

Species, Breed: Dragon, Deminaught (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 15% 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-D4 +2 eggs in the lair. If there is, there will be a 40% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 100

Coordination: 40

Dexterity: 40

Intelligence: 18

Mental-strength: 50

Strength: 180

Wisdom: 18

Movement:

Flying: 75

Grounded: 25

Swimming: Cannot swim.

Luck: 100

Oxygen-points: 150

Blood-points: 300

Attack descriptions

Bite: 1

Damage: 1-D100

Range: 2 spaces (10')

Attack type: Sharp

and:

Claws: 2

Damage: 1-D100

Range: 1 space (5')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 2-D100

Range: 3 spaces (15')

Attack type: Blunt

Defense: 40

Offense: 40

Damage-Points: Lesser: Roll 1-D100 +32 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 2-D100 x 1,000

Bronze: 04+ to have 2-D20 x 1,000

Silver: 06+ to have 2-D12 x 1,000

Electrum: 08+ to have 2-D10 x 1,000

White-gold: 10+ to have 2-D8 x 1,000

Yellow-gold: 12+ to have 2-D6 x 500

Black-gold: 14+ to have 2-D4 x 400

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 2-D4

Legendary: 40+ to have 2-D6

Note:

The Deminaught 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 random Gems.

10% chance of having 1-D4 Oracles

5% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a heavily steel plated reptile with wings.

Eye color: Black with a white vertical pupil.

Eye shape: Large and slanted. The pupils of the Deminaught Dragon's eyes are vertical like a cat's.

Scale color: Dark-gray.

Height: 8'-0"

Length: 17'-0"

Skin texture: Solid metal scales.

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

Weight: 1,325 lbs.

Wing contour: Bat wing contour, thick and hard as steel.

Wingspan: 51'-9"

Dislikes: Electricity: See: "Susceptibilities".

Disposition: Warrior-like, this dragon encourages a confrontation, even if it is to the death.

Fears: Electricity and water. See: "Susceptibilities".

Habitat: Wastelands. This dragon is rarely found in other regions.

Immunities: Fear (but not against electricity), Pain, Poison (excluding Toxin Poison) and Shock.

Life-span: 7 ages (7,000 years).

Likes: Battle.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: A Deminaught Dragon egg is valued at 40,000 white-gold. A newly hatched Deminaught Dragon is valued at 20,000 white-gold.

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

If crafted, one can create Deminaught 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 Deminaught 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 Deminaught Dragon Scale Armor or Deminaught Dragon Scale Shield.

Special Abilities: Modification-points: The Deminaught Dragon will have a 80% chance of having 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 35+. 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: 6

Resistances: This creature has the following resistances:

Acid: 47%

Blunt: 59%

Magic: 62%

Mental-attack: 62%

Needle attacks: 75%

Sharp weapon attacks: 58%

Spiritual-attack: 50%

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:

1-D4 movement reduction (not less than 1 movement per turn).

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

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

15% ability failure chance.

15% spell failure chance.

Susceptibilities: Lightning and Fire-based attacks will cause x2 damage on this creature.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.