	10	11	12
4	13	14	15	16

For the second, arrange the 4 d6 in ascending order, and note the pattern of even and odd results:

Pattern	Result	Pattern	Result
OOOO	1	E000	9
OOOE	2	EOOE	10
OOEO	3	EOEO	11
OOEE	4	EOEE	12
OEEO	5	EEEO	13
OEOE	6	EEOE	14
OEEO	7	EEEE	15
OEEE	8	EEEE	16

Compare the two results. If they differ by:

0-4	Chaotic
5-6	Lawful
7+	Neutral

Name**Number of Parts**

1 + (1 if d4 total is 3+) + (1 if d4 total is 6+) + (1 if spell-caster)

Part Determinants

1: (black dice total)

2: (low white d6 + white d4), (black dice total)

3: (low white d6 + white d4), (black dice total), (high white d6 + black d4)

4: (middle white d6 + white d4), (low white d6 + white d4), (black dice total), (high white d6 + black d4)

Part Values

	first	middle	last
2	Gor-	-kosh-	-anet
3	Sath-	-pyn-	-ogar
4	Fral-	-ter-	-udoc
5	Wyn-	-bel-	-edran
6	Ish-	-gag-	-anolt
7	Ber-	-baf-	-iluth
8	Mem-	-pas-	-othrax
9	Rus-	-kun-	-asur
10	Kuth-	-doom-	-ifex

Remove or add joining letters to taste.

Gender

Total the white d6, and see whether the gender of the dragon is known...

total	gender	total	gender
3	?	11	M
4	F	12	?
5	M	13	M
6	?	14	F
7	M	15	?
8	F	16	F
9	?	17	M
10	F	18	?

Example Dragon!

Black d6: 6; d4: 2

White d6: 4,2,1; d4: 1

Breath weapon: Fire and acid

Hit dice: 9

Talking/Spells: Yes

Gender: 7 => Male

Alignment: d4s result = 5; d6s = EEE0 = 15;

difference = 10 => Neutral

Lair: Coastal Cave

Name: 3 parts; 2, 8, 6; Gorpasanolt

No one knows if the acrid waters of the Swamps of Gorpasanolt always bubbled, or if the gassy expulsions can be traced to the fiery blasts of the dragons breath. Some think that the swamp itself is the centuries-old effluvium of his acid gout. Gorpasanolt himself relishes in these tales, and the safety of travellers near his swamp caves hinges on their ability to entertain the dragon with new embellishments...