

# Species, Breed: Animated

Type: Dragon, Gem

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 31 + 1-D20

Number encountered: 1

Experience points: 230 x level.

## Characteristics

Awareness: 90

Charisma: Not applicable.

Constitution: 110

Coordination: 70

Dexterity: 70

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 230

Wisdom: Not applicable.

## Movement:

Flying: 57

Grounded: 19

Swimming: Can't. Can walk underwater at a rate of 19 spaces (95') per turn. This creature's movement is not hindered underwater.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Bite: 1

Damage: 1-D20 x11 +42

Range: 3 spaces (15')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D20 x8 +42

Range: 2 spaces (10')

Attack Type: Sharp.

or:

Tail-Strike: 1

Damage: 1-D20 x19 +42

Range: 4 spaces (20')

Attack Type: Blunt.

Defense: 100

Offense: 100

Damage-Points: Roll 3-D100 +42 x level.

### Treasure: %Roll needed to have money and treasure:

Copper: 09+ to have 1-D100 x200

Bronze: 12+ to have 1-D100 x200

Silver: 15+ to have 1-D100 x200

Electrum: 18+ to have 1-D100 x200

White-gold: 21+ to have 1-D100 x100

Yellow-gold: 24+ to have 1-D100 x50

Black-gold: 27+ to have 1-D100 x25

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 28+ to have 3-D8 +3

Legendary: 33+ to have 3-D6 +3

Note:

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

55% chance of having 1-D6 Artifacts

90% chance of having 5-D10 random Special Gems.

45% chance of having 1-D6 Oracles

50% chance of having 1-D6 Relics

# Description:

Annihilation Strike?: No.

Description: The Animated Gem Dragon appears to be a dragon crafted from solid gem, huge in size. See: "Special abilities" for powers granted the Gem Dragon for the type of gem it is created from.

Eye color: As is the type of gem it is created from.

Eye shape: Large and slanted.

Height: 11'-6"

Length: 34'-6"

Skin color: As is the type of gem it is created from.

Skin texture: Solid gem (as is the type of gem it is created from.).

Posture: Quadruped.

Weight: 8,000 lbs.

Wing contour: As a dragon's, yet crafted from solid gem.

Wingspan: 103'-6"

Dislikes: Not applicable.

Disposition: This creature is constructed of solid gem at the hands of nature itself. It is not prone to attacking another creature, yet will advance upon any creature or object which holds special gem (unless attacked).

If a creature holds a special gem, this dragon will attempt to find it, even if physically, which poses as a problem. See: "Note".

Go to the Treasure Book and roll on the "Gems" section for the random gem this creature is crafted from. Then return here to look up that gem type and see what special ability this dragon has (based upon the gem it is crafted from):

# Amethyst

The following are a list of the types of amethyst:

Citrine or Dragon's Eye Amethyst

Awareness is x4 for this dragon. This dragon can also see through illusion and detect invisibility as if it were normally seeing such.

### Milky or White Amethyst

Holy Gem Dragon. This dragon is sentient and has an Intelligence of 50 and Wisdom of 70.

This dragon will have 1-D4 holy divine favors (GMs pick).

### Purple Amethyst

This dragon will have all necromancer abilities and spells, and will have 200 spell-points. It's Intelligence will be 40 and Wisdom will be 35. This is a sentient creature.

Rock Crystal or Ice Amethyst

This dragon will have a damage-reduction of 50 against ALL forms of attack.



## Rose Quartz

The following are a list of the types of Rose Quartz:

Pink Amethyst

This dragon will have the power of charm (as the Enchanted Item: "Amulet, Charming").

### Reddish-pink Amethyst

This dragon will have the power of True Love and can invoke this ability upon another creature, binding that love to another creature. If not willing, the unwilling target of this ability must pit mental-strength vs. the dragon's mental-strength to avoid this power.

This dragon will be considered to have a Mental-strength of 100 when invoking True Love.

## Smokey Amethyst

This dragon has the power of evasion. All forms of attack, no matter what type they are, will have a 50% chance of not effecting this dragon in the least.

### Brown Amethyst

This dragon will have the power of x3 damage on all attacks. This dragon will have a chance to have the following:

90% chance to have 2-D6 oracles.

90% chance to have 2-D6 relics.

## Gray Amethyst

This dragon will have the Power of Mists. A thick mist can be invoked that can blanket an area of 100 square leagues. All creatures within the "Area of Effect" will be considered as blinded (-60 to defense and offense and will be at  $\frac{1}{2}$  awareness (rounded down)).

If given 100 Gray Amethysts (FIVE of which must be magical, ONE of which must be enchanted and TWO of which must be blessed), this dragon will gift one with the ability to invoke Power of Mists 3 times.

# Diamond

The following are a list of the types of diamond:

## Black Diamond

Holds the power of death. This dragon can slay a creature by touch, just as the Morgel Dragon can.



## Red Diamond

This dragon can control any type of fire, manipulating it to its whim and will.

### White Diamond

Holds the power of life. This dragon can bring a creature to life. Even if dead for centuries, by gently exhaling upon a corpse, it will be raised from death (no Dithinoth check).

## **Emerald**

This dragon holds the secrets of Eternal Longevity. With the kiss of this dragon, one will never die of aging, or natural causes (i.e., disease, sickness, etc.).

If given 100 Emeralds, each no less than 20,800 white-gold in value, this dragon will gift one with the ability to invoke Eternal Longevity upon 3 others (as well as being gifted with Eternal Longevity him or herself).

## Jade

Has the power of apathy. If this dragon invokes "Jaded Dream" upon a creature, it will ignore the dragon, taking no more notice of it than something of no interest.

This dragon can also use this ability for and in behalf of another.

To avoid this ability, the targeted must pit mental-strength vs. the dragon's mental-strength.

This dragon will be considered to have a Mental-strength of 100 when invoking "Jaded Dream"

# Pearl

The following are a list of the types of pearls:

## Black Pearl

This dragon has the power of Night Eternal. If invoked, this dragon will bring on a long and dreadful night upon the entire world. During Night Eternal, 50% of all encounters will be inflicted with Undead Status. Treat any creature encountered as if it imbibed the potion, "Undead Status".

Duration of Night Eternal: 1 age (1,000 years).

This dragon will not invoke this ability on its own. It must be destroyed for Night Eternal to be invoked. Once destroyed, the fragmented remains of this dragon must be consumed with a fire hot enough to incinerate gem. When this is done, a black smoke will arise into the heavens and bring on Eternal Night.

The fire must be able to cause 300 points of damage every turn for 100 turns. If this can be accomplished, Night Eternal will commence 72 hours after the fragments of the Black Pearl Gem Dragon is consumed.

Note:

Day Eternal can be countered by the consuming of the Black Pearl Dragon in this manner.

## Blue Pearl

Has the Power of Sky. This dragon can manipulate air at will, making it solid, blow like a hurricane, be still, etc. Anything that can be thought of can be accomplished by this dragon.

## Catseye Pearl

This dragon has the power to grant a creature any type of vision ability. All one needs to do is gift this dragon with 100 Catseye pearls of no less than 840 white-gold value each to be granted a vision ability.

The vision ability granted will be random as follows:

%Roll: Vision ability granted: This ability will be invoked by using ability-points, not spell-points.

01-20: Feel-Sight

21-40: Infra-Red-Vision

41-60: Night-Vision

61-80: Ultra-Vision: This ability will only be given if one has all other vision-abilities.

81-00: X-Ray-Vision

Notes: These vision spells are listed in the Psychics section of the Adventurer Abilities. The rules that apply to a spell-caster casting any of these spell must also be followed by the one who receives a vision ability as a gift from this dragon. The only exception is, this is not a spell, but a natural ability.

The gift of 100 catseye pearls of 840 white-gold value each can be given to this dragon multiple times, but it is not certain whether it will give the same vision ability twice, which would be a waste of time and pearls.

This is the chance one must take to gift this dragon multiple times.



## Glass Pearl

This dragon has the ability of invisibility at will. While this dragon is invisible, defense and offense of this dragon's foe will be at -60 (as is always the case).

## Red Pearl

This dragon has the power to bring a single drop of a creatures blood to life, creating the creature known as the Blood`Kin. Blood`Kin created from a creature's single drop of blood will ever serve that creature in all faithfulness. This dragon can only create one Blood`Kin for a single creature at one time. It cannot do this again for 100 years.

To persuade this dragon to create a Blood`Kin for a creature, it must be gifted with 10 Blood Gems (See: Special Gems, "Blood Gem").

## Red Shameriehn Pearl

This dragon has the power to bring tow drops of a creatures blood to life, creating the creature known as the Blood`Kin. Blood`Kin created from a creature's blood will ever serve that creature in all faithfulness. This dragon can only create two Blood`Kin for a single creature at one time. It cannot do this again for 100 years.

To persuade this dragon to create a Blood`Kin for a creature, it must be gifted with 20 Blood Gems (See: Special Gems, "Blood Gem").

## White Pearl

This dragon has the power of Day Eternal. If invoked, this dragon will bring on a long and wonderful day upon the entire world. During Day Eternal, 50% of all encounters will be cured of Undead Status. Treat any undead encountered as a normal creature if Day Eternal has changed it back from undead to living status.

Duration of Day Eternal: 1 age (1,000 years).

This dragon will not invoke this ability on its own. It must be destroyed for Day Eternal to be invoked. Once destroyed, the fragmented remains of this dragon must be consumed with a fire cold enough to freeze gem to the point of cracking it to dust. When this is done, a white smoke will arise into the heavens and bring on Day Eternal.

The cold must be able to cause 300 points of damage every turn for 100 turns. If this can be accomplished, Day Eternal will commence 72 hours after the fragments of the White Pearl Gem Dragon is consumed.

Note:

Night Eternal can be countered by the consuming of the White Pearl Dragon in this manner.

## Ruby

This dragon can gift another with the ability of "Loyalty". If gifted with Loyalty, a person can gain sway over the hearts of others by successfully pitting his or her charisma against the wisdom of another (race to 4). Multiple creatures can be swayed simultaneously; there is no limit to this.

This is a powerful gift; one that can be used for good or evil.

To persuade this dragon to gift you with the ability of "Loyalty", it must be gifted with 10 Rubies, each no less than 13,800 white-gold each.

## Sapphire

This dragon has the ability of purification. This magnificent creature will cure any creature of any unnatural ailment if it is gifted with 5 Sapphires, no smaller than 60 scales each.

**Fears:** Not applicable.

**Habitat:** Crystal Desert (Labyrinths). This creature can be found in other labyrinths on rare occasions.

**Immunities:** Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells).

**Life-span:** Undying. This is a creation which has no life span.

**Likes:** Treasure. This creature is attracted to treasure and greedily hoards it. It never uses the items it has, but keeps them all the same.

**Needs:** None.

**Note:** The damage a gem-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

If given special gems freely, this dragon will lower to the ground and take them. It will then swallow them, as it does all the treasure it has, keeping it all within its stomach. The Gem Dragon will then bend towards the ground and take whoever is present anywhere he or she wishes to go. Once upon the back of the Gem Dragon, the destination must be stated aloud. To be taken to a certain location, one of its riders must have been to that place he or she desires to be go. It will fly its riders to the destination, and then return to the labyrinth it dwells within.

During its flight of service, the Gem Dragon will only stop for its rider if commanded, but the rider must not delay more than 8 hours before remounting, or it will depart back from the labyrinth where it resides.

**Special Abilities:** **Special Gem Detection:** This creature can detect special gem up to 12 spaces (60') distant on a successful avoidance-roll vs. "Awareness".

**Special Defenses:** **Damage-reduction:** 10 If a dragon is rolled up that has a higher damage-reduction, ignore this damage-reduction and keep the higher.

**Special Offenses:** As the gem type it is made of.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-12 (or better) enchanted weapon to harm.