

The Silver Dragon

Racial Ability Requirements

Strength	8 / 24
Dexterity	4 / 15
Constitution	5 / 19
Intelligence	5 / 20
Wisdom	3 / 18
Charisma	6 / 20

Racial Ability Adjustments

+6 Strength, -3 Dexterity, +1 Constitution, +2 Intelligence, +2 Charisma

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	Wyrms	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wyrms	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)

Silver Dragon, Lawful Good

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spell (W/P)	MR
1	8 – 18	3 – 6	0	2d10+1	Nil	Nil
2	18 – 30	6 – 12	-1	4d10+2	Nil	Nil
3	30 – 42	12 – 16	-2	6d10+3	Nil	Nil
4	42 – 52	16 – 21	-3	8d10+4	2	Nil
5	52 – 63	21 – 27	-4	10d10+5	2 2	25%
6	63 – 74	27 – 32	-5	12d10+6	2 2 1	30%
7	74 – 85	32 – 37	-6	14d10+7	2 2 2	35%
8	85 – 96	37 – 43	-7	16d10+8	2 2 2 1 / 2	40%
9	96 – 108	43 – 48	-8	18d10+9	2 2 2 2 / 2 2	45%
10	108 – 120	48 – 54	-9	20d10+10	2 2 2 2 1 / 2 2 1	50%
11	120 – 134	54 – 60	-10	22d10+11	2 2 2 2 2 / 2 2 2	55%
12	134 – 148	60 – 67	-11	24d10+12	2 2 2 2 2 1 / 2 2 2 1	60%

General Information

The silver dragons inhabit the subtropical islands in the southern portion of the Io's Blood chain. As a species, these dragons are kind and helpful. They cheerfully offer assistance to godly creatures in genuine need.

A hatchling fresh from the egg has blue-gray scales with hints of silver highlights. As it matures, the color slowly changes to gleaming silver. Once it reaches adulthood, a silver dragon's scales have become so fine as to be almost invisible, giving it the appearance of being sculpted from pure metal.

Of all dragonkind, the silver dragons have the closest relationship with their kindred and vassals. They eat the same food, they spend long periods of time in the same form, and often take demihuman mates. This explains the more prominent number of silver half-dragons than any other type.

Silver dragons establish their lairs atop the mountain peaks of Io's Blood's southern isles, which touch the silver-lined clouds hanging perpetually above them. They share these aeries with their vassals, but constantly guard against incursions by their troublesome neighbors, the red dragons.

The silver-scaled dragons are not a violent species. They prefer to avoid combat whenever possible, resorting to actual battle only when confronted by powerful evil or highly aggressive foes. Even so, they will attempt to subdue and repel before they raise claw or gather breath for the kill.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (16% chance at hatchling, 5% increase at each new age category); spell and magical abilities at 6th level plus combat modifier; immune to cold.

Innate Abilities: Hatchling: polymorph self three times per day, cloud walk (functions continuously but can be negated and resumes at will); Young: feather fall twice per day; Juvenile: wall of fog once per day; Adult: control winds three times per day; Mature Adult: control weather once per day; Old: reverse gravity once per day.

Using cloud walk, a silver dragon can tread on cloud or fog as though on solid ground.

Dragon Tactics and Attacks

Typical Tactics: Silver dragons seek to avoid combat except when faced by highly evil or aggressive foes. They use feather fall to halt missiles fired in their direction, and employ wall of fog or control weather to blind or confuse opponents before engaging in physical attacks. Extremely angry silver dragons with reverse gravity ability will fling enemies helplessly into the air and snatch them. Against flying opponents, silver dragons prefer to hide in clouds (creating their own if the day is clear), waiting for an advantageous moment to leap out and attack.

Physical Attacks: A silver dragon's claws cause 1d8 damage, plus combat modifier. Its bite causes 5d6 damage, plus combat modifier.

Breath Weapon: A silver dragon has two breath weapons. The first is a cone of cold 80 feet long, 5 feet wide at the dragon's mouth, and 30 feet wide at the end. Opponent attacked by cold can save vs. breath weapon for half damage. The second is a cloud of paralyzation gas 50 feet long, 40 feet wide, and 20 feet high. Opponents attacked by gas must save vs. breath weapon or become paralyzed for one round per age category of the dragon, plus 1d8 rounds.

Base Movement: 9, Fl 30 (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 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 dragon 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 dragon on the other hand, follow a more chaotic path. They spend a portion of their lives switching mate 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 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.

Dragon Experience Levels

Silver Dragon

Level	XP	Hit Dice
H	0	9
1	250,000	9
2	750,000	11
3	1,250,000	13
4	1,750,000	15
5	2,000,000	16
6	2,250,000	17
7	2,500,000	18
8	2,750,000	19
9	3,000,000	20
10	3,250,000	21
11	3,500,000	22
12	3,750,000	23

Dragon Proficiency Slots

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

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Silver	Kindredbond

Preferred Kindred

	Elf	Dwarf	Gnome
Silver	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.