

Species, Breed: Dragon, Anti Magic

Type: Not applicable.

Class: Enchanted Fiend (reptile).

Align: Evil (apathetic).

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.

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 30% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: 20

Mental-strength: 70

Strength: 170

Wisdom: 18

Movement:

Flying: 75

Grounded: 25

Swimming: 13

Luck: 200

Oxygen-points: 210

Blood-points: 180

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

See: "Special Abilities".

Defense: 40

Offense: 40

Damage-Points: Roll 4-D20 +30 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D6 x 10,000

Bronze: 04+ to have 1-D8 x 10,000

Silver: 06+ to have 1-D10 x 10,000

Electrum: 08+ to have 1-D12 x 10,000

White-gold: 10+ to have 1-D20 x 10,000

Yellow-gold: 12+ to have 2-D20 x 1,000

Black-gold: 14+ to have 3-D20 x 500

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D10 +3

Legendary: 20+ to have 1-D6 +3

Note:

The Anti 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-D4 Artifacts

80% chance of having 1-D100 +25 random Gems.

35% chance of having 1-D4 Oracles

35% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a gray-black winged reptile.

Eye color: Sky-blue with vertical cat-like pupils of white.

Eye shape: Large and slanted.

Scale color: Gray-black.

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: The Anti Magic Dragon hates a coward and will crush any who waver before it.

Disposition: Even though this dragon has an evil disposition, it respects any creature that has the heart of courage. This creature seeks out adventure at every turn. As is the nature of the ever curious Shallant, it loves the mysteries of the unknown, and will take high risk chances to discover such things.

Fears: Nothing.

Habitat: Fearmist and Wastelands. This dragon is also found in other regions.

Immunities: Breath weapons based on anti magic, Fear, Anti Magical abilities and spells, Pain, Poison (excluding Toxin Poison) and Shock.

Life-span: 9 ages (9,000 years).

Likes: Adventure.

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

Note: An Anti Magic Dragon egg is valued at 180,000 white-gold. A newly hatched Anit-Magic Dragon is valued at 90,000 white-gold.

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

If crafted, one can create Anti 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, 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 Anti 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.

The anti magic damage-reduction for armor and shield crafted from this dragon's hide will be 50%. As with the other resistances, anti magic damage-reduction will increase by +3 each time the armor is master crafted (maximum anti magic damage-reduction = 100%).

See: "Special Defenses" to know the resistances which will benefit the wearer of Anti magic Dragon Scale Armor or Anti magic Dragon Scale Shield.

Special Abilities: Anti Magic: The touch of this dragon is anti magic in nature, and will negate any caster, item, or magical source it touches, or that touches it. Roll on the following chart to know how long magic will be lost after making contact with this dragon:

%Roll: Anti Magic duration:

01-29: 1-D4 hours.

30-42: 1-D6 hours.

43-54: 1-D8 hours.

55-65: 1-D10 hours.

66-75: 1-D12 hours.

76-84: 2-D12 hours.

65-72: 1-D4 days.

73-79: 1-D6 days.

80-85: 1-D8 days.

86-90: 1-D10 days.

91-94: 1-D12 days.

95-97: 2-D12 days.

98-99: 2-D12 moons (1 moon = 30 days).

00: Permanent magic loss.

The Anti Magic Dragon has the ability to not effect magic if it so desires. Once magic is drained, this creature does not have the ability to restore lost magic unless it has used the modification-points it has to learn such an ability or spell.

Modification-points: The Anti Magic Dragon will have a 85% 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 on a roll of 30+. 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: Damage-Reduction: 8

Resistances: This creature has the following resistances:

Acid: 36%

Blunt: 28%

Electricity: 44%

Magic: 70%

Mental-attack: 70%

Needle attacks: 54%

Sharp weapon attacks: 30%

Spiritual-attack: 70%

Special Offenses: Berserker's Rage: When this creature is wounded it will fly into a Berserker's Rage, gaining a +30 to strike for the remainder of the fight.

Fear Presence: When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear" (intelligence and wisdom added together ÷2) or the following will occur:

1-D8 movement reduction (not less than 1 movement per turn).

3-D10 Coordination reduction (not less than 5).

3-D10 Dexterity reduction (not less than 5).

30% ability failure chance.

30% spell failure chance.

Susceptibilities: None.

Weapon susceptibility: Rank-18 (or better) enchanted weapon to harm.