

# The Cloud Dragon

**Climate / Terrain:** Tropical, subtropical, and temperature / 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)

## Dragon Information by Age (General)

| Level | Age Category | Age (In Years) | Hit Dice Modifier | Combat Modifier | Fear Radius | Fears 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 dragon only.

## Dragon Information by Age (Type Specific)

### Cloud Dragon, Neutral

| Age | Body Lgt. (feet) | Tail Lgt. (feet) | 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          | 18 – 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 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 confrontation 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: creature 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 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 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 type** 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 dragon, 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.