

CLOUD DRAGON (Draco Cumulus Welkin)

Dragon (Air)

Climate/Terrain: Temperate and warm mountains

Organization: Solitary or clan (2-5)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wurm 23; great wurm 25

Treasure: Double Standard

Alignment: Always neutral

Advancement: Wyrmling 6-7 HD (Large); very young 9-10 HD (Large); young 12-13 HD (Large); juvenile 15-16 HD (Huge); young adult 18-19 HD (Huge); adult 21-22 HD (Huge); mature adult 24-25 HD (Gargantuan); old 27-28 HD (Gargantuan); very old 30-31 HD (Gargantuan); ancient 33-34 HD (Colossal); wurm 36-37 HD (Colossal); great wurm 39+ HD (Colossal)

Cloud dragons are among the most reclusive of dragons, dwelling in the skies above the world. They dislike intruders, and only rarely converse with other beings, tending to be taciturn and aloof when they do so. They have nothing but disdain for creatures that cannot fly under their own power. Cloud dragons make their lairs on magical cloud islands where they lay eggs and store treasure on the solid floor of the cloud. Cloud dragons also very rarely live on the cloudy peaks of mountains. They subsist on rainwater, hailstones, and small amounts of silver.

As hatchlings, a cloud dragon's scales are silvery-white tinged by red at the edges. As the dragon grows, the red spreads and lightens to sunset orange. As a mature adult, the red-orange color deepens to a reddish-gold and almost completely subsumes the silver. It is said that the cloud dragons' color also changes with their moods. Cloud dragons have a similar appearance to gold dragons, but with large hinged plates on their head and back. Cloud dragons speak Draconic and Common.

COMBAT

Cloud dragons dislike intruders, and are about as likely to attack as they are to assume cloud form and hide. When they attack, they scatter their foes with their breath weapon, and then use their spell-like abilities to disorient their opponents.

Breath Weapon (Su): A cloud dragon has one type of breath weapon, a cone of icy cold air. Creatures caught in this blast can make a suffer damage from both cold and flying ice. Any creatures three size classes or smaller than the dragon are knocked down by the winds and blown 2d12 feet away, plus 3 feet per age category of the dragon. Characters can grab solid objects and hold on with a successful Strength check (DC 22)

Cloud Form (Su): Cloud dragons can assume, or leave, a cohesive cloud form at will, once per round as a standard action. The dragon can remain cloudy indefinitely and has a fly speed of 30 feet with perfect maneuverability. The dragon appears only as normal cloud except on a successful Spot check (DC 20). The dragon's natural armor class and spell resistance improve by +3. The dragon can use spells in this form, but not physical attacks or breath weapon.

Create Water (Sp): The dragon can use this 2/day, to affect a maximum of 81 cubic feet.

Other Spell-Like Abilities: 3/day - *obscuring mist*, 2/day - *solid fog*, *stinking cloud*, *call lightning*, *control weather*, *control winds*.

Immunities (Ex): Cloud dragons are immune to lightning.

Cloud Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	L	5d12+5 (37)	13 (-1 size, +4 natural)	+6	+5	+4	+6	2d6 (13)	---	---
Very young	L	8d12+16 (68)	16 (-1 size, +7 natural)	+11	+7	+5	+9	4d6 (16)	---	---
Young	L	11d12+22 (93)	19 (-1 size, +10 natural)	+16	+9	+7	+10	6d6 (17)	---	---
Juvenile	H	14d12+42 (133)	21 (-2 size, +13 natural)	+20	+12	+9	+13	8d6 (20)	---	---
Young adult	H	17d12+68 (178)	24 (-2 size, +16 natural)	+26	+14	+10	+14	10d6 (23)	22	19
Adult	H	20d12+80 (210)	27 (-2 size, +19 natural)	+28	+16	+12	+17	12d6 (24)	25	20
Mature adult	G	23d12+115 (264)	28 (-4 size, +22 natural)	+29	+18	+13	+18	14d6 (27)	26	22
Old	G	26d12+156 (325)	30 (-4 size, +24 natural)	+33	+21	+15	+20	16d6 (30)	29	24
Very old	G	29d12+203 (391)	34 (-4 size, +28 natural)	+37	+23	+16	+22	18d6 (32)	31	26
Ancient	C	32d12+256 (464)	33 (-8 size, +31 natural)	+37	+26	+18	+25	20d6 (34)	34	28
Wyrm	C	35d12+315 (542)	36 (-8 size, +34 natural)	+41	+28	+19	+27	22d6 (37)	36	30
Great wyrm	C	38d12+380 (627)	39 (-8 size, +37 natural)	+45	+31	+21	+32	24d6 (39)	39	32

Cloud Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	20 ft, fly 150 ft (average)	15	10	13	14	15	14		---
Very young	20 ft, fly 200 ft (poor)	19	10	15	16	17	16	Solid fog	---
Young	20 ft, fly 200 ft (poor)	23	10	15	16	17	16	Stinking cloud	---
Juvenile	20 ft, fly 200 ft (poor)	27	10	17	18	19	18	Create water	1st
Young adult	20 ft, fly 200 ft (poor)	29	10	19	18	19	18		3rd
Adult	20 ft, fly 200 ft (poor)	31	10	19	20	21	20	Obscuring mist	5th
Mature adult	20 ft, fly 250 ft (clumsy)	31	10	21	20	21	20	Call lightning	7th
Old	20 ft, fly 250 ft (clumsy)	33	10	23	24	21	24		9th
Very old	20 ft, fly 250 ft (clumsy)	35	10	25	26	23	26	Control weather	11th
Ancient	20 ft, fly 250 ft (clumsy)	37	10	27	28	25	28	Control winds	13th
Wyrm	20 ft, fly 250 ft (clumsy)	39	10	29	30	27	30		15th
Great wyrm	20 ft, fly 250 ft (clumsy)	41	10	31	32	33	32		17th

*Can also cast cleric spells and those from the Air, Protection, and Water domains as arcane spells.

The Cloud Dragon first appeared in MM II, 1983.