

# The Brass Dragon

## Racial Ability Requirements

Strength	5 / 21
Dexterity	3 / 17
Constitution	3 / 18
Intelligence	4 / 19
Wisdom	3 / 18
Charisma	4 / 18

## Racial Ability Adjustments

+3 Strength, -1 Dexterity, +1 Intelligence

## 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	Wyrms	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wyrms	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)

### Brass Dragon, Chaotic Good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spell (W/P)	MR
1	3 – 6	2 – 5	3	2d4+1	Nil	Nil
2	6 – 14	5 – 12	2	4d4+2	Nil	Nil
3	14 – 22	12 – 18	1	6d4+3	Nil	Nil
4	22 – 31	18 – 24	0	8d4+4	1	Nil
5	31 – 41	24 – 34	-1	10d4+5	2	10%
6	41 – 52	34 – 44	-2	12d4+6	3	15%
7	52 – 64	44 – 54	-3	14d4+7	3 1	20%
8	64 – 77	54 – 64	-4	16d4+8	3 2 / 1	25%
9	77 – 91	64 – 74	-5	18d4+9	3 3 / 2	30%
10	91 – 105	74 – 84	-6	20d4+10	3 3 1 / 3	35%
11	105 – 121	84 – 94	-7	22d4+11	3 3 2 / 3 2	40%
12	121 – 138	94 – 104	-8	24d4+12	3 3 2 1 / 3 3	45%

## General Information

The deserts of the central islands are home to Io's Blood's brass dragons. These predominantly social dragons love to talk. A brass dragon can be counted on to have an opinion about everything, and is always more than happy to share that opinion freely.

Hatchlings have dull, brassy, mottled brown scales which, with age, become warm and burnished in appearance.

As social creatures, brass dragons get along with most of their neighbors. They especially love to engage visitors in conversation, preferably in a warm, sunny place. Brass dragon lords can often be found basking on a rock, deep in discussion with a guests and high-ranking vassals. This passion for conversation is so strong that brass dragons become highly insulted if an intelligent creature passes through their territory without stopping to trade gossip, pass along news, or just talk.

Though brass dragons can eat almost anything, they are not big eaters. Most prefer to get their nourishment from the morning dew, which is a rare delicacy in their arid terrain. If possible, brass dragons would rather talk than fight, though they consider the blue dragons clans to be their worst enemies.

### **Special and Innate Abilities**

**Special Abilities:** Spell and magical abilities at 6th level plus combat modifier; immune to fire and heat.

**Innate Abilities:** Hatchling: speak with animals freely; Young: create or destroy water three times per day; Juvenile: dust devil once per day; Adult: suggestion once per day; Mature Adult: control temperature three times per day in a 10-foot radius per age category; Old: control winds once per day; Great Wyrms: summon djinni once per day.

### **Dragon Tactics and Attacks**

**Typical Tactics:** Brass dragons would rather talk than fight, and they sometimes go to great lengths to ensure a conversation. If forced into combat, a brass dragon will create a cloud of dust with its dust devil or control winds abilities before charging into melee or attempting to snatch a foe. It uses control temperature to discomfort opponents. In the face of great danger, younger brass dragons will fly out of sight and hide. Older, more experienced dragons do not use this tactic.

**Physical Attacks:** A brass dragon's claws cause 1d6 damage, plus combat modifier. Its bite causes 4d4 damage, plus modifier.

**Breath Weapon:** A brass dragon has two breath weapons. The first is a cone of sleep gas 70 feet long, 5 feet wide at the dragon's mouth, and 20 feet wide at the end. Creatures caught in the gas, regardless of the Hit Dice or level, must save vs. breath weapon or fall asleep for 1 turn per age category of the breathing dragon. The second is a cloud of blistering desert heat 50 feet long, 40 feet wide, and 20 feet high. Those engulfed in the heat cloud can save vs. breath weapon for half damage.

**Base Movement:** 12, Fl 30 (C), Br 3.

### **Mating**

**The Metallic Dragons**, of all the dragon families, mate most often for love. They frown upon inbreeding among even distant kin and forbid siblings from mating (a sensible genetic rule some of the wilder chromatics often disregard). Gold, silver, and bronze dragons are nearly always monogamous, often not even taking a new mate after the death of a beloved partner. Some of these metallics will take on an appropriate humanoid form and seek out a mate among their demihuman vassals, with whom they live while they are in polymorphed state. (Interestingly, the strong fidelity inherent to these dragons ascribed to both dragon and demihuman mates.) When this occurs, male dragons can impregnate female demihumans, thus creating half-dragons. Female dragons, however, can never be impregnated by male demihumans, despite being in humanoid form.

Event among those dragons who willingly engage in a relationship with a demihuman mate, producing half-dragon young is considered socially unacceptable. Although a dragon may truly love his or her demihuman mate, dragon society as a whole finds the idea of creating half-dragons repugnant. Thus, half-dragons are rare, though they do exist. They take physical form of their demihuman parent, but some half-dragons do show unmistakable signs of draconic blood.

Half-dragon offspring are considered, at best, outsiders in the societies of both dragon and demihumans in the Io's Blood isles.

Brass dragons, the last metallic type, also make dedicated spouses. They remain partnered to the same mate through most of their lives, though if a loved one dies they often seek out a new partner. Copper dragon on the other hand, follow a more chaotic path. They spend a portion of their lives switching mate

frequently, seeking variety and new experiences every time the wind shifts or the seasons change. Upon reaching the mature adult stage, however, they finally settle on a mate for their remaining years.

**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

### Brass Dragon

Level	XP	Hit Dice
H	0	6
1	32,000	6
2	125,000	8
3	500,000	10
4	1,000,000	12
5	1,250,000	13
6	1,500,000	14
7	1,750,000	15
8	2,000,000	16
9	2,250,000	17
10	2,500,000	18
11	2,750,000	19
12	3,000,000	20

## Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Brass	5	2 / 3	-3	3	1

## Bonus Proficiencies

Dragon Type	Bonus Proficiency
Brass	Debate

## Preferred Kindred

	Elf	Dwarf	Gnome
Brass	P	R	N

**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.