

# Species, Breed: Dragon, Morgel (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil (Apathetic).

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1 There will be a 10% 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 25% chance of there being 1-D4 eggs in the lair. If there is, there will be a 20% chance of each egg being hatched (check for each egg).

Experience points: 200 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 110

Coordination: 40

Dexterity: 40

Intelligence: 20

Mental-strength: 100

Strength: 190

Wisdom: 20

## Movement:

Flying: 75

Grounded: 25

Swimming: 13

Luck: 200

Oxygen-points: 300

Blood-points: 330

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

**% Roll: Type of attack:**

01-70: Bite / Claws / Tail-Strike.      See: "Morgel Touch" in the "Special Offenses".

71-00: Morgel-Breath.

**Attack descriptions**

Bite: 1

Damage: 1-D100 in 1-D4 areas of the body.

Range: 4 spaces (20')

Attack type: Sharp

and:

Claws: 2

Damage: 1-D100 in 1-D4 areas of the body.

Range: 3 spaces (15')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 2-D100 in 1-D8 areas of the body.

Range: 6 spaces (30')

Attack type: Blunt

or:

Morgel-Breath: 1

Damage:            If caught within the "Range", Morgel-Breath will cause a comatose unconsciousness to come over a creature for 2-D12 hours if it does not make a successful avoidance-roll vs. "Death".

Range:    The 2 spaces directly in front of the dragon, then out 10 spaces in a V, or cone-shape, pattern. At the range of 10 spaces out, the Morgel-Breath will cover 12 spaces across.

Attack type: Gas.

**Defense: 40**

**Offense: 40**

**Damage-Points:** Roll 1-D100 +34 x level.

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

**Copper:** 02+ to have 1-D4 x 60,000

**Bronze:** 03+ to have 1-D6 x 50,000

**Silver:** 04+ to have 1-D8 x 40,000

**Electrum:** 05+ to have 1-D10 x 30,000

**White-gold:** 06+ to have 1-D12 x 20,000

**Yellow-gold:** 07+ to have 1-D20 x 2,000

**Black-gold:** 08+ to have 1-D30 x 1,000

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 02+ to have 3-D10 +3

**Legendary:** 03+ to have 3-D6 +3

**Note:**

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

35% chance of having 2-D20 +2 x3 Artifacts

35% chance of having 3-D20 +3 Enchanted Items

30% chance of having 2-D8 +2 Enchanted Armors

30% chance of having 2-D8 +2 Enchanted Weapons

60% chance of having 1-D100 +25 x2 random Gems.

45% chance of having 1-D20 +10 random Special Gems.

60% chance of having 3-D6 +3 Magic Armors

60% chance of having 3-D6 +3 Magic Weapons

30% chance of having 1-D4 +2 Oracles

70% chance of having 3-D20 +3 Other Valuable Items (O.V.I.)

30% chance of having 1-D4 +1 Relics

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a night-black winged reptile with red eyes.

**Eye color:** Ash-black with vertical cat-like pupils of red.

**Eye shape:** Large and slanted.

**Scale color:** Ash-black.

**Height:** 11'-6"

**Length:** 34'-6"

**Skin texture:** Scaly.

**Posture:** Avian/Quadruped (like an animal with four feet that can fly).

**Weight:** 2,250 lbs.

**Wing contour:** Bat wing contour, thick and leathery.

**Wingspan:** 103'-6"

**Dislikes:** The Morgel Dragon hates a coward and will crush any who waver before it.

**Disposition:** Even though this dragon has an evil disposition, it respects any creature that has the heart of courage. This dragon does not kill for pleasure. In fact, this creature holds a great respect for the life of another creature. Usually, and depending upon the circumstances, if this dragon defeats a creature, it will keep it captive forever as a slave.

Rarely, this dragon will be found sleeping upon the heaps of treasure it collects. If encountered in its lair, there will be a 10% chance this dragon will be asleep upon its treasure.

**Fears:** Grondalem and Zane, the King and Queen of all dragons. This is not an actual fear, but a deeply profound sense of respect.

**Habitat:** Fearmist and Wastelands. This dragon has been spotted in other regions.

**Immunities:** Breath (attacks based on the element of death), Cold, Consciousness (being knocked unconscious), Death (abilities and spells), Disease, Fear, Gases, Pain, Petrification, Poison (all types), Shock and Sickness.

**Life-span:** 12 ages (12,000 years).

**Likes:** Unknown.

**Needs:** Unknown.

**Note:** A Morgel Dragon egg is valued at 3,000,000 white-gold. A newly hatched Morgel Dragon is valued at 2,500,000 white-gold.

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

If crafted, one can create Morgel 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 Morgel Dragon Scale Armor or Shield is master crafted, its resistances will increase by +4, yet not to exceed the maximum resistances of this creature.

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

**Special Abilities: Infra-Red-Vision:** As the Psychics spell.

**Modification-points:** The Morgel Dragon will always have modification-points as follows:  $3\text{-D}20 + 9 + 2\text{-D}6 + 1$  per 2 levels advanced (exactly as a player character rolls for 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 Psychics spell.

**Tracking:** This creature can pick up and follow a track scent on a roll of 45+. A track can be followed for 1-D4 hours. After the 1-D4 hours has expired, a tracking check must, again, be rolled for to see if the dragon can keep the trail.

## Special Defenses: Damage-Reduction: 10

Resistances: This creature has the following resistances:

- Ability: 30%
- Acid: 70%
- Annihilation-Strike: 30%
- Blunt weapon attacks: 28%
- Charm: 30%
- Electricity: 44%
- Enchantment: 30%
- Faith: 30%
- Fire: 29%
- Illusion: 30%
- Magic: 70%
- Manipulation (mental): 70%
- Manipulation (spiritual): 70%
- Mental-attack: 70%
- Mind Alteration: 70%
- Needle attacks: 54%
- Paralysis: 50%
- Sharp weapon attacks: 30%
- Sleep: 30%
- Spiritual-attack: 70%
- Stun: 30%
- Sudden-Death: 30%
- Trap: 30%

**Special Offenses: Berserker's Rage:** When this creature is wounded it will fly into a Berserker's Rage, gaining a +30 to strike for the remainder of the fight.

**Fear Presence:** When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear" (intelligence and wisdom added together ÷2) or the following will occur:

2-D6 movement reduction (not less than 1 movement per turn).

4-D10 Coordination reduction (not less than 5).

4-D10 Dexterity reduction (not less than 5).

50% ability failure chance.

50% spell failure chance.

**Morgel Touch:** When this creature strike another in the flesh, wounding it, that creature must make a successful avoidance-roll vs. "Death" (Constitution + Mental-strength = the % chance to succeed against this devastating attack). If this avoidance-roll is failed, the creature struck will be slain, no matter the area which has been struck.

If a creature is struck but not wounded it must make a successful avoidance-roll vs. "Sudden Death" (Dexterity + Coordination = the % chance to succeed against this attack). If this avoidance-roll is failed, the creature struck will be slain, no matter the area that has been struck.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-10 (or better) enchanted weapon to harm.