

Species, Breed: Dragonman, Water (lesser)

Type: Not applicable.

Class: Fiend (Reptile).

Align: 01-10 = Evil, 11-00 = Good

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1-D8

Experience points: 180 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 55

Coordination: 40

Dexterity: 40

Intelligence: 24

Mental-strength: 60

Strength: 75

Wisdom: 20

Movement:

Flying: 42

Grounded: 14

Swimming: 14 Exceptional swimmers.

Luck: 160

Oxygen-points: 210

Blood-points: 180

Attack descriptions

Bites: 1

Damage: 1-D12 x7

Range: 2 spaces (10')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D12 x5

Range: 2 spaces (10')

Attack Type: Sharp

or:

Water-Breath: See: "Special Offenses"

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 +11 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 31+ to have 1-D100 x10

Bronze: 36+ to have 4-D20 x9

Silver: 41+ to have 3-D20 x8

Electrum: 46+ to have 2-D20 x7

White-gold: 51+ to have 1-D20 x6

Yellow-gold: 56+ to have 1-D12 x5

Black-gold: 61+ to have 1-D10 x4

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 35+ to have 1-D4 +1

Legendary: 65+ to have 1-D4

Note:

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

10% chance of having 1-D4 Artifacts

25% chance of having 1-D20 x5 random Gems.

5% chance of having 1-D4 Oracles

3% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be cross between a humanoid creature and a blue dragon.

Eye color: Green, with a black vertical pupil.

Eye shape: Medium-sized and slanted.

Height: 7'-6"

Length: 15'-0"

Scale color: Midnight-blue.

Scale texture: As a dragon.

Posture: Quadruped. This creature can rise up and walk on its hind legs easily.

Weight: 370 lbs.

Wing contour: As a dragon.

Wingspan: 22'-6"

Dislikes: Electricity.

Disposition: These creatures are fierce and cunning. They often times align themselves with mankind, no matter their align. They are well at home in water, or on land (though they prefer open, deep, water).

This creature loves the game of social interaction with any sentient creature, for they are highly social . . . and very playful.

Fears: Electricity.

Habitat: Oceans and regions where water is plentiful. This creature will not suffer if it does not have water to swim within, though it does not like being away from water.

Immunities: Water abilities and spells.

Life-span: 4 ages (4,000 years).

Likes: Social interaction with race types. This creature loves children, and will go out of its way to protect a child, even to the giving of its life.

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

Note: The cured and tanned skin of this creature can fetch about 200 black-gold. The cured hides of this creature will retain 50% of its resistances (rounded up). Add an additional +3% will be added to resistances per level a hide is master tanned (yet never to exceed its maximum resistances).

Special Abilities: Modification-points: There will be a 50% chance of each creature having 2-D6 modification-points per level to spend on any adventurer ability (ignore the prerequisites, unless they are an adventurer ability also).

Tracking: This creature can naturally pick up the visual, and/or scent, of a track for 1-D4 +1 hours with a successful avoidance-roll vs. "Awareness".

Special Defenses: Resistances: This creature has the following resistances:

Charm: 30%
Disease: 40%
Fear: 45%
Magic: 30%
Mental-attack: 30%
Sickness: 50%
Spiritual-attack: 30%

Special Offenses: Dragon Rage: When this Dragonman is wounded in the flesh it will become enraged going berserk. When this happens it will gain an additional bonus of +25 added to all attack dice rolls.

Water-Strike: This type of attack can throw a 1,500 lb. creature back 1-D10 spaces violently. The Water Dragon will purposely attempt to slam its opponent into something that can damage it. The damages caused by such a landing will be strictly up to the G.M. This attack is considered as a hurled weapon.

Area of effect: The 1 space directly in front of the Dragonman, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the frost-breath will cover 7 spaces across.

Whirlpool: This dragon will swim in a circle around its opponent creating a whirlpool that will drag them down into a watery grave if it feels threatened. If the water is too shallow it will attack physically.

Susceptibilities: Electricity causes x2 damage on this creature.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.