

The Brown Dragon

Climate / Terrain: Any arid / Desert
Frequency: Very rare
Organization: Solitary or clan
Activity Cycle: Any
Diet: Special
Intelligence: Highly (13-14)
Alignment: Neutral (evil)

Armor class: 2 (base)
Movement: 12, Br 24
Hit Dice: 14 (base)
THAC0: 7 (base)
No. of Attacks: 3 + special
Damage / Attack: 1-4 / 1-4 / 3-30
Size: G (54' base)
Morale: Fanatic (17-18)

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)

Brown Dragon, Neutral (Evil)

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	7 – 19	6 – 16	5	2d6+2	Nil	Nil
2	20 – 31	17 – 28	4	4d6+4	Nil	Nil
3	32 – 43	29 – 38	3	6d6+6	Nil	Nil
4	44 – 55	39 – 50	2	8d6+8	1	Nil
5	56 – 67	51 – 60	1	10d6+10	2	20%
6	68 – 80	61 – 70	0	12d6+12	3	25%
7	81 – 93	71 – 84	-1	14d6+14	3 1	30%
8	94 – 106	85 – 95	-2	16d6+16	3 2	35%
9	107 – 120	96 – 108	-3	18d6+18	3 3	40%
10	121 – 134	109 – 120	-4	20d6+20	3 3 1	45%
11	135 – 148	121 – 133	-5	22d6+22	3 3 2	50%
12	149 – 162	134 – 146	-6	24d6+24	3 3 2 1	55%

General Information

Brown dragons, also known as great desert dragons, migrated from the desert Raurin and now frequent much of the wastes in Eastern Mulhorand. Brown dragons are ferocious beasts; while they are intelligent, they view human beings as food, and believe it peculiar to talk with one's meal. They do not have wings and cannot fly.

Brown dragons have a coloration similar to that of desert sands, ranging from dim brown at hatchling stage to almost white at great wyrm stage. They have small, webbed claws that well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragon armors.

Brown dragons are found in deserts, often close to settled areas. They typically dwell in deep burrows nearly 1,000 feet beneath the sand, where they carve out vast chambers.

The brown dragon mates and raises a family for only a short period of time; all parents encountered are in the mature adult stage of development. Many brown dragons do not mate.

Man is the main enemy of brown dragons. Humans hunt for them for their hides and treasure. Blue dragons also attack brown dragons.

Battles between brown and blue dragons are legendary for their ferocity. The people of the desert have a curious respect for the brown dragon, so tales often make the blue dragons more evil than the brown.

Brown dragons are able to digest sand and other mineral materials to sustain themselves over long periods of time. However, meat is the preferred diet, with horseflesh being a particular favorite.

Special and Innate Abilities

Special Abilities: Brown dragons speak their own tongue and the language of blue dragons. They have a 5% chance per age category of being able to communicate with any intelligent creature. Brown dragons cast spells as 8th-level wizards, plus combat modifier. They are born immune to acid and the effects of the desert heat. They may survive in airless environments nearly indefinitely.

Innate Abilities: Young: Cast create sand to cover up their burrows; Juvenile: Cast create water once per day; Adult: Cast sandstorm (Mulhorandi spell) once per day; Venerable: Can summon a 12-HD earth elemental; Great Wurm: Cast disintegrate once per day.

Dragon Tactics and Attacks

Typical Tactics: Brown dragons prefer to dig deep trenches in the sand and wait for prey to appear so they may ambush them. They have a 90% chance of hearing a man-sized creature's footsteps on the desert sands from as far down as 500 feet.

Brown dragons breach the desert sand with incredible silence, imposing a -5 penalty to opponents' surprise rolls. Older brown dragons use illusions or even *invisibility* spells to conceal themselves.

When brown dragons grab their prey, they hold it in their jaws, taking it to their lairs to be eaten when it is most convenient.

Physical Attacks: A brown dragon's claws cause 1d4 damage, plus its combat modifier. Its bite causes 3d10 damage, plus combat modifier.

Breath Weapon: The brown dragon's breath weapon is a powerful acid, which it spews in a 5-foot wide spray that extends in a straight line from the dragon's head up to 60 feet. All creatures caught in the spray can roll a saving throw vs. breath weapon for half damage.

Brown dragons use the spray against large numbers, but not against mounted foes, since they know that horses are good eating and don't put up as much struggle as humans.

Base Movement: 12, Br 24

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.