

Species, Breed: Dragon, Ripple

Type: Not applicable.

Class: Undead

Align: Evil.

Gender: Not applicable.

Level: 31 + 1-D30

Number encountered: 1

Experience points: 300 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 60

Intelligence: 20

Mental-strength: 100

Strength: 240

Wisdom: 20

Movement:

Flying: 72

Grounded: 24

Swimming: 12

Luck: 300

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 1-D100 x3

Range: 4 spaces (20')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D100 x2

Range: 3 spaces (15')

Attack Type: Sharp

Defense: 70

Offense: 90

Damage-Points: Roll 4-D20 +44 x level.

Treasure: % Roll needed to have money and treasure:

Copper: 02+ to have 2-D20 x 1,000

Bronze: 03+ to have 2-D20 x 900

Silver: 04+ to have 2-D20 x 800

Electrum: 05+ to have 2-D20 x 700

White-gold: 06+ to have 2-D20 x 600

Yellow-gold: 07+ to have 2-D20 x 500

Black-gold: 08+ to have 2-D20 x 400

Treasure item(s):

Common: None

UnCommon: None.

Rare: None.

Legendary: 02+ to have 4-D6 +4

Note:

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

45% chance of having 1-D4 Artifacts

45% chance of having 1-D20 x4 random Gems.

45% chance of having 1-D4 Oracles

45% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This dragon looks as though it blinks in and out; one moment it is there, the next it is not. This is witnessed as a rapid blinking.

Eye color: Transparent-silver.

Eye shape: Large and slanted.

Height: 11'-6"

Length: 34'-6"

Skin color: Silver.

Skin texture: The Ripple Dragon's skin is scaly, much the same as a fire dragon.

Posture: Avian / Quadruped (like an animal with four feet with wings)

Weight: 6,000 lbs.

Wing contour: Dragon. The membrane of the wings are a transparent-silver.

Wingspan: 103'-6"

Dislikes: Thieves.

Disposition: As the Ripple Skeleton, this dragon has an insatiable appetite for treasure. It has been known to withhold an attack for those who give it something of value. This undead has been known to actually form an acquaintance with those who gift it well . . . even good creatures.

It is suspected that this undead lives a life in two worlds; one in the region it is encountered, and one in another realm. Indeed it does. If encountered within its native habitat (Water Dimension) this creature will blink and flicker rapidly, spending an even amount of time in this region, and an even amount of time upon the earthen plane where it hunts and roams. If it is encountered upon the earthen plane, it will spend an equal amount of time in the Water Dimension. It is suspected that when it gathers up treasure in the earthen plane it can easily transfer the goods into its natural habitat (and this is true).

Fears: Electricity.

Habitat: Water Dimension, though this undead is found in many of the more deadly regions upon the earthen plane.

Immunities: Breath-attacks that are based on: Water. Charm, Disease, Fear, Pain, Poison (all forms), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Treasure.

Needs: Unknown.

Note: The bones of this creature are highly sought after by necromancers. Necromancers use the bones to create Undead servants. Shamans also seek highly after these bones as they are components for certain spells.

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

Night-vision: As the Psychics spell.

Special Defenses: Resistances: Magic: 30%, Mental-attack: 30%, Spiritual-attack: 30%

Ripple: During a conflict, when this undead is struck by ANY form of attack (even "Area of Effect" attacks) there will be a 4 in 6 chances that the attack will not effect this creature. For every successful strike against this creature, roll 1-D6; if a 1-D4 is rolled, the attack will not effect it.

Special Offenses: None.

Susceptibilities: Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-4 (or better) enchanted weapon to harm.