

The Steel Dragon

Climate / Terrain: Temperate cities (rarely temperate hills, plains, and forests.)
Frequency: Very rare
Organization: Solitary
Activity Cycle: Any
Diet: Special
Intelligence: Supra-genius (19-20)
Alignment: Lawful neutral (good)

Armor class: 0 (base)
Movement: 9, Fl 30(D), Sw 6
Hit Dice: 11 (base)
THAC0: 9 (base)
No. of Attacks: 3 + special
Damage / Attack: 1-10 / 1-10 / 3-30
Size: H (25' base)
Morale: Fanatic (17-18)

Racial Ability Requirements*

Strength 4 / 20
Dexterity 3 / 15
Constitution 3 / 18
Intelligence 3 / 18
Wisdom 3 / 18
Charisma 6 / 20

Racial Ability Adjustments*

+2 Strength, -3 Dexterity, +4 Intelligence, +2 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)

Steel Dragon, Lawful Neutral (Good)

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	2 – 8	1 – 4	3	15' / 1d4+1	Nil	25%
2	8 – 14	4 – 9	2	20' / 2d4	Nil	30%
3	14 – 20	9 – 14	1	25' / 2d4+1	Nil	35%
4	20 – 26	14 – 19	0	30' / 3d4	4	40%
5	26 – 32	19 – 24	-1	35' / 3d4+1	4 4	45%
6	32 – 38	24 – 29	-2	40' / 4d4	4 4 4	50%
7	38 – 44	29 – 34	-3	45' / 4d4+1	4 4 4 4	55%
8	44 – 50	34 – 39	-4	50' / 5d4	4 4 4 4 4	60%
9	50 – 56	39 – 44	-5	55' / 5d4+1	4 4 4 4 4 4	65%
10	56 – 62	44 – 49	-6	60' / 6d4	5 4 4 4 4 4 / 2	70%
11	62 – 68	49 – 54	-7	65' / 6d4+1	5 5 4 4 4 4 / 2 2	75%
12	68 – 74	54 – 59	-8	70' / 7d4	5 5 5 4 4 4 / 2 2 2	80%

General Information

Steel dragons love to have human and demihuman companions, and they prefer to live amid the hustle and bustle of great cities. They often pose as sages, scholars, mages, or other intellectuals.

At birth, a steel dragon's scales are deep blue-gray with steely highlights. As the dragon approaches adulthood, its color slowly lightens to that of lustrous burnished steel. When these dragons take on human form, they always have one steel-gray feature—hair, eyes, nails, or sometimes a ring or other ornament.

Steel dragons prefer human lodgings that are well equipped with strong rooms or vaults to protect their treasures.

Steel dragons prefer human form to their own, and they always have mortal companions. They are endlessly curious about human and demihuman art, culture, history, and politics. They always keep their true nature secret, but they are able to recognize each other.

Steel dragons prefer human food. Unlike other form shifting dragons, they cannot live on such fare indefinitely, as they must eat enough to maintain their true bulk. Once or twice a month, they leave their adopted cities and go into the wilderness to hunt for food. They explain their absences in a way consistent with their human identities.

Steel dragons hate chaotic creatures who seek to disrupt life in cities or despoil their hunting grounds. In the city the dragons never hesitate to report troublemakers or to use their special abilities to hunt down criminals. In the wilderness, they prefer swifter forms of justice.

Special and Innate Abilities

Special Abilities: Steel dragons speak their own tongue and a tongue common to all neutral dragons. Also, 19% of hatchling steel dragons can speak with any intelligent creature. This chance increases by 5% per age category. Steel dragons are immune to all poisons. A steel dragon can *polymorph self* five times a day. Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change. Steel dragons are immune to wizard spells of 1st to 4th levels and cast spells and use their special abilities at 8th level, plus their combat modifier.

Innate Abilities: Young: cantrip twice a day; Juvenile: friends once a day; Adult: charm person three times a day; Mature Adult: suggestion once a day; Old: enthrall once a day.

Dragon Tactics and Attacks

Typical Tactics: Steel dragons favor repartee over combat. If pressed, they usually begin with a spell assault and avoid melee. If seriously harmed or threatened, they resume dragon form and use their breath weapons. They breathe on any foe they plan to engage in melee, and they seek to keep their foes within the cloud until the gas loses its potency.

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

Breath Weapon: A steel dragon's breath weapon is a cube of toxic gas. The dragon can monitor the amount of gas released so closely that it can make the cube as small as it wishes or as large as shown in the table below (the a side of the cube). Creatures caught in the gas must roll successful saving throws vs. poison with a -2 penalty or die instantly. The gas is quickly absorbed through the skin and is just as lethal if inhaled. Coating all exposed skin with lard or grease offers some protection (saving throw penalty negated). Victims who succeed with the save suffer the indicated amount of damage. In still air, the gas stays active for two melee rounds.

Base Movement: 9, Fl 30(D), Sw 6

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*

Steel Dragon

Level	XP	Hit Dice
H	0	5
1	16,000	5
2	64,000	7
3	250,000	9
4	750,000	11
5	1,000,000	12
6	1,250,000	13
7	1,500,000	14

8	1,750,000	15
9	2,000,000	16
10	2,250,000	17
11	2,500,000	18
12	2,750,000	19

Dragon Proficiency Slots*

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

Bonus Proficiencies*

Dragon Type	Bonus Proficiency
Steel	Modern Language

Preferred Kindred*

	Elf	Dwarf	Gnome
Steel	-	-	-

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.

* This information was found in the *Dragon Magazine #263* and is not officially part of the *Council of Wyrms* setting.