

Species, Breed: Dragon, Forest (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Good.

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

Level: 1-D30 +1

Number encountered: 1 There will be a 20% 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 40% chance of there being 1-D6 +2 eggs in the lair. If there is, there will be a 20% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

Characteristics

Awareness: 65

Charisma: Not applicable.

Constitution: 80

Coordination: 50

Dexterity: 50

Intelligence: 28

Mental-strength: 50

Strength: 95

Wisdom: 32

Movement:

Flying: 84

Grounded: 28

Swimming: 14

Luck: 160

Oxygen-points: 150

Blood-points: 135

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

% Roll: Type of attack:

01-30: Ability. See: "Special Abilities" and "Special Offenses".

31-00: Bite / Claws / Tail-Strike

Attack descriptions

Bite: 1

Damage: 1-D12 x 10 +15 in 1-D4 areas of the body.

Range: 3 spaces (15')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D12 x 8 +15

Range: 2 spaces (10')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D12 x 9 +15

Range: 4 spaces (20')

Attack Type: Blunt

Defense: 50

Offense: 50

Damage-Points: Roll 4-D20 +15 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 25+ to have 1-D10 x 1,000

Bronze: 27+ to have 1-D10 x 1,000

Silver: 29+ to have 1-D10 x 1,000

Electrum: 31+ to have 1-D10 x 1,000

White-gold: 33+ to have 1-D10 x 1,000

Yellow-gold: 35+ to have 1-D10 x 100

Black-gold: 37+ to have 1-D10 x 50

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 31+ to have 2-D6 +2

Legendary: 41+ to have 1-D4

Note:

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

20% chance of having 1-D4 Artifacts

65% chance of having 1-D100 +25 random Gems.

20% chance of having 1-D4 Oracles

20% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a pine-green winged reptile.

Eye color: Emerald-green.

Eye shape: Large and slanted.

Scale color: Pine-green.

Height: 11'-6"

Length: 34'-6"

Skin texture: Scaly.

Posture: Quadruped (like an animal with four feet)

Weight: 1,900 lbs. This dragon is much thinner than the normal type of dragon; probably for slipping through trees less hindered.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 103'-6"

Dislikes: Cyclops, Goblins, Trolls (any type of creature that uses evil force to dominate another creature).

Disposition: The Forest Dragon is unique in all of dragon-kind in that it loves to hunt and roam within any type of forest. This creature is the more gentle and friendly type, often times allying itself with enchanted creatures and those cultivated in the ways of the forest (i.e., druid, forest-knight, etc.).

This dragon has no apparent breath ability, but its study of the arts compensate for this. They crave the learning of anyone they encounter and will reward one for training received, whether it be in the area of an ability (class), magic (spell-caster), or trade-skill (survivalist, alchemy, blacksmith, etc.). Simply, the Forest Dragon craves knowledge, and will pay well for it (in the form of its personal treasure, or by favors granted).

If two dragons are encountered this will mean they are life time mates. There will be a 20% chance of there being 1-D4 young. These young will be level #1 (no higher). If no young are present there will be a 10% chance of 1-D4 eggs being present. These eggs will be in a nest in some secluded part of the forest.

Dragons, levels 1st to 5th are of the most reckless and dangerous of the breed as they roam far from their forest birthplace to explore at random. At this stage in their lives they will always travel together in a group for safety.

Fears: Forest fire. This dragon does not necessarily fear fire, but what it can do to its forested home.

Habitat: Forests (all).

Immunities: Nature attacks by organic abilities and spells. Organic creatures can effect this dragon by direct, physical contact, even if their abilities and/or spells have no effect.

Life-span: 3 ages (3,000 years).

Likes: Knowledge. This creature is very fond of druids and forest-knights that hold honor in their heart, dryads, fairies, nymphs, sylphs, and other such enchanted and magical creatures. There will be a 50% chance when the Forest Dragon is encountered such creatures will be with it, even if they are unseen. Roll on the following chart to see what creatures will be encountered with the Forest Dragon when encountered:

%Roll: Added encounter:

01-13: Druid

14-26: Druid and Forest-Knight

27-39: Dryad

40-52: Fairy, Woodland

53-64: Forest-Knight

65-76: Nymph, Woodland

77-88: Sylph

89-00: Discretion of the G.M. Game-Master can choose any he or she wishes.

Needs: None.

Note: A Forest Dragon egg is valued at 30,000 white-gold. A newly hatched Forest Dragon is valued at 15,000 white-gold.

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

If crafted, one can create Forest 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 Forest Dragon Scale Armor or Shield is master crafted, its resistances will increase by +3, yet not to exceed the maximum resistances of this creature.

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

Special Abilities: Modification-points: This creature will have modification-points as follows: $3\text{-D}20 + 9$ (for level 0), and then $2\text{-D}6 + 1$ modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Night-Vision: As the Psychic's spell.

Special Defenses: Damage-Reduction: 10 vs. physical damage.

Resistances: This creature has the following resistances:

- Acid: 15%
- Air: 50%
- Blunt weapon attacks: 26%
- Cold: 44%
- Sickness: 45% (armor crafted from this creature will not have this resistance)
- Electricity: 44%
- Fire: 29%
- Magic: 30%
- Manipulation (mental): 30%
- Manipulation (spiritual): 30%
- Mental-attack: 30%
- Mind Alteration: 30%
- Needle attacks: 54%
- Poison: 50% The effects of poison will be diminished by ½ always. Toxin Poison will force an avoidance-roll vs. "Death" at ½ the normal chance to succeed (no luck can be used). Armor crafted from this creature will not have this resistance.
- Sharp weapon attacks: 29%
- Shock: 90% (armor crafted from this creature will not have this resistance)
- Sickness: 90% (armor crafted from this creature will not have this resistance)
- Spiritual-attack: 30%
- Stun: 75%

Special Offenses: 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: Genuine kindness will cause a softening of this creature's heart, thus opening up the possibilities for a bonding friendship. Once betrayed, it is a long road to once again gain any form of trust from this creature.

Read "Exception" in the "Weapon susceptibility".

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

Exception: A Forest Dragon can be injured by green wood (i.e., a newly cut branch from a plant or tree). Green wood will lose its ability to harm this creature 72 hours after being cut.