

The Bronze Dragon

Racial Ability Requirements

| | |
|--------------|--------|
| Strength | 7 / 23 |
| Dexterity | 4 / 16 |
| Constitution | 4 / 18 |
| Intelligence | 5 / 20 |
| Wisdom | 3 / 18 |
| Charisma | 5 / 19 |

Racial Ability Adjustments

+5 Strength, -2 Dexterity, +2 Intelligence, +1 Charisma

Dragon Information by Age (General)

| Level | Age Category | Age (in years) | Hit Die Modifier | Combat Modifier | Fear Radius | Fear 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 | Wyrm | 1001 – 1200 | +7 | +11 | 45 yards | -3 (+1) |
| 12 | Great Wyrm | 1200+ | +8 | +12 | 50 yards | -4 (0) |

* Parenthetical values in the Fear Save Modifier column apply to gem dragons only.

Dragon Information by Age (Type Specific)

Bronze Dragon, Lawful Good

| Age | Body Length (ft) | Tail Length (ft) | AC | Breath Wpn. | Spell (W/P) | MR |
|-----|------------------|------------------|-----|-------------|-------------------|-----|
| 1 | 5 – 14 | 3 – 10 | 1 | 2d8+1 | Nil | Nil |
| 2 | 14 – 23 | 10 – 19 | 0 | 4d8+2 | Nil | Nil |
| 3 | 23 – 32 | 19 – 28 | -1 | 6d8+3 | Nil | Nil |
| 4 | 32 – 42 | 28 – 37 | -2 | 8d8+4 | 1 | Nil |
| 5 | 42 – 52 | 37 – 44 | -3 | 10d8+5 | 1 1 | 20% |
| 6 | 52 – 63 | 44 – 52 | -4 | 12d8+6 | 2 1 | 25% |
| 7 | 63 – 74 | 52 – 60 | -5 | 14d8+7 | 2 2 | 30% |
| 8 | 74 – 85 | 60 – 70 | -6 | 16d8+8 | 2 2 1 / 1 | 35% |
| 9 | 85 – 96 | 70 – 80 | -7 | 18d8+9 | 2 2 2 / 1 1 | 40% |
| 10 | 96 – 108 | 80 – 90 | -8 | 20d8+10 | 2 2 2 1 / 2 1 | 45% |
| 11 | 108 – 120 | 90 – 100 | -9 | 22d8+11 | 2 2 2 2 / 2 2 | 50% |
| 12 | 120 – 134 | 100 – 110 | -10 | 24d8+12 | 2 2 2 2 1 / 2 2 1 | 55% |

General Information

The inquisitive bronze dragons of Io's Blood Isles live along the shores of the southern islands. The Bronze Cliffs house many lairs, with open portals looking out upon the churning sea high up the stone face, and entrances located deep below the surface of the water. No matter their age, bronze dragons tend to be the most cheerful and good-natured of dragonkind. They love the simple

challenges of riddles and harmless contests, and often number master riddlers among their demihuman vassals. They are fascinated by warfare in all its forms, eagerly looking for just causes to champion with their armies of dragons and demihumans.

Bronze hatchlings have yellow scales tinged with green. Only a hint of bronze shines upon these overlapping plates. This color deepens as the dragon ages, slowly turning to a rich bronze tone that darkens as the centuries pass.

Like silver dragons, bronze dragons have a fondness for their demihuman vassals. While they often form friendships with these lesser creatures, they never take them into their homes with the same kind of unequivocal acceptance as their silver cousins. They have a deep and abiding love for the sea and its good creatures, while they enjoy feasting on aquatic plant and sharks. Vassals visiting the lair of a bronze dragon lord bring presents to show their loyalty and respect. Dragon lords especially appreciate gifts of pearls, which they consider to be delicacies.

These massive creatures approach combat with a swashbuckling, devil-may-care attitude. They see battle as a game, and rarely take even a genuine threat seriously. Even with this good-humored attitude, they dislike killing under most circumstances, preferring to drive their foes away to learn their lessons. However, they have no patience for those who would steal from them, and they detest evil sea creatures, with they actively seek out and destroy.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (16% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 8th level plus combat modifier; immune to electricity.

Innate Abilities: Hatchling: water breathing, speak with animals at will; Young: create food and water three times per day, polymorph self three times per day; Juvenile: wall of fog once per day; Adult: ESP three times per day; Mature Adult: airy water three times per day in a 10-foot radius per age category; Old: weather summoning once per day.

Dragon Tactics and Attacks

Typical Tactics: As they dislike killing intelligent creatures, bronze dragons attempt to either bribe them to go away or use repulsion. They will use ESP to learn an opponent's intentions. If forced to fight, they use *wall of fog* to blind foes before charging into melee. In the air, they prefer to snatch. Under water, they use airy water to maintain the effectiveness of their breath weapons.

Physical Attacks: A bronze dragon's claws cause 1d8 damage, plus combat modifier. Its bite causes 4d6 damage, plus combat modifier.

Breath Weapon: A bronze dragon has two breath weapons. The first is a stroke of lightning 100 feet long and 5 feet wide. Opponents attacked by lightning can save vs. breath weapon for half damage. The second is a cloud of repulsion gas 20 feet long, 30 feet wide, and 30 feet high. Opponents caught in the gas must save vs. breath weapon or be forced to move away from the dragon for two rounds per age category, plus 1d6 rounds.

Base Movement: 9, Fl 30 (C), Sw 12.

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 is 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.

Even 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 dragons and demihumans in the lo'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 dragons, on the other hand, follow a more chaotic path. They spend a portion of their lives switching mates 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 types 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 dragons, 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

Bronze Dragon

| Level | XP | Hit Dice |
|-------|-----------|----------|
| H | 0 | 8 |
| 1 | 125,000 | 8 |
| 2 | 500,000 | 10 |
| 3 | 1,000,000 | 12 |
| 4 | 1,500,000 | 14 |
| 5 | 1,750,000 | 15 |
| 6 | 2,000,000 | 16 |
| 7 | 2,250,000 | 17 |
| 8 | 2,500,000 | 18 |
| 9 | 2,750,000 | 19 |
| 10 | 3,000,000 | 20 |
| 11 | 3,250,000 | 21 |
| 12 | 3,500,000 | 22 |

Dragon Proficiency Slots

| Dragon Race | Combat Proficiencies | | | Noncombat Proficiencies | |
|----------------|----------------------|-----------|---------|-------------------------|-----------|
| | Initial | # / Level | Penalty | Initial | # / Level |
| Bronze | 4 | 2 / 3 | -4 | 3 | 1 |

Bonus Proficiencies

| Dragon Type | Bonus Proficiency |
|-------------|-------------------|
| Bronze | Gaming |

Preferred Kindred

| | Elf | Dwarf | Gnome |
|--------|-----|-------|-------|
| Bronze | R | P | R |

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.