

Dragon, greed

Dragon (Fire)

Climate/Terrain: Temperate and warm desert, hill, mountains, and underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 3; Very young 5; Young 7; Juvenile 9; Young adult 11; Adult 14; Mature adult 16; Old 19; Very old 21; Ancient 23; Wyrm 24; Great wyrm 26

Treasure: Triple standard

Alignment: Always chaotic neutral or true neutral.

Advancement: Wyrmling 6-7 HD (Tiny); Very young 9-10 HD (Small); Young 12-13 HD (Medium-size); Juvenile 15-16 HD (Medium-size); Young adult 18-19 HD (Large); Adult 21-22 HD (Large); Mature adult 24-25 HD (Huge); Old 27-28 HD (Huge); Very old 30-31 HD (Huge); Ancient 33-34 HD (Huge); Wyrm 36-37 HD (Gargantuan); Great wyrm 39+ HD (Gargantuan)

It is said that most dragons are motivated by base greed. They hoard for the sake of hoarding, amassing fortunes in a vain attempt to satisfy their lust for jewels and money. But there are dragons that covet, dragons that no amount of jewels nor gold can ever satiate.

Like the other true dragons, greed dragons are gigantic, winged reptilian creatures. Unlike most true dragons, however, greed dragons fall outside the commonly accepted categories of their metallic and chromatic ilk. They are uniformly greedy and avaricious creatures, but otherwise of many temperaments. Some greed dragons are destructive and hostile, destroying and killing to take what they want, while others have been known to be much more diplomatic in their efforts to gain all that they see. But even the most good-natured of their kin cannot resist the lure of treasure. When the glint of something catches their eye, nothing like personal mores or ethics will ever get in the way of a greed dragon.

Comparable in size to a white dragon (one of the smallest of the dragon races), greed dragons are generally more intelligent than the smaller chromatic races, but are quite impulsive and headstrong for their ilk. The head of the greed dragon is crowned by four massive yet flat horns that form a sort of crown or crest that protects both neck and shoulders when standing on all four legs. Unlike most dragons, the forelegs of greed dragons are light and fine, and the forepaws are graceful and have a nearly opposable thumb, allowing for fine manipulation of tools and treasures.

The scales of the tiny wyrmling dragon are tiny and iridescent reddish-gold in color, much akin to a copper or brass dragon. As they age, the scales darken along the back, and lighten across the belly of the creature. Once mature, the dragon appears to be a deep, burnished blood red from behind, and almost gold from underneath. The scales grow more and more shiny with age, glinting like freshly polished gold in the sun.

The greedy dragons have few marked preferences for habitats and lairs, except a general dislike of extremely cold climates. They seek out whatever cache or treasures catch their fancy. Once something has caught the eye of a greed dragon, it is said that nothing short of death or the destruction of the valued object will prevent the dragon from obtaining it. They collect their treasures wherever they may lair, defending them with claw and magic until they grow bored with all they have gathered and abandon the hoard to seek out a new treasure they have heard of or seen. No matter how grand a treasure, how rich a hoard, it never satiates the desires of these creatures.

Many tales are told of adventurers finding the abandoned hoard of a greed dragon, resplendent in thrown-aside jewelry, the regalia of kings and ancient artifacts. What is often forgotten is that the dragon sometimes remembers one or more of these trinkets fondly, and it may well return, using its magic to find out who has stolen its loot.



By rkPost

COMBAT

Greedy dragons usually concoct cunning plans for all they do, yet their headstrong and impulsive nature often means they abandon these plans as soon as they catch sight of whatever they are coveting. This is especially common among younger dragons. They attempt to use their breath weapons to maximum effect without endangering the treasures they seek.

Breath Weapon (Su): A greed dragon has two types of breath weapon, a line of fire for precision attacks, or a cone of slow gas. Creatures within cone must succeed at a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon.

Fire subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Spell-like Abilities (Sp): At will - *charm person or animal, locate object, spider climb*; 3 / day - *charm monster*.

Locate Far Object (Sp): Three times per day, the greed dragon can cast locate object as a spell-like ability, except with a range of 1 mile + ½ mile per caster level.

Locate Far Creature (Sp): Three times per day, the greed dragon can cast locate creature as a spell-like ability, except with a range of 1 mile + ½ mile per caster level.

Locate Distant Object (Sp): Once per day, the greed dragon can cast locate object as a spell-like ability, except with a range of 50 miles + 20 miles per caster level.

Spellcasting: Greed dragons cast spells as a sorcerer of the listed level. They can also cast cleric spells from the greed domain as arcane spells.

Greed Domain

Granted Power: Clerics of Greed gain a +4 circumstance bonus on appraise, bluff and diplomacy checks when trying to acquire something that seems precious to them. Appraise is a class skill.

Greed Domain Spells

- 1 Command
- 2 Locate Object
- 3 Nondetection
- 4 Lesser Geas
- 5 Leomund's Secret Chest
- 6 Heroes' Feast
- 7 Limited Wish
- 8 Discern Location
- 9 Wish

Age	Sz	HD (hp)	AC	Att	For	Ref	Wil	Breath	(DC)	Fear	SR
Wyrmling	T	5d12+5 (37)	16 (+1 Dex, +2 size, +3 natural)	+7	+5	+5	+2	2d4	(13)	-	-
Very Young	S	8d12+8 (60)	18 (+1 Dex, +1 size, +6 natural)	+10	+7	+7	+5	4d4	(15)	-	-
Young	M	11d12+22 (93)	20 (+1 Dex, +9 natural)	+13	+9	+8	+6	6d4	(17)	-	-
Juvenile	M	14d12+28 (119)	23 (+1 Dex, +12 natural)	+17	+11	+10	+9	8d4	(19)	-	-
Young Adult	L	17d12+51 (161)	25 (+1 Dex, -1 size, +15 natural)	+20	+13	+11	+10	10d4	(21)	21	17
Adult	L	20d12+80 (210)	28 (+1 Dex, -1 size, +20 natural)	+25	+16	+13	+13	12d4	(24)	23	19
Mature Adult	H	23d12+115 (264)	30 (+1 Dex, -2 size, +21 natural)	+29	+18	+14	+14	14d4	(27)	25	20
Old	H	26d12+130 (299)	33 (+1 Dex, -2 size, +24 natural)	+33	+20	+16	+17	16d4	(28)	27	22
Very Old	H	29d12+174 (362)	36 (+1 Dex, -2 size, +27 natural)	+37	+22	+17	+18	18d4	(30)	29	23
Ancient	H	32d12+192 (400)	39 (+1 Dex, -2 size, +30 natural)	+41	+24	+19	+21	20d4	(32)	31	25
Wyrmling	G	35d12+245 (472)	40 (+1 Dex, -4 size, +33 natural)	+43	+26	+20	+22	22d4	(34)	33	26
Great Wyrmling	G	38d12+304 (551)	43 (+1 Dex, -4 size, +36 natural)	+47	+29	+22	+25	24d4	(37)	35	28

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special	Caster
Wyrmling	40 ft, fly 100 ft (good)	11	12	13	14	7	12	Fire Subtype, Locate Object	-
Very Young	40 ft, fly 100 ft (good)	13	12	13	15	8	12	Spider Climb	-
Young	40 ft, fly 150 ft (poor)	15	12	15	16	9	14		1
Juvenile	40 ft, fly 150 ft (poor)	17	12	15	17	10	14	Charm Person or Animal	3
Young Adult	40 ft, fly 150 ft (poor)	19	12	17	18	11	16	Damage reduction 5 / +1	5
Adult	40 ft, fly 150 ft (poor)	23	12	19	19	12	16	Locate Far Object	7
Mature Adult	40 ft, fly 150 ft (poor)	27	12	21	20	13	18	Damage reduction 10 / +1	9
Old	40 ft, fly 150 ft (poor)	29	12	21	21	14	18	Charm Monster	11
Very Old	40 ft, fly 150 ft (poor)	31	12	23	22	15	20	Damage reduction 15 / +2	13
Ancient	40 ft, fly 150 ft (poor)	33	12	23	23	16	20	Locate Far Creature	15
Wyrmling	40 ft, fly 200 ft (clumsy)	35	12	25	24	17	22	Damage reduction 20 / +3	17
Great Wyrmling	40 ft, fly 200 ft (clumsy)	37	12	27	25	18	22	Locate Distant Object	19