

The Cloud Dragon

Climate / Terrain: Tropical, subtropical, and temperate / Clouds and mountains
Frequency: Very rare
Organization: Solitary or clan
Activity Cycle: Any
Diet: Special
Intelligence: Genius (17-18)
Alignment: Neutral

Armor class: 0 (base)
Movement: 6, Fl 39 (C), Jp 3
Hit Dice: 14 (base)
THAC0: 7 (base)
No. of Attacks: 3 + special
Damage / Attack: 1-10 / 1-10 / 3-36
Size: G (66' base)
Morale: Fanatic (17)

Racial Ability Requirements*

Strength 7 / 23
Dexterity 3 / 14
Constitution 5 / 18
Intelligence 6 / 21
Wisdom 3 / 18
Charisma 7 / 21

Racial Ability Adjustments*

+5 Strength, -4 Dexterity, +3 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)

Cloud Dragon, Neutral

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	11 – 24	4 – 8	3	2d6+2	Nil	Nil
2	24 – 41	8 – 16	2	3d6+4	Nil	Nil
3	41 – 58	16 – 22	1	4d6+6	Nil	Nil
4	58 – 71	22 – 29	0	5d6+8	1	Nil
5	71 – 87	29 – 37	-1	6d6+10	1 1	25%
6	87 – 102	37 – 44	-2	7d6+12	2 1	30%
7	102 – 117	44 – 51	-3	8d6+14	2 2	35%
8	117 – 132	51 – 59	-4	9d6+16	3 2 / 1	40%
9	132 – 148	59 – 66	-5	10d6+18	3 3 / 1 1	45%
10	148 – 165	66 – 74	-6	11d6+20	4 3 / 2 1	50%
11	165 – 184	74 – 82	-7	12d6+22	4 4 / 2 2	55%
12	184 – 203	82 – 92	-8	13d6+24	5 4 / 3 2	60%

General Information

Cloud dragons are reclusive creatures that dislike intrusions. They rarely converse, but if persuaded to do so they tend to be taciturn and aloof. They have no respect whatsoever for creatures that cannot fly without assistance from spells or devices.

At birth, cloud dragons have silver-white scales tinged with red at the edges. As they grow, the red spreads and lightens to sunset orange. At the mature adult stage and above, the red-orange color deepens to red gold and almost entirely replaces the silver.

Cloud dragons lair in magical cloud islands where there is at least a small, solid floor for laying eggs and storing treasure. Very rarely, they occupy cloud-shrouded mountain peaks.

Cloud dragons are solitary 95% of the time. If more than one is encountered it is a single parent with offspring.

Like all dragons, cloud dragons can eat just about anything. They seem to subsist primarily on rain water, hailstones, and the occasional bit of silver.

Because they inhabit in similar territories, cloud dragons come into conflict with silver dragons. Despite their higher intelligence, cloud dragons usually lose such confrontations because of the silver dragons' secondary breath weapons and ability to muster allies.

Special and Innate Abilities

Special Abilities: Cloud dragons speak their own tongue and a tongue common to all neutral dragons. Also 17% of hatchling cloud dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category. A cloud dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier. Cloud dragons are immune to cold. They can assume (or leave) a cohesive, cloud-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal clouds; when in cloud form, their Armor Class improves by -3 and their magic resistance increases by 15%. Cloud dragons can use their spells and innate abilities while in cloud form, but they cannot attack physically or use their breath weapon. In cloud form, cloud dragons fly at a speed of 12 (MC:A).

Innate Abilities: Very young: solid fog twice a day; Young: stinking cloud twice a day; Juvenile: create water twice a day (affects a maximum of three cubic yards (81 cubic feet)); Adult: obscurement three times a day; Mature Adult: call lightning twice a day; Old: weather summoning twice a day; Very Old: control weather twice a day; Ancient: control winds twice a day.

Dragon Tactics and Attacks

Typical Tactics: Cloud dragons are as likely to avoid combat (by assuming cloud form) as they are to attack. When attacking, they use their breath weapon to scatter foes, then cast *solid fog* and use their weather manipulation abilities to blind and disorient their foes. When very angry, they conjure storms

with *control weather* spells, then they *call lightning*. They like to use *stinking cloud* and *control winds* spells against flying opponents.

Physical Attacks: A cloud dragon's claws cause 1d10 damage, plus its combat modifier. Its bite causes 3d12 damage, plus combat modifier.

Breath Weapon: A cloud dragon's breath weapon is an icy blast of air that is 140 feet long, 30 feet high, and 30 feet wide. Creatures caught in the blast suffer damage from cold and flying ice crystals. Furthermore, all creatures three size classes or more smaller than the dragon are blown head over heels for 2d12 feet, plus 3 feet per age category of the dragon. Characters who can grab solid objects won't be carried away unless they fail Strength checks; creatures with claws, suction cups, etc., can avoid the effect if they have a suitable surface to cling to.

Base Movement: 6, Fl 39 (C), Jp 3

Mating

Gem dragons, meanwhile, fall somewhere between the other two families. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation. Emerald and sapphire dragons take a single mate for long periods of time, though each for a different reason. Emeralds like the security and protection offered by a trusted partner, while sapphires seek to possess a mate to enhance their prestige and status. Topaz and crystal dragons are irresponsible and chaotic, and their societies reflect this. They mate with willing partners whenever they want, as desire and need move them. Fortunately, however, they are more selective than the black and white dragons.

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*

Cloud Dragon

Level	XP	Hit Dice
H	0	8
1	32,000	8
2	125,000	10
3	500,000	12
4	1,000,000	14
5	1,250,000	15
6	1,500,000	16
7	1,750,000	17
8	2,000,000	18
9	2,250,000	19
10	2,500,000	20
11	2,750,000	21
12	3,000,000	22

Dragon Proficiency Slots*

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

Bonus Proficiencies*

Dragon Type	Bonus Proficiency
Cloud	Weather Sense

Preferred Kindred*

	Elf	Dwarf	Gnome
Cloud	P	R	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.

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