

Species, Breed: Grondelem (Tha`Shei`Ur)

Type: Jahtha

Class: Dragon form: Enchanted (Reptile), Humanoid form: Enchanted (Mammal).

Align: Good (Holy).

Gender: Male.

Level: 78th

Number encountered: 1

Experience points: 234,000

Characteristics

Awareness: 80

Charisma: 40 in humanoid form.

Constitution: 130

Coordination: 70

Dexterity: 70

Intelligence: 40

Mental-strength: 130

Strength: Dragon form: 630, Humanoid form: 90

Wisdom: 70

Movement:

Flying: Dragon form: 249, Humanoid form: 54

Grounded: Dragon form: 83, Humanoid form: 18

Swimming: Dragon form: 29, Humanoid form: 6

Luck: 780 Grondelem will not lose his next offensive turn when he uses luck. His luck regenerates at 1-D20 points per turn.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

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

% Roll: Type of attack:

01-50: Bite / Claws / Tail-Strike

51-75: Breath. Pick the type of dragon breath you wish to use (can only be a good dragon breath).

76-00: Ability/Spell. See: "Special Abilities".

Attack descriptions These attacks are only while in dragon form.

Bites: 3

Damage: 1-D100 x5 in 1-D12 areas of the body.

Range: 16 spaces (80')

Attack type: Sharp

and:

Claws: 4

Damage: 1-D100 x5 in 1-D8 areas of the body.

Range: 12 spaces (60')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 1-D100 x10 in 1-D12 areas of the body.

Range: 24 spaces (120')

Attack type: Blunt

or:

Dragon-Breath: 1

Damage: 1-D30 x dragon's level in all areas of opponent's body.

Range: The 4 spaces directly in front of the dragon, then out 20 spaces in a V, or cone-shape, pattern. At the range of 20 spaces out, his breath will cover 24 spaces across.

Attack type: This depends upon the breath weapon used.

See: "Special Offenses".

Defense: 130

Offense: 130

Damage-Points: Roll 1-D100 + 140 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 +25 x10,000

Bronze: 02+ to have 1-D100 +25 x10,000

Silver: 02+ to have 1-D100 +25 x10,000

Electrum: 02+ to have 1-D100 +25 x10,000

White-gold: 02+ to have 1-D100 +25 x10,000

Yellow-gold: 02+ to have 1-D100 +25 x10,000

Black-gold: 02+ to have 1-D100 +25 x10,000

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 02+ to have 3-D20 +20

Note:

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

99% chance of having 1-D20 +15 x6 Artifacts

99% chance of having 1-D20 +5 x6 Enchanted Armors

99% chance of having 1-D20 +5 x6 Enchanted Weapons

99% chance of having 1-D20 +3 x4 Oracles

99% chance of having 1-D100 +25 x 200 random Gems.

99% chance of having 1-D20 +15 x6 random Special Gems.

99% chance of having 1-D20 +3 x4 Relics

Grondelem will always have and use his items.

Description:

Annihilation Strike?: Yes.

Description: Dragon form: This massive dragon has the eyes of amethyst-blue, like his sister (Zane). His scale-coat is solid-gray.

Humanoid form: He appears as a fair skinned, gray-haired man of about 80 years, his favorite robe is a plain gray and rather weather-worn. He appears very slender in the face with high cheekbones, giving away he and his sister's relationship. He also seems human, but carries himself humbly in every social walk.

Eye color: Amethyst-blue in dragon or humanoid form.

Eye shape: Dragon form: Huge and slanted. Humanoid form: Medium-sized and slanted, though not quite as angled as that of an elf.

Hair color: Humanoid form: Aged-gray.

Height: Dragon form: 34'-6", Humanoid form: 6'-4"

Length: 113'-6" in dragon form only.

Scale color: Solid-gray.

Scale texture: Dragon.

Skin color: Fair . . .almost white, and pale.

Skin texture: As human skin.

Posture: Dragon form: Avian-Quadruped (like an animal with four feet which can fly). Humanoid form: Biped (like an animal with two feet).

Weight: Dragon form: 30,000 lbs., Humanoid form: 220 lbs.

Wing contour: Bat-like, covered with scales.

Wingspan: 340'-6"

Dislikes: Disorder.

Disposition: Grondelem is a kind and gentle soul, at times seen mingling with peasants and simple folk of Utaemia, whom he loves. Grondelem also councils with kings and rulers in times of need.

Wisdom and kindness garnish Grondelem's heart and mind at all times. He takes a liking to anyone who is respectful and fair. Once he gets to know a creature, he never forgets, especially their scent.

He is also well versed in culture, as his sister, and loves to adventure far and wide, even to the risking of his life with allies and friends.

Fears: The loss of his sister. In Grondelem's mind, Zane is rather reckless, unwise at times. His one fear is to lose her forever. He keeps a very close eye on her always.

Habitat: Seven Havens, though he is encountered in many of the regions of Utaemia.

Immunities: Acid, Beguile, Breath weapons and abilities which he can use. Charm (unnatural charms, such as magic spells, abilities, items, etc.), Cold, Death abilities, spells and weapons. Disease, Electricity, Fear, Fire, Gases, Nature (natural storms), Poison (all types) and Sickness.

Life-span: Immortal. Grondelem is forever in the prime of his life, yet he can be slain.

Likes: Honor.

Needs: None.

Note: The fashioned dragon-skin of Grondelem is valued at 100,000,000 white-gold (if his dragon-scale hide is in prime condition). His scale-hide can create 100 large shields, or 50 full sets of King Dragon-hide Scale Armors. Only a 3rd Master Leather Worker / 3rd Master Blacksmith can craft armors from this hide.

The shields and armors crafted will be the best possible armor. Borgus Leather and Koar-Steel Scale qualities will naturally be part of shields and armors crafted from this scale-hide. The highest of each of special abilities will be the chance to turn the elements and weapons.

If master crafted, a King Dragon-hide Scale Armor and Shield will retain ½ of the following "Resistances":

Ability: 20%

Air: 20%

Blessed Effect: 20%

Cursed Effect: 20%

Death: 20%

Enchantment: 20%

Magic: 46%

Mental-attack: 46%

Spiritual-attack: 46%

Stun: 20%

For every level this armor is master crafted, above 1, it will retain an added 3% to its current resistances, yet not to exceed this creatures maximum resistances.

Special Abilities: Dimension Travel: Grondelem can Dimension Travel at will with no resting time. 3 turns (15 seconds) to invoke this ability, he can take up to 78 others into another dimension if they are within 78 spaces.

Infra-Red-Vision: As the Psychic spell.

Modification-points: Grondelem will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn anything a character player can. These spells and abilities can be purchased, but all prerequisites must be met (just as a player must meet prerequisites).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

Mindlink: Grondelem can create a two way telepathic communication between himself and another creature. This communication acts exactly as the spell, "Telepathy", the psychic spell.

Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Plane Travel: Grondelem can Plane Travel at will with no resting time. 3 turns (15 seconds) to invoke this ability, he can take up to 78 others into another plane if they are within 78 spaces.

Shape-Shift: Grondelem can appear as any race type at will. It will take 3 turns (15 seconds) to shift into humanoid form, and the same amount of time to shift back. Of course, Grondelem's favorite disguise is that of an aged, bent, old man.

Tracking: While in dragon form, Grondelem can pick up and follow a track scent on a roll of 15+. A track can be followed for 1-D12 hours. After the 1-D12 hours has expired, a tracking check must, again, be rolled for to see if he can keep the trail. The unique thing about Grondelem's tracking ability is he can track his sister throughout dimensions and planes. Some speculate his love for her is so great, and his desire to keep her safe (and out of real trouble) has broken the barriers of the the common ability to merely track scent and simple footprints. To track her in this fashion, Grondelem needs to roll a Awareness Check at ½ the normal chance (40% chance).

Special Defenses: Damage-Reduction: 50 vs. any form of damage taken.

Resistances: Grondelem has the following resistances:

Ability: 40%

Air: 40%

Blessed Effect: 40%

Blunt weapon attacks: 38%

Consciousness: 40%

Cursed Effect: 40%

Death: 40%

Enchantment: 40%

Faith: 60%

Illusion: 40%

Magic: 91%

Manipulation (mental): 91%

Manipulation (spiritual): 91%

Mental-attack: 91%

Mind Alteration: 91%

Needle attacks: 54%

Pain: 40%

Petrification: 40%

Sharp weapon attacks: 48%

Shock: 40%

Sleep: 40%

Spiritual-attack: 91%

Stun: 40%

Special Offenses: Berserker's Rage: When Grondelem is wounded he will become enraged, gaining a +30 to strike for the remainder of the fight.

Fear Presence: When Grondelem is encountered in his wrath, or in a threatening manner, all who behold him must successfully make an avoidance-roll vs. "Fear" at $\frac{1}{2}$ the normal chance (intelligence and wisdom added together $\div 2$ (rounded down) or the following will occur for 4-D10 turns:

1-D12 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.

Susceptibilities: None.

Weapon Susceptibility: Rank-30 (or better) enchanted weapon to harm in any form.