

Species, Breed: Dragon, Hunter (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil (Apathetic).

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

Level: 1-D30 +1

Number encountered: 1 There will be a 25% 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 30% chance of there being 1-D6 +1 eggs in the lair. If there is, there will be a 25% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: 20

Mental-strength: 45

Strength: 165

Wisdom: 20

Movement:

Flying: 75

Grounded: 25

Swimming: 8

Luck: 100

Oxygen-points: 135

Blood-points: 240

Attack descriptions

Bite: 1

Damage: 1-D100 in 1-D4 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D100 in 1-D4 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D100 x2 in 1-D8 areas of the body.

Range: 6 spaces (30')

Attack Type: Blunt

Defense: 40

Offense: 40

Damage-Points: Roll 1-D100 +29 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x 700

Bronze: 12+ to have 1-D100 x 600

Silver: 14+ to have 1-D100 x 500

Electrum: 16+ to have 1-D100 x 400

White-gold: 18+ to have 1-D100 x 300

Yellow-gold: 20+ to have 1-D100 x 200

Black-gold: 22+ to have 1-D100 x 100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 11+ to have 2-D6 +1

Legendary: 22+ to have 2-D4 +1

Note:

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

25% chance of having 1-D4 Artifacts

70% chance of having 1-D100 +15 random Gems.

25% chance of having 1-D4 Oracles

25% chance of having 1-D4 Relics

35% chance of having 2-D12 random captured creatures as a food source.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a huge solid-gray, winged, reptile.

Eye color: Yellow

Eye shape: Large and slanted.

Scale color: Gray

Height: 11'-6"

Length: 34'-6"

Skin texture: Scaly.

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

Weight: 2,250 lbs.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 103'-6"

Dislikes: Water: This creature hates being wet. This distaste for anything other than a quick drink will always lead to its withdraw on the wings of retreat, or a fight to the death (the latter usually being the case).

Disposition: Easily trained and befriended if gotten before, or just during, hatching. This can prove difficult, for the mother will most likely be present to protect her nest and/or young. If she has eggs/young she will hunt swiftly at night, returning protectively, and always suspiciously, to her children.

Fears: Fire.

Habitat: Desert (Savanna), Volcanic. This creature is found in others regions at times.

Immunities: Fear, Pain, Poison (excluding Toxin Poison).

Life-span: 3 ages (3,000 years).

Likes: Thrill of the hunt. Will often times release a victim just to hunt it down again. As long as a victim proves to be a worthy chase, the dragon, if it is not hungry, will continue to hunt, capture and release its prey (as the common house cat toys with a mouse). When its victim is exhausted, it will keep it until it regains its strength. Then it will begin the cat and mouse game all over again. After its victim gives up, it will usually eat it.

Needs: This creature needs the comfort of permanently warm regions to survive. If not within a permanently warm region, this creature will lose 1 damage-point per 24 hours until it dies.

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

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

Special Abilities: Modification-points: The Hunter Dragon will have a 10% chance of having modification-points as follows: 3-D20 +9 + 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 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 90% of the time (even in the air, and on water). 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 the dragon can keep the trail.

Even upwind, this remarkable tracking ability of the Hunter Dragon will still give it a 40% chance to follow (as if a sixth sense is guiding it).

Once a creature escapes from them that doesn't mean their escape is permanent. Hunter Dragons remember. Most often the Hunter Dragon will let a creature think its escaping and let it think that it is doing good in getting away. Then, when the creature gives up, supposing it has outrun, or out smarted its pursuer, the Hunter Dragon will spoil its victim's hope and begin the chase again.

Special Defenses: Berserker's Rage: When this dragon is wounded in the flesh it will become enraged going berserk. When this happens it will gain a +15 to all offensive strikes for the remainder of the battle.

Resistances: This creature has the following resistances:

Magic-Resistance: 40%

Mental-Resistance: 40%

Spiritual-Resistance: 40%

Special Offenses: Dragon-Fear: When this dragon is encountered in its wrath, all creatures must successfully make an avoidance-roll vs. "Fear" or suffer the following penalties until a successful avoidance-roll vs. "Fear" is rolled (1 chance per 4 turns):

- 1-D4 movement reduction (not less than 1 movement per turn).
- 2-D6 Coordination reduction (not less than 5).
- 2-D6 Dexterity reduction (not less than 5).
- 10% ability failure chance.
- 10% spell failure chance.

Susceptibilities: Cold will cause an exhaustive weariness to come upon this creature as follows:

For every turn, after the first, exposed to freezing temperatures, a successful avoidance-roll vs. "Constitution" must be successful, or light slumber will overtake this great beast. This sleep will be light.

1 claw per turn, and 1 bite and tail-strike every other turn.

For every turn, after the first, exposed to freezing temperatures, movement will be reduced as follows:

- Flying: 3-D6
- Grounded: 1-D6.
- Swimming: 1-D6.

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