

The Red Dragon

Racial Ability Requirements

Strength	8 / 24
Dexterity	4 / 15
Constitution	6 / 20
Intelligence	5 / 20
Wisdom	3 / 18
Charisma	7 / 21

Racial Ability Adjustments

+6 Strength, -3 Dexterity, +2 Constitution, +2 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)

Red Dragon, Chaotic Evil

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	1 – 12	3 – 12	0	2d10+1	Nil	Nil
2	12 – 23	12 – 21	-1	4d10+2	Nil	Nil
3	23 – 42	21 – 30	-2	6d10+3	Nil	Nil
4	42 – 61	30 – 49	-3	8d10+4	1	Nil
5	61 – 80	49 – 68	-4	10d10+5	2	30%
6	80 – 99	68 – 87	-5	12d10+6	2 1	35%
7	99 – 118	87 – 106	-6	14d10+7	2 2	40%
8	118 – 137	106 – 125	-7	16d10+8	2 2 1	45%
9	137 – 156	125 – 144	-8	18d10+9	2 2 2	50%
10	156 – 165	144 – 153	-9	20d10+10	2 2 2 1 / 1	55%
11	165 – 174	153 – 162	-10	22d10+11	2 2 2 2 / 2	60%
12	174 – 183	162 – 171	-11	24d10+12	2 2 2 2 1 / 2 1	65%

General Information

Greedy and covetous, the red dragon clans inhabit the tropical islands in the southern portion of Io's Blood's chain. To these gigantic beasts, increasing the size of their domains and adding to their hoards of treasure occupy most of their thoughts and deeds. Their personal wealth and power is an

obsession, and every red dragon can recite its inventory of possessions down to the smallest bit of copper and the youngest demihuman vassal.

Red dragons emerge from their eggs covered with small, bright-scarlet scales. These scales are initially very glossy, becoming smooth with a dull finish of deeper red as the dragons get older. With each advancing age, these scales grow thicker and larger, becoming as hard as metal and as strong as armor.

Red dragon lords build great lairs atop mountains or other high terrain so that they can always look out upon their domains. Though they consider even other red dragons to be competition, the lesser members of a clan acquiesce to the demands and dictates of the clan leader. Vassals are treated as slaves, ordered to labor for their dragon masters and serve as eyes and ears throughout the domain. Any betrayal, any act of treachery, leads to a vassal's quick and painful death.

Of all dragonkind, red dragons hate their gold cousins with a terrible passion. They see gold dragons as their greatest competition and most dangerous threat, for they believe that the gold dragons come close to their own levels of power. They often compete with copper and silver dragons for the same territory, but they are quick to attack anyone who appears to be encroaching on their domains.

Exceptionally vain and overly self-confident, red dragons consider themselves superior to other dragons and to all life in general. They bow to the wishes of the Council of Wyrms - barely. They follow the laws that the Ninefold Dragon set before the inhabitants of isles, but they interpret these laws very liberally, stopping just short of all-out war to advance their own plans and desires.

Red dragons are meat eaters by choice and nature. Their vassals regularly sacrifice maidens to them as part of the pack between the lords and the land.

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 9th level plus combat modifier; immune to fire.

Innate Abilities: Young: affect normal fires three times per day; Juvenile: pyrotechnics three times per day; Adult: heat metal once per day; Old: suggestion once per day; Very Old: hypnotism once per day; Venerable: detect gems three times per day.

Detect gems allows a dragon to know the number and kind of precious stones within a 100-foot radius for a duration of one round.

Dragon Tactics and Attacks

Typical Tactics: Red dragons are confident and quick to attack, rarely sizing up a foe. Instead, they employ one of the many "perfect" strategies developed during their contemplative periods. To keep any treasure intact, red dragons prefer to land and attack with claws and bite. Only when faced with many opponents or obviously powerful foes will they use breath weapons, spells, and abilities before landing.

Physical Attacks: A red dragon's claws cause 1d10 points of damage, plus its combat modifier. Its bite causes 3d10 damage, plus modifier.

Breath Weapon: A red dragon's breath weapon is a searing cone of fire 90 feet long, 5 feet wide at dragon's mouth, and 30 feet wide at the base. Creatures in the path of the cone can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Jp 3.

Mating

Chromatic dragons tend to be greedy and selfish when choosing their mates, sometimes regardless of consequences. Red dragons enjoy the company of strong-willed, lusty dragon partners, though because of their greedy natures they rarely share lairs. They tend to have frequent love affairs of short duration.

Blue dragons, being territorial in nature, do join with a single mate for a time - sometimes for as long as three or four age levels - before moving on to new conquests. Green dragons tend to build

intricate living arrangements with multiple partners, whom they move among as desire directs. Their societies tend to be either polygamous or polyandrous, and there is no prevalence of one over the other. Black dragons and white dragons have the least formal of all arrangements, mating whenever the mood strikes, almost on the level of animals. They have no regard for love, nor do they care (or even understand) the problems inherent with inbreeding.

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

Red Dragon

Level	XP	Hit Dice
H	0	9
1	250,000	9
2	750,000	11
3	1,250,000	13
4	1,750,000	15
5	2,000,000	16
6	2,250,000	17
7	2,500,000	18
8	2,750,000	19
9	3,000,000	20
10	3,250,000	21
11	3,500,000	22
12	3,750,000	23

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Red	5	2 / 3	-4	2	1

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Red	Intimidation

Preferred Kindred

	Elf	Dwarf	Gnome
Red	N	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.