

The Gold Dragon

Racial Ability Requirements

Strength	9 / 25
Dexterity	5 / 15
Constitution	6 / 20
Intelligence	6 / 21
Wisdom	3 / 18
Charisma	7 / 21

Racial Ability Adjustments

+7 Strength, -3 Dexterity, +2 Constitution, +3 Intelligence, +3 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)

Gold Dragon, Lawful Good

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	7 – 19	6 – 16	-1	2d12+1	Nil	Nil
2	19 – 31	16 – 28	-2	4d12+2	Nil	Nil
3	31 – 43	28 – 38	-3	6d12+3	Nil	Nil
4	43 – 55	38 – 50	-4	8d12+4	1	Nil
5	55 – 67	50 – 60	-5	10d12+5	2	35%
6	67 – 80	60 – 70	-6	12d12+6	2 2	40%
7	80 – 93	70 – 84	-7	14d12+7	2 2 2	45%
8	93 – 106	84 – 95	-8	16d12+8	2 2 2 2 / 1	50%
9	106 – 120	95 – 108	-9	18d12+9	2 2 2 2 2 / 2	55%
10	120 – 134	108 – 120	-10	20d12+10	2 2 2 2 2 2 / 2 2	60%
11	134 – 148	121 – 133	-11	22d12+11	2 2 2 2 2 2 2 / 2 2 2	65%
12	148 – 162	133 – 146	-12	24d12+12	2 2 2 2 2 2 2 1 / 2 2 2 2	70%

General Information

The gold dragons of the Io's Blood Isles are wise, judicious, and benevolent. They consider themselves the self-appointed promoters of goodness, often taking on quests that they pursue with single-minded fanaticism.

At birth, these dragons have scales of dark yellow dotted with golden metallic flecks. These flecks increase in size as a dragon ages, turning its scales completely gold by the time it reaches adult age.

They embody the concept of lawful good, passionately hating injustice in all its forms. Gold dragons prefer to make their lairs out of solid stone, using either natural caves or specially constructed homes built by their demihuman vassals. Even those who inhabit the many natural caverns dotting the isles often have the interiors modified to suit their own tastes.

Gold dragons can eat almost anything, but they look upon pearls and small gems as great delicacies. It is customary to bring these materials as gifts when visiting a gold dragon lord.

While powerful, gold dragons are slow to anger and do their best to refrain from using violence. These honorable beings prefer to settle disputes and other problems through discussion and reason. However, in the cause of justice or when no other alternative presents itself, gold dragons become fierce warriors for what is right and just.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (18% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 11th level plus combat modifier; immune to fire and gas.

Innate Abilities: Hatchling: water breathing, speak with animals freely, polymorph self three times per day; Young: Bless three times per day; Juvenile: detect lie three times per day; Adult: animal summoning once per day; Mature Adult: luck bonus once per day; Old: quest once per day, detect gems three times per day.

Using the *luck bonus*, a mature adult gold can enchant a gem to bring good luck. The gem must be from the dragon's hoard. If carried by the dragon, it and every good creature in a radius equal to 10 feet per age category of the dragon receives a +1 bonus to all saving throws, as per a *stone of good luck*. If the dragon gives away the gem, only the bearer receives the bonus. The enchantment lasts three hours per age category of the dragon, plus 1d3 hours, or until the gem is destroyed.

Detect gems allows a dragon to know the number and kind of precious stones within a 30-foot radius for a duration of one round.

Dragon Tactics and Attacks

Typical Tactics: Before engaging in combat, gold dragons attempt to gain the upper hand through *detect lie* and *detect gems*. They quickly use *bless* and *luck bonus* to improve their odds, and prefer to make heavy use of spells during combat.

Physical Attacks: A gold dragon's claws cause 1d10 damage, plus combat modifier. Its bite causes 6d6 damage, plus modifier.

Breath Weapon: A gold dragon has two breath weapons at its disposal. The first is a cone of fire 90 feet long, 5 feet wide at the dragon's mouth, and 30 feet wide at the end. The second is a cloud of potent chlorine gas 50 feet long, 40 feet wide, and 30 feet high. Opponents save vs. breath weapon for half damage.

Base Movement: 12, Fl 40 (C), Jp 3, Sw 12 (15).

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 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 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

Gold Dragon

Level	XP	Hit Dice
H	0	10
1	500,000	10
2	1,000,000	12
3	1,500,000	14
4	2,000,000	16
5	2,250,000	17
6	2,500,000	18
7	2,750,000	19
8	3,000,000	20
9	3,250,000	21
10	3,500,000	22
11	3,750,000	23
12	4,000,000	24

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Gold	4	2 / 3	-5	3	3 / 2

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Gold	Language (High Draconic)

Preferred Kindred

	Elf	Dwarf	Gnome
Gold	R	R	P

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.