

# Ferrous Dragon

# Chromium Dragon

<b>CLIMATE/TERRAIN:</b>	Arctic plains, hills, mountains, and subterranean
<b>FREQUENCY:</b>	Very rare
<b>ORGANIZATION:</b>	Solitary or clan
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	High to exceptional (13–16)
<b>TREASURE:</b>	Special
<b>ALIGNMENT:</b>	Chaotic Evil

<b>NO. APPEARING:</b>	1 (2–5)
<b>ARMOR CLASS:</b>	–2 (base)
<b>MOVEMENT:</b>	12, Fl 36 (C), Jp 3
<b>HIT DICE:</b>	14 (base)
<b>THACO:</b>	7 (at 14 HD)
<b>NO. OF ATTACKS:</b>	3 + special
<b>DAMAGE/ATTACK:</b>	2–9/2–9/3–30
<b>SPECIAL ATTACKS:</b>	Special
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	Variable
<b>SIZE:</b>	G (45' base)
<b>MORALE:</b>	Fanatic (18)
<b>XP VALUE:</b>	Variable

Chromium dragons (usually referred to as chrome dragons) are the most evil and greedy of all ferrous dragons. They seek treasure and are matched only by red dragons in their obsession for more.

The chrome dragons have a remarkable resemblance to silver dragons, and many an adventurer has met his end because of such a similarity. At birth, a chrome dragon's scales have the appearance of tarnished silver. As the dragon ages, the scales begin to brighten until, as adults, the scales have the appearance of pure silver. The scales continue to change until reaching the old stage, at which point the scales resemble modern chrome, even to the point of showing one's reflection.

Chrome dragons speak their own tongue and the tongue common to all ferrous dragons, and 15% of all hatchling chrome dragons have an ability to communicate by telepathy with any intelligent creature within 60'. The chance to possess this ability increases by 5% per age category.

**Combat:** Chrome dragons are deadly opponents. They are merciless and kill simply for the pleasure of watching their prey writhe in pain. Chrome dragons are very fond of toying with their prey, much in the same manner as a cat does with a mouse. They use their abilities with a ruthless efficiency that can also destroy an enemy in a matter of moments. Chrome dragons almost always initiate attacks from the air, opening the battle with a blast from their freezing cloud, and closing only if they feel their opponent(s) is weakened enough.

**Breath Weapon/Special Abilities:** A chrome dragon has two breath weapons: a cloud of freezing crystals 50' long, 40' wide, and 20' high; or a bolt of solid ice 20' long and 5' wide, firing out to 100' from the dragon's mouth. A creature caught in the freezing cloud must save vs. breath weapon or have his dexterity cut to 3, suffer a –4 penalty on all attack

rolls, and a –4 penalty on all saving throws due to numbing. A successful save prevents the dexterity loss and reduces both penalties to –2. Creatures caught in the path of the ice bolt are allowed a save vs. breath weapon for half damage. A chrome dragon casts its spells and uses its magical abilities at 8th level plus its combat modifier.

Chrome dragons are born immune to the effects of cold of any type. As they age, they gain the following abilities: **Young:** *pass without trace* (this ability allows the dragon to move without trace over snow and ice only) three times a day. **Young adult:** *shape ice* (equal to *stone shape* but working only on ice and snow) twice a day. **Old:** *wall of ice* twice a day. **Great wyrm:** *flesh to crystal* (equal to the spell *flesh to stone*, but is a separate spell; *transmute crystal to flesh* must be developed to reverse the spell or a *wish* must be used) once a day.

**Habitat/Society:** Chrome dragons live only in the coldest regions, dwelling in deep caves (often of their own making). The caves they develop themselves are masterpieces of construction. They often conceal pits with a thin layer of ice that will break with only the smallest amount of weight, sending the victim crashing into an array of sharp icicles.

Chrome dragons are poor parents at best; although the young stay with the parents up to the young stage, they are not looked after. Young who pass the hatchling stage are forced to fend for themselves or die in their unrelenting environment.

**Ecology:** Chrome dragons prefer meat but can subsist on a diet of ice and snow. They can eat almost anything if need be.

Chrome dragons share the same environment as the white dragon and an occasional silver dragon. White dragons are totally dominated, and only the greatest of their species is able to hold out against the terrible power of the chrome dragons.

Silver dragons, however, are the chrome dragons' deadliest enemies. Such dragons have tremendous resources and usually hunt down chrome dragons and kill them without remorse. This does not mean the silver dragon is more powerful, only that they have access to mage resources.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	6–14	3–6	1	2d10+1	Nil	Nil	Nil	2,000
2	14–25	6–14	0	4d10+2	Nil	Nil	Nil	4,000
3	25–38	14–23	–1	6d10+3	Nil	Nil	Nil	6,000
4	38–52	23–32	–2	7d10+4	1	Nil	E,S,T	8,000
5	52–63	32–41	–3	9d10+5	2 1	24%	H,S,T	13,000
6	63–74	41–50	–4	11d10+6	2 2	30%	H,S,T	14,000
7	74–85	50–60	–5	12d10+7	2 2 1	36%	H,S,T	17,000
8	85–96	60–70	–6	14d10+8	3 2 1	42%	(H,S,T)×2	18,000
9	96–107	70–80	–7	16d10+9	3 3 1	48%	(H,S,T)×2	19,000
10	107–118	80–90	–8	17d10+10	3 3 2 1	54%	(H,S,T)×2	20,000
11	118–129	90–100	–9	19d10+11	3 3 2 1	60%	(H,S,T)×3	21,000
12	129–140	100–110	–10	21d10+12	3 3 3 2	66%	(H,S,T)×3	22,000

# Cobalt Dragon

# Ferrous Dragon

<b>CLIMATE/TERRAIN:</b>	Any forest, jungle, or subterranean
<b>FREQUENCY:</b>	Very rare
<b>ORGANIZATION:</b>	Solitary or clan
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	Very to high (11–14)
<b>TREASURE:</b>	Special
<b>ALIGNMENT:</b>	Lawful Evil

<b>NO. APPEARING:</b>	1 (2–5)
<b>ARMOR CLASS:</b>	–1 (base)
<b>MOVEMENT:</b>	12, Fl 30 (C), Jp 3
<b>HIT DICE:</b>	13 (base)
<b>THACO:</b>	7 (at 13 HD)
<b>NO. OF ATTACKS:</b>	3 + special
<b>DAMAGE/ATTACK:</b>	2–9/2–9/4–24
<b>SPECIAL ATTACKS:</b>	Special
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	Variable
<b>SIZE:</b>	G (38' base)
<b>MORALE:</b>	Fanatic (17–18)
<b>XP VALUE:</b>	Variable

Cobalt dragons are a diabolical breed of ferrous dragon and are generally shunned by others of their kind. They have no goals other than to dominate anyone and anything they come in contact with.

At birth, a cobalt dragon's scales are a deep, dark blue with odd patches of both lighter and darker blues. These colors remain throughout the dragon's life, changing only in respect to the sizes of the various patches as the dragon grows.

Cobalt dragons speak their own tongue and a tongue common to all ferrous dragons, and 15% of all hatchling cobalt dragons have an ability to communicate by telepathy with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Cobalt dragons are crafty fighters who often prepare cunning traps and ambush those unfortunate enough to trigger the traps. Such traps consist of rock slides, dead falls, falling trees, and illusions. They are merciless and use their abilities efficiently and effectively.

**Breath Weapon/Special Abilities:** A cobalt dragon's breath weapon is a pulse of pure magnetic energy 100' long and 5' wide. Creatures caught in the path of the pulse suffer damage from impact, flying debris, and tumbling. All creatures caught in the pulse are allowed a save vs. breath weapon for half damage. Creatures wearing ferrous armor save at a –4 penalty regardless of size. Furthermore, creatures caught in the pulse that are at most two sizes smaller than the dragon are hurled back 2–5' per age category of the dragon (double this distance for those wearing ferrous armor). Those creatures that strike solid objects on their way back take additional damage as if they had fallen half the distance they were thrown back. Creatures too large to be thrown back must make a save vs. breath weapon to remain standing; failure results in the creature falling down and rolling 1–10' backwards. A cobalt dragon casts

its spells and uses its magical abilities at 7th level plus its combat modifier.

At birth, cobalt dragons have a *water breathing* ability and are immune to electricity and to the magnetic pulses of other cobalt dragons. As they age, they gain the following additional powers: **Young:** *entangle* three times a day. **Adult:** *improved phantasmal force* three times a day. **Very old:** *plant growth* twice a day. **Great wyrm:** *animal summoning II* once a day.

**Habitat/Society:** Cobalt dragons prefer to dwell deep within dark forests or thick jungles. They have been known to dwell underground, but the entrance to the caverns is always within a wooded area. They spend most of their time preparing traps in which to catch their meals or roaming their territories in search of intruders.

Cobalt dragons gather only to mate and when ordered by their sovereign dragon. Despite their cruelty, cobalt dragons make excellent parents, taking care of their young until they reach the juvenile stage. At this point the young are forced to, leave the lair, and if they are seen again, they are attacked. Thus, cobalt dragon family groups usually last for only about 25 years. It is not uncommon for two cobalt dragons to mate for life, but they are just as likely to go their separate ways as well.

**Ecology:** Cobalt dragons feed on the abundant wildlife within their territory, but in a pinch can eat almost anything, just as other dragons.

The cobalt dragon and the green dragon are deadly enemies, each seeing the other as an intruder in its domain. Thus, such dragons are never found in close proximity of each other.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	4–10	3–6	2	2d8+1	Nil	Nil	Nil	2,000
2	10–21	6–13	1	4d8+2	Nil	Nil	Nil	3,000
3	21–30	13–21	0	6d8+3	Nil	Nil	Nil	6,000
4	30–46	21–29	–1	7d8+4	1	Nil	E,S	7,000
5	46–56	29–38	–2	9d8+5	2 1	18%	H,S	12,000
6	56–66	38–46	–3	11d8+6	3 1	24%	H,S	13,000
7	66–76	46–53	–4	12d8+7	3 2	30%	H,S,T	14,000
8	76–86	53–62	–5	14d8+8	3 2 1	36%	H,S,T	17,000
9	86–96	62–71	–6	16d8+9	4 2 1	42%	H,S,T	18,000
10	96–106	71–80	–7	17d8+10	4 3 1	48%	H×2,S,T	19,000
11	106–116	80–89	–8	19d8+11	4 3 2	54%	(H,S)×2,T	20,000
12	116–126	89–98	–9	21d8+12	5 3 2	60%	(H,S,T)×2	21,000

<b>CLIMATE/TERRAIN:</b>	Tropical, subtropical, and temperate hills and mountains
<b>FREQUENCY:</b>	Very rare
<b>ORGANIZATION:</b>	Solitary or clan
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	Exceptional to genius (15–18)
<b>TREASURE:</b>	Special
<b>ALIGNMENT:</b>	Lawful Neutral

<b>NO. APPEARING:</b>	1 (2–5)
<b>ARMOR CLASS:</b>	–3 (base)
<b>MOVEMENT:</b>	12, Fl 30 (C), Br 8, Jp 3
<b>HIT DICE:</b>	15 (base)
<b>THACO:</b>	5 (at 15 HD)
<b>NO. OF ATTACKS:</b>	3 + special
<b>DAMAGE/ATTACK:</b>	2–11/2–11/4–32
<b>SPECIAL ATTACKS:</b>	Special
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	Variable
<b>SIZE:</b>	G (53' base)
<b>MORALE:</b>	Fearless (19–20)
<b>XP VALUE:</b>	Variable

Iron dragons are the most powerful of all ferrous dragons. They are the rulers of all the ferrous dragons, and the sovereign iron dragon is said to be nearly unbeatable. Iron dragons frequently assume the form of men to spy on the goings-on of the world, in order to someday bring dragons back as the rightful rulers of the land.

Iron dragons are born with scales of flat black. As the dragon ages, the scales begin to take on a glossy texture until as adults the dragon is metallic black. The scales continue to take on silver highlights until, as great wyrms, the scales look like moonlight reflecting on a rippling pool.

Iron dragons speak their own tongue, a tongue common to all ferrous dragons, and 20% of all hatchling iron dragons have an ability to communicate with any intelligent creature by using telepathy (60' range). The chance to possess this ability increases 5% per age category.

**Combat:** Iron dragons will not usually attack unless there are intruders in its lair. They are more concerned with gaining information on events in the world than in engaging in battle. If necessary, iron dragons are deadly opponents. They always use their spells and special abilities in preference to physical combat, but will fight if need be. Their favorite spells are those that weaken or incapacitate their opponents, as they accept the surrender of their opponents. After all, how can the dragon learn anything if the ones it sought to communicate with are dead? Of course, such unfortunates are usually eaten after they have supplied all of the information they can.

**Breath Weapon/Special Abilities:** An iron dragon has two breath weapons: a cloud of sleep gas 50' long, 40' wide, and 30' high; or a cone of superheated sparks 90' long, 5' wide at the dragon's mouth, and 30' wide at the end. Creatures caught in the gas must save vs. breath

weapon or fall asleep, regardless of hit dice. Creatures caught in the spark cone may save vs. breath weapon for half damage. An iron dragon casts its spells and uses its magical abilities at 9th level, plus its combat modifier.

At birth, iron dragons are immune to heat and flame of any sort and can *polymorph self* three times a day. Each change in form lasts until the dragon chooses a different form, and reverting to its true form does not count as a change. As the dragon ages, it gains the following powers: **Young:** *heat metal* three times a day. **Juvenile:** *stone shape* twice a day. **Adult:** *ESP* three times a day. **Old:** *wall of stone* twice a day. **Wyrms:** *rock to mud* twice a day. **Great wyrm:** *flesh to stone* once a day.

**Habitat/Society:** Iron dragons dwell upon great hills or on high mountains, usually building their lairs deep beneath the surface. It is said that where you find the lair of an iron dragon, you find deposits of iron. In fact, such dragons hoard iron with more greed than any other metal. Such metal is only found in raw form, and sages believe such metal is somehow needed for their reproductive cycle as well as for food. This makes them unpopular with mining races, of course.

Iron dragons travel the world in forms other than their own to seek knowledge of the world around them. They seem to prefer human form, but whether this is a matter of preference, convenience, or both, sages can only speculate.

**Ecology:** Iron dragons prefer a diet of iron ore but can sustain themselves on almost anything.

Iron dragons dwell in the same regions as red dragons and the two are bitter enemies. The red dragon sees the iron dragon as a weak interloper, of course, and the iron dragon sees the red dragon as a stain on the reputation of dragonkind as a whole. The two have fierce battles always resulting in the death of one or the other, for neither will yield to the claws of the other. Iron dragons also do not get along well with dwarves and other races that mine for iron, but the skirmishing here is small compared to the wars with the red dragons.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	6–18	3–10	0	2d12+1	Nil	Nil	Nil	3,000
2	18–30	10–22	–1	4d12+2	Nil	Nil	Nil	5,000
3	30–45	22–30	–2	6d12+3	Nil	Nil	Nil	7,000
4	45–61	30–40	–3	7d12+4	2	Nil	E,R	9,000
5	61–73	40–50	–4	9d12+5	2 1	30%	W,R	14,000
6	73–85	50–60	–5	11d12+6	2 2	36%	H,R	15,000
7	85–98	60–71	–6	13d12+7	2 2 1	42%	H,R,T	18,000
8	98–111	71–82	–7	14d12+8	3 2 1	48%	H,R,T	19,000
9	111–124	82–93	–8	16d12+9	3 3 2 1	54%	(H,R)×2,T	20,000
10	124–137	93–104	–9	18d12+10	3 3 2 2	60%	(H,R,T)×2	21,000
11	137–150	104–1115	–10	19d12+11	3 3 2 2 1	66%	(H,R,T)×2	22,000
12	150–163	115–126	–11	21d12+12	3 3 3 3 1	72%	(H,R,T)×3	23,000

<b>CLIMATE/TERRAIN:</b>	Subterranean
<b>FREQUENCY:</b>	Unique
<b>ORGANIZATION:</b>	Solitary
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	Supra-genius (20)
<b>TREASURE:</b>	H,R,S,T(×3),V
<b>ALIGNMENT:</b>	Lawful neutral

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<b>NO. APPEARING:</b>	1
<b>ARMOR CLASS:</b>	-12
<b>MOVEMENT:</b>	12, Fl 36 (C), Br 8, Jp 4
<b>HIT DICE:</b>	25 (200 hp)
<b>THACO:</b>	5
<b>NO. OF ATTACKS:</b>	3 + special
<b>DAMAGE/ATTACK:</b>	3-12/3-12/7-42+12
<b>SPECIAL ATTACKS:</b>	Special
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	80%
<b>SIZE:</b>	G (185' body, 140' tail)
<b>MORALE:</b>	Fearless (20)
<b>XP VALUE:</b>	35,000

The Supreme Dragon, Gruaghlothor, is the ruler of all ferrous dragons and is an incarnation of all the sovereign iron dragons since the dawn of time. Despite this, Gruaghlothor is not a divine power. Gruaghlothor is said to have been the very first ferrous dragon ever to exist. It was under his guidance that the clan hierarchy was formed. He was destroyed in battle with a huge pack of red dragons. With his dying breath, Gruaghlothor swore to destroy the red dragons if he had to come back from the grave, and return he did. The red dragons remain, but deep under a mighty mountain burns the smoldering hatred of a thousand kings waiting to flare into the destruction of their age-old enemies.

Whenever Gruaghlothor dies, the iron dragon chosen to replace the former goes into a state of hibernation for one year. During this time, the chosen one undergoes a metamorphosis. When it emerges, it has become Gruaghlothor. There is no solid explanation for how this works, and the iron dragons answer only, "It has always been so."

Gruaghlothor resembles a great iron wyrm in every respect except for its tremendous size. He can speak the tongue of his species, the tongue common to all ferrous dragons, and has an ability to communicate with any intelligent creature (as can an iron dragon).

**Combat:** Gruaghlothor is an impressive figure and does not take kindly to intruders, no matter what their business. He possesses tremendous spell capability and uses his spells and abilities in preference to physical combat. If pressed, however, he will engage in physical combat.

**Breath Weapon/Special Abilities:** Gruaghlothor has three breath weapons, each usable twice a day: a cloud of sleep gas 60' long, 50' wide, and 40' high; a cone of superheated sparks 100' long, 5' wide at the dragon's mouth, and 40' wide at the end, doing 24d12 +24 points of damage; or a bolt of solid stone 30' long and 5' wide, fired out to a 120' from the dragon's mouth, doing 24d12 + 24 points of damage. Creatures caught in the gas must save vs. breath weapon or fall asleep regardless of hit dice. Creatures caught in either the spark cone or in the path of the stone bolt are allowed a save vs. breath weapon for half damage.

Gruaghlothor possesses the same abilities and immunities as other iron dragons, with the exception that every power gains one additional use a day (e.g., *heat metal* can be used four times a day, *stone shape* three times a day, etc.). He also gains the ability to *passwall* up to three times a day. He casts spells as a 22nd-level wizard and has the following spells: five 1st level, five 2nd, five 3rd, five 4th, three 5th, two 6th, and one 7th.

**Habitat/Society:** Gruaghlothor dwells in a cavern far below one of the highest peaks in the world. From there he rules over all of the ferrous dragons, settling all disputes that cannot be handled by the other dragon leaders, dispensing justice to those who cannot obey clan laws, and mating with his concubines in order to produce his eventual successor.

**Ecology:** Gruaghlothor sustains himself on a diet of iron ore but is fond of red dragon flesh. He occasionally goes hunting for the latter fare, which he considers a delicacy.

Gruaghlothor is quite content to be left alone, where he will spend countless days devising ways to exterminate the red dragons. He has a tremendous store of knowledge and the wisdom to use it wisely; one cannot help but think that he might someday succeed in his desire.

# Ferrous Dragon

# Nickel Dragon

<b>CLIMATE/TERRAIN:</b>	Swamps, marshlands
<b>FREQUENCY:</b>	Very rare
<b>ORGANIZATION:</b>	Solitary or clan
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	Low to average (5–10)
<b>TREASURE:</b>	Special
<b>ALIGNMENT:</b>	Chaotic Neutral

<b>NO. APPEARING:</b>	1 (2–5)
<b>ARMOR CLASS:</b>	1 (base)
<b>MOVEMENT:</b>	12, Fl 36 (C), Sw 12
<b>HIT DICE:</b>	11 (base)
<b>THAC0:</b>	9 (at 11 HD)
<b>NO. OF ATTACKS:</b>	3 + special
<b>DAMAGE/ATTACK:</b>	2–7/2–7/3–18
<b>SPECIAL ATTACKS:</b>	Special
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	Variable
<b>SIZE:</b>	G (27' base)
<b>MORALE:</b>	Champion (16)
<b>XP VALUE:</b>	Variable

Nickel dragons are the weakest of the ferrous dragons. They make up for their smaller size and lesser power with a tenacity and viciousness that would make even the boldest adventurers think twice about wanting to face one a second time. However, they are also somewhat unpredictable in nature and could well gulp down a poor adventurer in a party and then decide the others are not worth its time.

The scales of the nickel dragon are a charcoal gray at birth, changing to a more metallic gray as adults. As the dragon continues to age, the metallic gray begins to show white until, as a great wyrm, no traces of the gray remain and the dragon is a bright metallic white.

Nickel dragons speak their own tongue and a tongue common to all ferrous dragons, and 5% of all hatchling nickel dragons have a telepathic ability to communicate with any creature within 60. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** A nickel dragon usually tries to overwhelm its opponents through the sheer unpredictability of its attacks. It usually attacks first with its breath weapon, then follows with fang and claw, saving at least one breath for a retreat, but nothing is certain when dealing with the nickel dragon.

**Breath Weapon/Special Abilities:** A nickel dragon's breath weapon is a cloud of acidic vapors 30' long, 20' wide, and 20' high. Creatures caught in the cloud must save vs. breath weapon for half damage. A nickel dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier.

From birth, nickel dragons have a *water breathing* ability and are immune to acid of any sort. As they mature, they gain the following abilities: **Juvenile:** *resist fire* three times a day. **Adult:** *mass irritation* (affecting a number of creatures equal to the hit dice of the dragon with

the itching version, and one-third of the dragon's hit dice, rounded down, with the rash version) twice a day. Very old: *affect normal fires* (at double effect) twice a day. **Great wyrm:** assume *vaporous form* (as per a *potion of gaseous form*) once a day.

**Habitat/Society:** Nickel dragons dwell only in swamps and marshes, preferably those that are close to or border on coastlines. There, they prey on creatures native to the area and thus seldom come into contact with men. However, being more unpredictable than others of their kind, they have been known to raid settlements near and far for treasure or just the thrill of watching lesser creatures flee in terror.

Nickel dragons are as unpredictable as parents as they are as combatants. They can be loving parents one morning and set out to find food for their young, only to return and decide to eat the meal themselves. Thus, there are fewer and fewer nickel dragons. The only exception to their chaos comes when a matter concerns the clan as a whole and the hierarchy it follows. However, when it comes to individuals, it's back to "normal."

The lair of a nickel dragon is a perfect match for its personality. It tends to dwell in shallow caves, but this is not a rule. A cave is more often a place for treasure and laying eggs, and the dragon itself dwells somewhere nearby, anywhere that suits the dragon at that particular moment.

**Ecology:** Like all other dragons, the nickel dragon can consume nearly anything. They are, however, particularly fond of giant, swamp-dwelling lizards.

A nickel dragon often shares the same habitat as that of the black dragon. The two often have bloody conflicts, as neither dragon's breath is effective against the other.

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	3–6	2–5	4	2d4+1	Nil	Nil	Nil	975
2	6–14	5–12	3	4d4+2	Nil	Nil	Nil	1,400
3	14–22	12–18	2	6d4+3	Nil	Nil	Nil	2,000
4	22–32	18–24	1	7d4+4	1	Nil	E	5,000
5	32–40	24–30	0	9d4+5	1	6%	E,S	11,000
6	40–48	30–36	–1	11d4+6	2	12%	E,S	12,000
7	48–54	36–43	–2	12d4+7	2	18%	H,S	13,000
8	54–62	43–50	–3	14d4+8	3	24%	H,S	14,000
9	62–70	50–57	–4	16d4+9	3	30%	H,S	15,000
10	70–78	57–64	–5	17d4+10	4	36%	H×2,S	16,000
11	78–86	64–71	–6	19d4+11	4	42%	H×2,S	17,000
12	86–94	71–78	–7	21d4+12	5	48%	H×2,S	18,000

# Tungsten Dragon

# Ferrous Dragon

<b>CLIMATE/TERRAIN:</b>	Arid, deserts, dry plains
<b>FREQUENCY:</b>	Very rare
<b>ORGANIZATION:</b>	Solitary or clan
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Special
<b>INTELLIGENCE:</b>	Average to very (8-12)
<b>TREASURE:</b>	Special
<b>ALIGNMENT:</b>	Neutral Good

<b>NO. APPEARING:</b>	1 (2-5)
<b>ARMOR CLASS:</b>	0 (base)
<b>MOVEMENT:</b>	12, Fl 40 (C), Br 5
<b>HIT DICE:</b>	12 (base)
<b>THACO:</b>	9 (at 12 HD)
<b>NO. OF ATTACKS:</b>	3 + special
<b>DAMAGE/ATTACK:</b>	2-7/2-7/5-20
<b>SPECIAL ATTACKS:</b>	Special
<b>SPECIAL DEFENSES:</b>	Variable
<b>MAGIC RESISTANCE:</b>	Variable
<b>SIZE:</b>	G (32' base)
<b>MORALE:</b>	Champion (16)
<b>XP VALUE:</b>	Variable

Tungsten dragons are a no-nonsense species dedicated to the preservation and expansion of the forces of good. Unfortunately, tungsten dragons usually limit this preservation and expansion to their own domains. They are not fond of intruders, and such unfortunates are usually dealt with harshly unless the dragon can be convinced that said beings are acting in the best interest of the forces of good.

The scales of the tungsten dragon are a deep forest green, flecked with brown at birth. The scales lose their brown flecks and take on a metallic sheen until they become a gleaming green as adults. This metallic sheen dulls considerably after this stage until turning into a dull, flat green as great wyrms.

Tungsten dragons speak their own language and the language common to all ferrous dragons, and 10% of all hatchling tungsten dragons have an ability to communicate with any creature by using telepathy within 60'. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Tungsten dragons believe in eliminating their opponents in whatever manner proves quickest and most effective. In the pursuit of good, they are strong believers in The ends justify the means. It is in these dragons' general opinions that since evil will stop at nothing to win, then good must do whatever it can to stop evil from winning.

**Breath Weapon/Special Abilities:** A tungsten dragon's breath weapon is a cone of blasting sand 70' long, 5' wide at the dragon's mouth, and 20' wide at the base. Creatures caught in the sand blast must save vs. breath weapon for half damage. A tungsten dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier.

At birth, all tungsten dragons are immune to any heat or flame. As they age, they gain the following additional powers: **Young:** *detect*

*evil/good* three times a day. **Young adult:** *detect lie* once a day. **Mature adult:** *sand cloud* (equal to a *fog cloud*, with the exception that the fog is replaced by swirling sand) twice a day. **Great wyrm:** *spontaneous combustion*. This latter power causes 1-3 targets to suddenly burst into flames, doing an immediate 1d10+3 points of damage and 2d4 points of damage on each of the following four rounds, at which point the flames extinguish themselves. An initial save vs. spells is allowed to negate this power, with the save at a -3 penalty if there is only one target, -2 if two targets, and -1 if three targets. All items possessed by the victims must save vs. magical flame every round or be destroyed. This ability can be used only once a day.

**Habitat/Society:** Tungsten dragons can be found only in arid, warm climates, ranging from deserts to dry steppes. They spend their entire day patrolling their territories in search of intruders to defeat and wrongs to right.

Tungsten dragons are excellent parents and take care of their young until the juvenile stage, where the young are invited to remain with the family or go and stake their own claims.

**Ecology:** Like all other dragons, a tungsten dragon can, and will, eat almost anything. They have a particular fondness for a variety of desert plants, but are careful not to unbalance the local ecosystem.

Since tungsten dragons share the same habitat as both the blue and brass dragons, there are often conflicts of interest. The tungsten dragon is nearly a match for the blue dragon, and several tungsten dragons will often band together to be rid of the evil blues. Brass dragons are not looked upon favorably, either, and are usually described as irresponsible, boorish, and not deserving to be considered one of the "good guys."

Age	Body Lgt.(')	Tail Lgt.(')	AC	Breath Weapon	Wizard Spells	MR	Treasure Type	XP Value
1	3-6	2-5	3	2d6+1	Nil	Nil	Nil	1,400
2	6-15	5-12	2	4d6+2	Nil	Nil	Nil	2,000
3	15-24	12-19	1	6d6+3	Nil	Nil	Nil	3,000
4	24-40	19-26	0	7d6+4	1	Nil	½H	7,000
5	40-49	26-33	-1	9d6+5	2	12%	H	12,000
6	49-60	33-40	-2	11d6+6	3	18%	H,S	13,000
7	60-69	40-48	-3	12d6+7	4	24%	H,S	14,000
8	69-78	48-56	-4	14d6+8	5 1	30%	H,S	15,000
9	78-87	56-64	-5	16d6+9	5 2	36%	H,S,T	16,000
10	87-96	64-72	-6	17d6+10	5 3	42%	(H,S,T)×2	17,000
11	96-105	72-80	-7	19d6+11	6 3	48%	(H,S,T)×2	18,000
12	105-114	80-88	-8	21d6+12	7 3	54%	(H,S,T)×3	19,000