

# Species, Breed: Dragon, Air (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1 There will be a 30% chance of encountering another if encountered within the lair.

If so, this will be its mate. If a second dragon is encountered, there will be a 45% chance of there being 1-D6 +2 eggs in the lair. If there is, there will be a 25% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

## Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 50

Coordination: 60

Dexterity: 60

Intelligence: 20

Mental-strength: 70

Strength: 100

Wisdom: 20

## Movement:

Flying: 90

Grounded: 30

Swimming: 15

Luck: 100

Oxygen-points: 210

Blood-points: 150

The following roll will determine the type of attack this dragon will attempt per turn:

**% Roll: Type of attack:**

01-30: Air-Strike. See: "Special offenses"

31-00: Bite / Claws / Tail-Strike

**Attack descriptions**

Bite: 1

Damage: 1-D20 x 5 +16 in 1-D4 areas of the body.

Range: 3 spaces (15')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x 4 +16 in 1-2 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D20 x 9 +16 in 1-D6 areas of the body.

Range: 4 spaces (20')

Attack Type: Blunt

Defense: 60

Offense: 60

**Damage-Points:** Roll 3-D20 +10 x level.

## Treasure: %Roll needed to have money and treasure:

**Copper:** 15+ to have 1-D10 x 1,000

**Bronze:** 17+ to have 1-D10 x 1,000

**Silver:** 19+ to have 1-D10 x 1,000

**Electrum:** 21+ to have 1-D10 x 1,000

**White-gold:** 23+ to have 1-D10 x 1,000

**Yellow-gold:** 25+ to have 1-D10 x 100

**Black-gold:** 27+ to have 1-D10 x 50

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 21+ to have 3-D6 +3

**Legendary:** 31+ to have 1-D4 +1

**Note:**

The Air Dragon will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

25% chance of having 1-D4 Artifacts

70% chance of having 1-D100 +25 random Gems.

25% chance of having 1-D4 Oracles

25% chance of having 1-D4 Relics

90% chance of having 2-D10 random creatures as slaves and food source. Humanoids will most likely be slaves.

# Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a reddish-translucent winged reptile.

Eye color: Translucent-red with black vertical pupils.

Eye shape: Large and slanted.

Scale color: Translucent-red.

Height: 11'-6"

Length: 34'-6"

Skin texture: Scaly.

Posture: Quadruped.

Weight: 2,250 lbs.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 103'-6"

**Dislikes:** A coward-hearted person. Dragons despise thieves.

**Disposition:** Even though this dragon has an evil disposition, it respects any creature that has the heart of courage. These creatures dwell in lofty regions so as to access the sky at will.

The air-Breathing Dragon is within the reptile family. Its dagger-like claws and sword length teeth can produce death quickly unless avoided. As all dragons, this kind is fearless against intruders, attacking without mercy until its enemy is destroyed.

If two dragons are encountered this will mean they are life time mates. There will be a 20% chance of up to 5 young being present in the lair. These young will be level #1. No higher. If no young are present there will be a 10% chance of 1-D6 eggs being present. These eggs will be in a nest in some secluded part of the lair.

Dragons, levels 1st to 5th are of the most reckless and dangerous of the breed as they roam far from their lair and hunt at random, often taking captives back to their lair to make slaves of (or a later meal). At this stage in their lives they will often travel in groups of 3-D6. Slaves that play the harp are rarely eaten if they play music cooperatively for the dragons.

**Fears:** None.

**Habitat:** Cliff and Sky regions.

**Immunities:** Air-based abilities and spells.

**Life-span:** 6 ages (6,000 years). The first two ages it will be considered as a Lesser Dragon. The second two ages it will be a Greater, and the last two ages, a mighty Ancient. This dragon is no more than 2,000 years old.

**Likes:** Treasure. This dragon enjoys music, especially the harp.

**Needs:** None.

**Note:** An Air Dragon egg is valued at 65,000 white-gold. A newly hatched Air Dragon is valued at 45,000 white-gold.

**Armor and Shield Crafting:** Prerequisite trade-skill(s) to craft this item: Blacksmith and Leather Worker.

If crafted, one can create Air Dragon Scale Armor or Shield which will retain 50% of its resistances (rounded up) listed in the "Special Defenses" section.

Crafted Dragon Armor will be considered as Krannik-Steel Scale Armor for stats and adjustments, excluding the special abilities that appear in the "Resistances" within the Special Defenses section. Beneath, and naturally attached to the scales of Dragon Armor, is the Dragon-Hide Leather, which is considered as, of course, Dragon-Hide Leather for stats and adjustments, excluding the special abilities that appear in the "Resistances" within the Special Defenses section.

For each level Air Dragon Scale Armor or Shield is master crafted, its resistances will increase by +3, yet not to exceed the maximum resistances of this creature.

The air damage-reduction for armor and shield crafted from this dragon's hide will be 50%. As with the other resistances, air damage-reduction will increase by +3 each time the armor is master crafted (maximum air damage-reduction = 100%).

See: "Special Defenses" to know the resistances which will benefit the wearer of Air Dragon Scale Armor or Air Dragon Scale Shield.

**Special Abilities: Tracking:** This creature can pick up and follow a track scent on a roll of 25+ (even in the air, and on water). A track can be followed for 1-D6 hours. After the 1-D6 hours has expired, a tracking check must, again, be rolled for to see if the dragon can keep the trail.

**Special Defenses: Berserker's Rage:** When this dragon is wounded in the flesh it will become enraged going berserk. When this happens it will gain a +10 to defense, and +10 to all offensive strikes for the remainder of the battle.

**Resistances:** Air-based attacks: 50%, Magic-Resistance: 30%, Mental-Resistance: 30%, Spiritual-Resistance: 30%

**Torrent:** During the defensive turn of the dragon, it will always exhale, creating a torrent of wind that will hinder attacks, causing all physical attacks against it to miss 2 out of 6 times, unless the attackers strength is higher than the dragon's. For each and every attack against the dragon, roll 1-D6; if a 1-2 is rolled, the attack will stray and miss. If an attacker is physically stronger than the dragon, physical attacks will miss 1 out of 6 times. If a 1 is rolled, the attack will stray and miss.

**Special Offenses: Air-Strike:** This dragon can omit an incredible burst of air from its mouth upon its enemies. All present within the "Area of Effect" must pit their strength against the dragon's (single roll check), or be knocked back violently 1-D10 spaces, causing tumbling damage of 1-D4 x the dragon's level in 1-D4 areas of the body. If a target strikes something (i.e., a wall, rocks, etc.), x2 damage will be inflicted.

**Area of effect:** The 2 spaces directly in front of the dragon, then out 10 spaces in a V, or cone-shape, pattern. At the range of 16 spaces out, the Air-breath will cover 11 spaces across.

**Dragon-Fear:** When this dragon is encountered in its wrath, all creatures must successfully make an avoidance-roll vs. "Fear" or suffer the following penalties until a successful avoidance-roll vs. "Fear" is rolled (1 chance per 4 turns):

½ movement (rounded down)  
-10 defense and offense.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-1 (or better) enchanted weapon to harm.