

Species, Breed: Animated

Type: Dragon, Steel

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 35 + 1-D20

Number encountered: 1

Experience points: 160 x level.

Characteristics

Awareness: 80

Charisma: Not applicable.

Constitution: 110

Coordination: 72

Dexterity: 72

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 240

Wisdom: Not applicable.

Movement:

Flying: 32

Grounded: 16

Swimming: Can't. Can walk underwater at a rate of 16 spaces (80') per turn. This creature's movement is not hindered underwater.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 2-D12 x10 +44

Range: 3 spaces (15')

Attack Type: Sharp.

and:

Claws: 2

Damage: 2-D12 x7 +44

Range: 2 spaces (10')

Attack Type: Sharp.

or:

Tail-Strike: 1

Damage: 2-D12 x17 +44

Range: 4 spaces (20')

Attack Type: Blunt.

Defense: 72 / 102 if 32nd + level.

Offense: 72 / 102 if 32nd + level.

Damage-Points: Roll 4-D100 +40 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x300

Bronze: 05+ to have 1-D100 x300

Silver: 08+ to have 1-D100 x300

Electrum: 11+ to have 1-D100 x300

White-gold: 14+ to have 1-D100 x200

Yellow-gold: 17+ to have 1-D100 x100

Black-gold: 20+ to have 1-D100 x50

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 4-D6 +4

Legendary: 15+ to have 4-D4 +4

Note:

This creature will have a 80% chance of being found with 1-D100 x400 lbs. of raw steel close at hand. If it does have steel, roll on "Steel Alloys" in the S section of the Basic Rules Book for what type of steel it has.

See: "Special abilities".

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

60% chance of having 1-D6 Artifacts

90% chance of having 1-D20 x5 random Gems. There will be a 25% chance of each being a Special Gem.

50% chance of having 1-D6 Oracles

55% chance of having 1-D6 Relics

Description:

Annihilation Strike?: No.

Description: The Animated Steel Dragon looks like a normal dragon, yet it is made of solid steel.

Eye color: Dark-gray.

Eye shape: Large and slanted.

Height: 11'-6"

Length: 34'-6"

Skin color: Dark-gray.

Skin texture: Steel.

Posture: Quadruped.

Weight: 24,000 lbs.

Wing contour: As a dragon's.

Wingspan: 103'-6"

Dislikes: Not applicable. Mindless creatures do not like or dislike anything.

Disposition: This creature is constructed by an Animationist. What commands the Animationist has given this creature, it will carry out. There will be a 75% chance of this animation having no master.

Fears: Not applicable.

Habitat: Multiple (especially found in labyrinths).

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying. This is a creation which has no life span.

Likes: Ores. This creature is attracted to such things and will sometimes be found with such.

Needs: None.

Note: The damage a steel-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

Special Abilities: Mineral detection: This creature is drawn to ores within 8spaces (40') on an successful avoidance-roll vs. "Awareness".

Vibration Sense: This creature has an acute sense of feeling, and is drawn to, the vibrations of surface creatures walking upon the ground within 10 spaces (50') on a successful avoidance-roll vs. "Awareness".

Special Defenses: See: "Immunities"

Special Offenses: Thunder-Smite: The Steel Dragon will lash its tail down upon the earth, causing the sound louder than a thunder clap. Any within 12 spaces (60') will suffer 1-D20 x10 damage in all areas of the body unless a successful avoidance-roll vs. "Paralysis" (at ½ chance) is successful.

Susceptibilities: None.

Weapon susceptibility: Rank-18 (or better) magical weapon to harm.