

Species, Breed: Zane (Tha`Shealin)

Type: Jahtha

Class: Dragon form: Enchanted (Reptile), Humanoid form: Enchanted (humanoid mammal).

Align: Evil (UnHoly).

Gender: Female.

Level: 66th

Number encountered: 1

Experience points: 198,000

Characteristics

Awareness: 60

Charisma: 50 in humanoid form.

Constitution: 110

Coordination: 60

Dexterity: 60

Intelligence: 50

Mental-strength: 120

Strength: Dragon form: 600, Humanoid form: 60

Wisdom: 40

Movement:

Flying: Dragon form: 225, Humanoid form: 48

Grounded: Dragon form: 75, Humanoid form: 16

Swimming: Dragon form: 25, Humanoid form: 5

Luck: 660

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 Zane 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 an evil dragon breath).

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

Attack descriptions These attacks are only while in dragon form.

Bites: 3

Damage: 1-D100 x4 in 1-D12 areas of the body.

Range: 16 spaces (80')

Attack type: Sharp

and:

Claws: 4

Damage: 1-D100 x4 in 1-D8 areas of the body.

Range: 12 spaces (60')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 1-D100 x8 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, her breath will cover 24 spaces across.

Attack type: This depends upon the breath weapon used.

See: "Special Offenses".

Defense: 120

Offense: 120

Damage-Points: Roll 1-D100 + 114 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 +25 x1,000

Bronze: 02+ to have 1-D100 +25 x1,000

Silver: 02+ to have 1-D100 +25 x1,000

Electrum: 02+ to have 1-D100 +25 x1,000

White-gold: 02+ to have 1-D100 +25 x1,000

Yellow-gold: 02+ to have 1-D100 +25 x1,000

Black-gold: 02+ to have 1-D100 +25 x1,000

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 02+ to have 2-D20 +10

Note:

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

95% chance of having 1-D20 +15 x3 Artifacts

95% chance of having 1-D20 +5 x3 Enchanted Armors

95% chance of having 1-D20 +5 x3 Enchanted Weapons

95% chance of having 1-D20 +3 x2 Oracles

95% chance of having 1-D100 +25 x 100 random Gems.

95% chance of having 1-D20 +15 x3 random Special Gems.

95% chance of having 1-D20 +3 x2 Relics

Zane will always have and use her items.

Description:

Annihilation Strike?: Yes.

Description: Dragon form: This massive dragon has the eyes of amethyst-blue. Her scale-coat reflects many colors, purple being the most dominant.

Humanoid form: She appears as a fair skinned, black-haired beauty, her favorite dress she wears is snow-white with a royal-blue sash fixed with the knot to her right side. The two ends of the sash fall down gracefully past her knees, just above the ankles. She appears very slender in the face with high cheekbones. She seems human, but carries the heir of the most noble elf in her demeanor.

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: Black. It is noticeable that any light which falls upon her hair, does not reflect any light. Quite the contrary, light becomes lost within the darkness of her hair, seeming to be extinguished.

Height: Dragon form: 34'-6", Humanoid form: 5'-8"

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

Scale color: Her scale-coat reflects the colors of red, blue, gold and silver, dominated with a purple hue which is the dominant color of her magnificent scale coat.

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: 125 lbs.

Wing contour: Bat-like, covered with scales.

Wingspan: 340'-6"

Dislikes: Opposition.

Disposition: Zane is a curious creature. She mingles and converses with most all the races of Utaemia. Some say she befriends many so knowledge can be gained concerning their strengths and weaknesses.

It is true that this terrible and beautiful queen is evil beyond measure, but she has neither lost, nor abandoned her humanity when it come to formality and custom among the races who allow her presence. She is well versed in culture and loves to adventure far and wide, even to the risking of her life. For there are creatures within the more secreted planes and dimensions which are her quarry.

Fears: Grondelem, her brother. This is not so much a fear, than a profound respect.

Habitat: Underworld, though she is encountered in many of the regions of Utaemia.

Immunities: Acid, Beguile, Breath weapons and abilities which she 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. Zane is forever in the prime of her life, yet she can be slain.

Likes: Power.

Needs: None.

Note: The fashioned dragon-skin of Zane is valued at 100,000,000 white-gold (if her dragon-scale hide is in prime condition). Her scale-hide can create 100 large shields, or 50 full sets of Queen 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 Queen 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: Zane can Dimension Travel at will with no resting time. 3 turns (15 seconds) to invoke this ability, she can take up to 66 others into another dimension if they are within 66 spaces.

Infra-Red-Vision: As the Psychic spell.

Modification-points: Zane 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).

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

Plane Travel: Zane can Plane Travel at will with no resting time. 3 turns (15 seconds) to invoke this ability, she can take up to 66 others into another plane if they are within 66 spaces.

Shape-Shift: Zane 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.

Tracking: While in dragon form, Zane can pick up and follow a track scent on a roll of 20+. A track can be followed for 1-D6 hours. After the 1-D6 hours has expired, a tracking check must, again, be rolled for to see if she can keep the trail.

Transport Mastery: Zane can Transport at will with no resting time. It takes 3 turns (15 seconds) to invoke this ability, in which she does not need to use her hands nor speak verbally. She can take up to 66 others with her. She can also send or summon them without having to accompany them. All this can be accomplished if 66 spaces.

Special Defenses: Damage-Reduction: 40 vs. any form of damage taken.

Resistances: Zane 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 Zane is wounded she will become enraged, gaining a +30 to strike for the remainder of the fight.

Fear Presence: When Zane is encountered in her wrath, or in a threatening manner, all who behold her 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 3-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).

40% ability failure chance.

40% spell failure chance.

Susceptibilities: None.

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