

The Mist Dragon

Climate / Terrain: Tropical and subtropical / Forests, lake shores, sea shores, and river banks
Frequency: Very rare
Organization: Solitary or clan
Activity Cycle: Any
Diet: Special
Intelligence: Exceptional (15-16)
Alignment: Neutral

Armor class: 1 (base) or -2 (base)
Movement: 12, Fl 39 (C), Sw 12
Hit Dice: 11 (base)
THAC0: 9 (base)
No. of Attacks: 3 + special
Damage / Attack: 2-5 / 2-5 / 2-24
Size: G (54' base)
Morale: Champion (16 base)

Racial Ability Requirements*

Strength 4 / 20
Dexterity 5 / 15
Constitution 3 / 18
Intelligence 3 / 18
Wisdom 3 / 18
Charisma 4 / 18

Racial Ability Adjustments*

+2 Strength, -3 Dexterity, +2 Intelligence

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)

Mist Dragon, Neutral

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	7 – 19	6 – 16	4	2d6+1	Nil	Nil
2	19 – 31	16 – 28	3	3d6+2	Nil	Nil
3	31 – 43	28 – 38	2	4d6+3	Nil	Nil
4	43 – 55	38 – 50	1	5d6+4	1	Nil
5	55 – 67	50 – 60	0	6d6+5	1 1	25%
6	67 – 80	60 – 70	-1	7d6+6	2 1	30%
7	80 – 93	70 – 84	-2	8d6+7	2 2	35%
8	93 – 106	84 – 95	-3	9d6+8	3 2 / 1	40%
9	106 – 120	95 – 108	-4	10d6+9	3 3 / 1 1	45%
10	120 – 134	108 – 121	-5	11d6+10	4 3 / 2 1	50%
11	134 – 148	121 – 133	-6	12d6+11	4 4 / 2 2	55%
12	148 – 162	133 – 146	-7	13d6+12	5 4 / 3 2	60%

General Information

Mist dragons are solitary and philosophical. Their favorite activity is sitting quietly and thinking. They hate being disturbed and dislike conversation.

At birth, a mist dragon's scales are shiny blue-white. As the dragon ages, the scales darken, becoming blue-gray with metallic silver flecks that sparkle in sunlight.

Mist dragons live near waterfalls, rapids, coastlines, or where rainfall is frequent and heavy. Their lairs are usually large natural caverns or grottoes that are mist-filled and damp. Forest-dwelling mist dragons occasionally come into conflict with green dragons. Mist dragons greatly resent the green dragons' attempts to intimidate or dominate them; they usually spend several months vainly trying to avoid a green dragon's advances before losing all patience and launching an all-out campaign to destroy or drive away the aggressor. Likewise, coastal mist dragons might have bronze dragons for neighbors. This, however, seldom leads to conflict as both dragons are content to leave the others alone.

Mist dragons are loners, and 90% of all encounters are with individuals. Group encounters are with parents and offspring.

Mist dragons can eat almost anything, including woody plants and even mud. However, they draw most of their sustenance directly from natural mist or spray. They often lie in misty or foggy places, thinking and basking in the moisture.

Special and Innate Abilities

Special Abilities: Mist dragons speak their own tongue and a tongue common to all neutral dragons. Also, 15% of hatchling mist dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category. A mist dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier. Mist dragons are immune to fire and heat. Mist dragons can assume (or leave) a cohesive, mist-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal mist; in mist form, their Armor Class improves by -3 and their magic resistance increases by 15%. They can use their spells and innate abilities while in mist form, but they cannot attack physically or use their breath weapon. Mist dragons in mist form can fly at a speed of 9 (MC: A).

Innate Abilities: Very Young: water breathing twice a day; Young: wall of fog twice a day; Juvenile: create water twice a day (affects a maximum of three cubic yards (81 cubic feet)); Adult: control winds three times a day; Mature Adult: wind wall twice a day; Old: solid fog twice a day; Very Old: predict weather twice a day; Ancient: airy water twice a day.

Dragon Tactics and Attacks

Typical Tactics: Mist dragons try to avoid encounters by assuming mist form. In combat, they quickly use their breath weapons, then assume mist form and hide in the vapor-where they launch a spell assault.

Physical Attacks: A mist dragon's claws cause 1d4+1 damage, plus its combat modifier. Its bite causes 2d12 damage, plus combat modifier.

Breath Weapon: A mist dragon's breath weapon is a cloud of scalding vapor that is 90 feet long, 30 feet wide, and 30 feet high. Creatures caught in vapor suffer can roll saving throws vs. breath weapon for half damage. In still air, the vapor persists for 1d4+4 rounds; on the second round, it condenses into a clammy, smothering fog that blinds air-breathing creatures for 1d4 rounds and inflicts 3d4 points of drowning damage per round for as long as the creature remains in the cloud (a successful saving throw vs. breath weapon negates both effects).

Base Movement: 12, Fl 39 (C), Sw 12

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*

Mist 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
Mist	4	2 / 3	-5	4	3 / 2

Bonus Proficiencies*

Dragon Type	Bonus Proficiency
Mist	Swimming

Preferred Kindred*

	Elf	Dwarf	Gnome
Mist	P	N	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 the *Dragon Magazine* #263 and is not officially part of the *Council of Wyrms* setting.