

Species, Breed: Dragon, Magic (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Good.

Gender: 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 (15% chance). If so, this will be its mate. If a second dragon is encountered, there will be a 30% chance of there being 1-D6 +2 eggs in the lair. If there is, there will be a 5% chance of each egg being hatched (check for each egg). Hatchlings will be 10% the characteristics, damage and experience of the mother dragon (rounded up).

Experience points: 100 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: 40

Mental-strength: 80

Strength: 160

Wisdom: 40

Movement:

Flying: 70

Grounded: 22

Swimming: 14

Luck: 200

Oxygen-points: 240

Blood-points: 150

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: Spell.

Attack descriptions

Bite: 1

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

Range: 4 spaces (20')

Attack type: Sharp

and:

Claws: 2

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

Range: 3 spaces (15')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 2-D100 in 1-D8 areas of the body.

Range: 6 spaces (30')

Attack type: Blunt

or:

Spell: 2 per turn. See: "Special Offenses".

Defense: 40

Offense: 40

Damage-Points: Roll 4-D20 +32 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D4 x 1,000

Bronze: 03+ to have 1-D6 x 1,000

Silver: 04+ to have 1-D8 x 1,000

Electrum: 05+ to have 1-D10 x 1,000

White-gold: 06+ to have 1-D12 x 1,000

Yellow-gold: 07+ to have 1-D20 x 500

Black-gold: 08+ to have 1-D30 x 250

Treasure item(s):

Common: None.

UnCommon: 10+ to have 1-D12 +1

Rare: 20+ to have 1-D10 +1

Legendary: 30+ to have 1-D4 +1

Note:

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

35% chance of having 1-D10 +1 Artifacts.

80% chance of having 1-D100 +15 Gems.

60% chance of having 1-D20 +1 Special Gems.

25% chance of having 1-D4 Oracles.

25% chance of having 1-D4 Relics.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a blue-scaled winged reptile.

Eye color: Green with vertical cat-like pupils of gray.

Eye shape: Large and slanted.

Scale color: Royal blue.

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: Anti-magic. If effected by anti-magic, this creature will flee, unless it is protecting its young.

Disposition: This breed of dragon is of the smartest and wisest of dragons. It loves riddles, and will befriend any who will play a riddle game with it. Often times the Magic Dragon will gamble gold, or an item, while playing a riddle game. This is not a deceitful dragon, or quick to slay any unfortunate enough to be caught by it.

Fears: None. See: "Dislikes".

Habitat: Enchanted Forest. This dragon can also be found in a few other regions.

Immunities: Beguile, Charm, Fear, Gases, Manipulation (mental), Mind Alteration, Pain, Poison (all forms excluding toxin poison), Shock, Sickness, Stun.

Life-span: 12 ages (12,000 years).

Likes: Riddles.

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

Note: A Magic Dragon egg is valued at 250,000 white-gold. A newly hatched Magic Dragon is valued at 125,000 white-gold.

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

If crafted, one can create Magic 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. 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.

For each level Magic 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 Magic Dragon Scale Armor or Magic Dragon Scale Shield.

Special Abilities: Modification-points: 10 x the level of the dragon. These points can be used to learn any spell (prerequisites do not apply with this creature).

Night-Vision: As the Psychics spell.

Spell-points: 5 x the level of the dragon.

Tracking: This creature can pick up and follow a track scent on a roll of 25+. 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.

Special Defenses: Damage-Reduction: 19

Resistances: This creature has the following resistances:

Acid: 20%
Air: 20%
Beguile: Immune.
Blessed Effect: 10%
Blunt weapon attacks: 30%
Charm: Immune.
Cold: 20%
Consciousness: 30%
Disease: 90%
Earth: 20%
Enchantment: 10%
Fall: 20%
Fear: Immune.
Fire: 20%
Gases: Immune.
Illusion: 30%
Magic: 70%
Manipulation (mental): Immune.
Manipulation (spiritual): 30%
Mental-attack: 30%
Mind Alteration: Immune.
Needle attacks: 50%
Pain: 10%
Paralysis: 50%
Petrification: 50%
Poison: Immune to all forms except toxin. To evade the effects of Toxin Poison, an avoidance-roll vs. "Death", at ½ the normal chance to succeed, must be successful (no luck can be used).

Sharp weapon attacks: 30%
Shock: Immune.
Sickness: Immune.
Sleep: 30%
Spiritual-attack: 70%
Stun: Immune.
Water: 20%

Special Offenses: Berserker's Rage: When this creature is wounded it will fly into a Berserker's Rage, gaining the following adjustments: Offense: +30 to strike.
 Spell-Augmentation: Cast an extra spell per turn (making it 3 spells this creature can cast per turn).
 Spell-points Regeneration: +1-D6 per turn.

Fear Presence: When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear" at ½ the normal chance (rounded down) or the following will occur:

- 1-D8 movement reduction (not less than 1 movement per turn).
- 2-D12 Coordination reduction (not less than 5).
- 2-D12 Dexterity reduction (not less than 5).
- 25% ability failure chance.
- 40% spell failure chance.

Susceptibilities: Water-based attacks will cause x2 damage on this creature.

Weapon susceptibility: Rank-2 (or better) enchanted weapon to harm.