

Species, Breed: Dragon, Sleep (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Good (Apathetic).

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

Level: 1-D30 +1

Number encountered: 1 There will be a 10% 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 70% chance of there being 1-D4 +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: 50

Charisma: Not applicable.

Constitution: 60

Coordination: 35

Dexterity: 35

Intelligence: 28

Mental-strength: 50

Strength: 100

Wisdom: 32

Movement:

Flying: 15 This dragon can fly, yet only as fast as it can normally move grounded.

Grounded: 15

Swimming: 8

Luck: 200

Oxygen-points: 150

Blood-points: 180

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

% Roll: Type of attack:

01-70: Bite / Claws / Tail-Strike

71-00: Sleep-Radiance.

Attack descriptions

Bite: 1

Damage: 1-D12 x 6

Range: 2 spaces (10')

Attack type: Sharp

and:

Claws: 2

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 1-D12 x11 in 1-D4 areas of the body.

Range: 3 spaces (15')

Attack type: Blunt

or:

Sleep-Radiance: 1

Damage: See: "Special Defenses".

Range: See: "Special Defenses".

Attack type: Ability. This is not magic, but an ability.

Defense: 35

Offense: 35

Damage-Points: Roll 3-D20 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x 40

Bronze: 32+ to have 1-D100 x 35

Silver: 34+ to have 1-D100 x 30

Electrum: 36+ to have 1-D100 x 25

White-gold: 38+ to have 1-D100 x 20

Yellow-gold: 40+ to have 1-D100 x 15

Black-gold: 42+ to have 1-D100 x 10

Treasure item(s):

Common: 20+ to have 1-D10

UnCommon: 40+ to have 1-D8

Rare: 80+ to have 1-D6

Legendary: 99+ to have 1-D4

Note:

There will always be one or more treasure items within the lair of this dragon. See: "Needs".

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

5% chance of having 1-D4 Artifacts

20% chance of having 1-D20 +5 random Gems.

2% chance of having 1-D4 Oracles

2% chance of having 1-D4 Relics

Description:

Annihilation Strike?: None.

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

Eye color: Snow-white, with round off-white pupils.

Eye shape: Large and oval.

Scale color: Pale-orange.

Height: 9'-0"

Length: 27'-0"

Skin texture: Smooth, like that of a pig. This dragon has no scales.

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

Weight: 1,200 lbs.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 27'-0"



Dislikes: Extreme bright light. See: "Susceptibilities"

Disposition: This creature is apathetic to most all forms of life. It lives its life underground, out of the sun, reclusive and withdrawn from the outside world.

The Sleep Dragon also loves one with an unselfish heart, for it can sense such creatures by nature when such happen to wander into its lair. It will even impart treasure to one in great need if it can trust. But an oath must always be given to bring it back (and maybe a little extra something in exchange for the favor).

This dragon loves music, and will gladly render services according to the music that one brings to its usually silent abode.

Fears: Bright lights, but sunlight most of all. See: "Susceptibilities"

Habitat: Cliffs. This dragon is rarely seen in other regions.

Immunities: Sleep-based spells and abilities.

Life-span: 13 ages (13,000 years).

Likes: Treasure.

Needs: Treasure. This dragon feeds from the magic radiating from the treasure that it hoards. This is presumably why the Sleep Dragon is so rare to be found. Once her young are about a year old, the mother will gently drive them out of her lair. They must then seek treasure of their own, or starve to death. They can last for about 90 days without any magic sustenance. It takes little to pacify this dragon; only 1 single magical type of item per 100 years it has aged.

Note: The Sleep Dragon does not like to kill, but will if it must (to keep its source of nourishment).

Special Abilities: Night-Vision: As the Psychics spell.

Modification-points: This creature will have a 40% 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 under the class of Healer (no prerequisite are required).

Tracking: This creature can pick up and follow a track scent 70% of the time. 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.

Unselfish Taint: With a successful Avoidance-roll vs. "Awareness" the Sleep Dragon can sense if a creature is lying to it, or if it has a heart that does not covet.

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: 60%

Mental-Resistance: 60%

Spiritual-Resistance: 50%

Sleep-Radiance: When this creature is attacked it may shed Sleep-Radiance, a deep sleeping ability which can cause all creatures within an 5 spaces (25') out in all directions to fall into a catatonic sleep for 2-D12 hours unless a successful Avoidance-roll vs. "Enchantment" is rolled.

If a creature is put to sleep, this dragon will strip it of all magically endowed treasure items, and place it's fallen victim in the safest area it can find without its lair. If this happens it will be up to the Game Master how many encounter checks there will be before consciousness occurs.

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):

- 3 Movement.
- 10 defense and offense.

Susceptibilities: Bright light: When exposed to bright light, sunlight, or a sudden flash of light (not a torch or a candle lantern) there will be the following penalties: -30 Defense / Offense. Duration: 1-D6 turns.

Fire: Burning heat will cause x2 damage on this creature.

Freezing temperature: A successful avoidance-roll vs. "Constitution" must be made when subjected to freezing temperature, or movement will be reduced by ½ for the duration of the freeze.

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