

Species, Breed: Dragon, Mystic (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 15% 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 40% chance of there being 1-D4 +1 eggs in the lair. If there is, there will be a 20% chance of each egg being hatched (check for each egg).

Experience points: 200 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 100

Coordination: 40

Dexterity: 40

Intelligence: 25

Mental-strength: 60

Strength: 170

Wisdom: 20

Movement:

Flying: 75

Grounded: 25

Swimming: 8

Luck: 100

Oxygen-points: 180

Blood-points: 300

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 +30 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 05+ to have 1-D100 x 8,000

Bronze: 07+ to have 1-D100 x 4,000

Silver: 09+ to have 1-D100 x 2,000

Electrum: 11+ to have 1-D100 x 1,000

White-gold: 13+ to have 1-D100 x 800

Yellow-gold: 15+ to have 1-D100 x 600

Black-gold: 17+ to have 1-D100 x 400

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 3-D4 +3

Legendary: 15+ to have 3-D4 +3

Note:

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

30% chance of having 2-D10 Artifacts

30% chance of having 2-D10 Enchanted Items

30% chance of having 2-D6 Enchanted Armors

30% chance of having 2-D6 Enchanted Weapons

30% chance of having 1-D100 +25 random Gems.

30% chance of having 1-D20 random Special Gems.

30% chance of having 2-D6 Magic Armors

30% chance of having 2-D6 Magic Weapons

30% chance of having 1-D4 Oracles

30% chance of having 1-D20 Other Valuable Items (O.V.I.)

30% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a huge ashen-black, gray streaked, winged reptile.

Eye color: Ash-black with vertical cat-like pupils of orange.

Eye shape: Large and slanted.

Scale color: Ash-black and gray streaked.

Height: 11'-6"

Length: 34'-6"

Skin texture: Scaley.

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: Cyclops, Gargoyles (excluding the race type), Goblins, Trolls and other such creatures.

Disposition: This dragon respects, and is drawn to, the heart of courage. This dragon holds within its heart and mind a devotion to support an honorable cause.

Fears: None.

Habitat: Fearthmist and Wastelands. This creature has been known to travel many regions.

Immunities: Fear, Distortion abilities and spells, Pain, Poison (excluding Toxin Poison).

Life-span: 20 ages (20,000 years).

Likes: Unknown.

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

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

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

Special Abilities: Modification-points: The Mystic Dragon will have 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 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.

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.

Mystic Fade: When this creature is effected physically in any way, there will be a 50% chance such a strike will pass directly through it, leaving it untouched.

Resistances: This creature has the following resistances:

Acid: 15%

Blunt weapon attacks: 28%

Electricity: 44%

Enchantment: 10%

Fire: 29%

Magic: 70%

Manipulation (mental): 70%

Manipulation (spiritual): 70%

Mental-attack: 70%

Mind Alteration: 70%

Needle attacks: 54%

Sharp weapon attacks: 30% See: "Mystic Fade" (above) before checking for this resistance.

Spiritual-attack: 70%

Stun: 50%

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: None.

Weapon susceptibility: Rank-4 (or better) enchanted weapon to harm.