

The Mercury Dragon

Climate / Terrain: Temperate and subtropical / Mountains
Frequency: Very rare
Organization: Solitary or clan
Activity Cycle: Any
Diet: Omnivore
Intelligence: Highly (13-14)
Alignment: Chaotic good

Armor class: -1 (base)
Movement: 15, Fl 36 (C), Jp 3
Hit Dice: 11 (base)
THAC0: 9 (base)
No. of Attacks: 3 + special
Damage / Attack: 2-8 / 2-8 / 2-20
Size: H (25' base)
Morale: Fanatic (17-18)

Racial Ability Requirements*

Strength 4 / 20
 Dexterity 6 / 18
 Constitution 3 / 18
 Intelligence 3 / 18
 Wisdom 3 / 18
 Charisma 5 / 19

Racial Ability Adjustments*

+2 Strength, +1 Intelligence, +1 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	Wym	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wym	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)

Mercury Dragon, Chaotic Good

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	3 – 6	3 – 6	2	2d8+1	Nil	Nil
2	6 – 11	6 – 11	1	4d8+2	Nil	Nil
3	11 – 17	11 – 20	0	6d8+3	Nil	Nil
4	17 – 21	20 – 25	-1	8d8+4	1	10%
5	21 – 24	26 – 30	-2	10d8+5	1 1	15%
6	24 – 27	30 – 33	-3	12d8+6	2 1 1	20%
7	27 – 30	33 – 36	-4	14d8+7	2 2 2	25%
8	30 – 33	36 – 39	-5	16d8+8	3 2 2 1	30%
9	33 – 36	39 – 42	-6	18d8+9	3 3 2 2	35%
10	36 – 39	42 – 45	-7	20d8+10	3 3 3 2 1	40%
11	39 – 41	45 – 48	-8	22d8+11	3 3 3 2 2 1	50%
12	41 – 44	48 – 51	-9	24d8+12	3 3 3 3 2 2 1	70%

General Information

Mercury dragons are fast, highly-maneuverable creatures with relatively small bodies and long tails. Although good in alignment, they are very whimsical, making and changing decisions frequently.

At birth, a mercury dragon's scales are dull silver. As it ages, the scales become brighter and brighter, until at adult age they gain a brilliant mirror finish. Sunlight or other sources of light reflecting off the scales and wings of a mercury dragon can be blinding.

Mercuries speak the language of good dragons, but at high speed, so there's only a 75% chance of understanding a mercury dragon.

Mercury dragons are loners by nature. Their mating behavior is free-wheeling, fun loving, and generally irresponsible. If a female becomes impregnated, however, the male's protective instincts take over. Mercuries are very protective of their offspring, and will give their lives to save them. Offspring usually stay with their parents until they reach the juvenile age category.

Because of their unpredictable, sometimes almost irrational nature, mercuries very rarely have close relationships with other creatures in the area. For this reason, mercuries have to depend on magical and mechanical traps and guards to protect their lairs when they are away.

Mercury dragons eat anything, but they prefer to feed on metal ores. Although they have no venom attacks, the flesh of mercury dragons is highly poisonous.

Special and Innate Abilities

Special Abilities: A mercury dragon casts spells and uses magical abilities at the 10th level, plus its combat modifier. At birth, mercury dragons are immune to fire and all magical forms of blindness. They also receive a +3 bonus to saving throws against light-based attacks.

Innate Abilities: Young: gaze reflection at will; Juvenile: mirror image three times per day; Adult: polymorph self twice per day; Old: telekinesis twice per day; Wyrn: project image once per day.

Dragon Tactics and Attacks

Typical Tactics: Mercury dragons are as unpredictable when it comes to combat, as they are in any other situation. They may parley, they might attack instantly, or, perhaps, they may avoid combat entirely. They never attack good-aligned creatures unless sorely provoked.

Mercury dragons always use spells in combat, if possible. They are very creative, and can always figure out some innovative way of using virtually any spell to advantage in combat.

In addition to the breath weapon and the attack modes shared by all dragons, mercury dragons can curve the mirror-bright membranes of their wings to reflect and concentrate available light (as dim as full moonlight) into a beam of dazzling brightness. They can aim the beam at one enemy per round-at the expense of not being able to use their wing buffet, and the enemy must roll a successful saving throw vs. spell or be blinded for 1d4+1 rounds. If not using this technique as a weapon, they can use the beam much like a search-light.

Physical Attacks: A mercury dragon's claws cause 2d4 damage, plus its combat modifier. Its bite causes 2d10 damage, plus combat modifier.

Breath Weapon: A mercury dragon's breath weapon is a beam of brilliant, yellow light. The beam is 5 feet wide and extends 60 feet from the creature's mouth. Any creature caught in the beam receives damage from heat (saving throw for half damage). The heat of the beam is intense enough to ignite flammable objects that fail saving throws vs. magical fire.

Base Movement: 15, Fl 36 (C), Jp 3

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 Io'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*

Mercury 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
Mercury	4	2 / 3	-5	3	1

Bonus Proficiencies*

Dragon Type	Bonus Proficiency
Mercury	Gaming

Preferred Kindred*

	Elf	Dwarf	Gnome
Mercury	R	R	P

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. When it contradicts the equivalent dragon's characteristics detailed in that setting (ex: Experience Levels), the *Council of Wyrms* setting was assumed to be correct and this document was adapted accordingly.