

Species, Breed: Dragon, Wraith

Type: Undead.

Class: Undead

Align: Evil.

Gender: Not applicable.

Level: 25 + 1-D20

Number encountered: 1

Experience points: 140 x level.

Characteristics

Awareness: 45

Charisma: Not applicable. Dragon formed of solid, dense, shadow.

Constitution: 60

Coordination: 60

Dexterity: 60

Intelligence: 30

Mental-strength: 80

Strength: 180

Wisdom: 30

Movement:

Flying: 75

Grounded: 25

Swimming: 13

Luck: 100

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 1-D100 x2 +32

Range: 4 spaces (20')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D100 x2 +32

Range: 3 spaces (15')

Attack Type: Sharp

or:

Ability. See "Special Offenses".

Defense: 60 / 90 if 32+ level.

Offense: 60 / 90 if 32+ level.

Damage-Points: Roll 3-D20 +32 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D8 x 1,000

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

Silver: 06+ to have 1-D8 x 1,000

Electrum: 08+ to have 1-D10 x 1,000

White-gold: 10+ to have 1-D12 x 1,000

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

Black-gold: 14+ to have 1-D30 x 500

Treasure item(s):

Common: None

UnCommon: None.

Rare: 21+ to have 1-D10 +2

Legendary: 31+ to have 1-D6 +2

Note:

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

60% chance of having 1-D4 Artifacts

90% chance of having 1-D20 x4 random Gems.

25% chance of having 1-D4 Oracles

15% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: The Dragon Wraith appears as a mass of dense shadow, forming the shape of a dragon. This darkened blackness is so intense and concentrated it is physical to the touch.

Eye color: Black, with a green hue.

Eye shape: Large and slanted.

Height: 11'-6"

Length: 34'-6"

Skin color: Black.

Skin texture: The Dragon Wraith's skin is a scaly, leathery, hide. But it has an almost intangible texture to it, meaning it seems as though one can pass a hand through its hide by touching it. This is the texture of solid shadow.

Posture: Avian (Birds, or relating to the family of birds).

Weight: 2,250 lbs.

Wing contour: Dragon.

Wingspan: 103'-6"



Dislikes: Sunlight

Disposition: Some say this creature is the essence of the misery and malice of all dragon kind. The Dragon Wraith is a spiteful and malicious creature of dark legend. They are few in number and almost impossible to find. Most of these creatures were hunted down and slain in the Age of Conflict by great men and women of no little power. Not much else is known concerning these horrible creatures.

Fears: None.

Habitat: Fearmist Region. This creature inhabits the crypts and tombs of other regions as well.

Immunities: Breath, Charms, Consciousness, Disease, Fall, Fear, Pain, Petrification, Poison, Shock, Sickness, Spiritual attacks and Stun.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Creatures of darkness are tolerated by this creature.

Needs: Darkness. See: "Susceptibilities"

Note: The cured and tanned hide of this creature can fetch around 1,000,000 white-gold (if the skin is in prime condition). An adult skin can create approximately 6 full sets of Dragon-hide quality leather armor (humanoid armor).

If master tanned, this creatures leathery hide will retain ½ its "Resistances". For every level it is master tanned, above 1, it will retain an added 4% to its current "Resistances".

Special Abilities: Harvest: 1 / 24 hours the Wraith Dragon can summon up a dreadful darkness about itself.

This darkness will gather about the Wraith Dragon, shielding it from any form of attack, giving it a 20% immunity from all forms of attack (which means each and EVERY attack that successfully effects the Dragon Wraith will have a 20% chance of being totally evaded).

The invoking of Harvest is only disrupted if this creature is wounded and fails to make a successful avoidance-roll vs. "Mental-Attack" (check its "Special Defenses" first).

Time to invoke Harvest: 3 turns (15 seconds).

Duration: 3-D6 +3 turns.

Reap: This creature can heal itself 1-D100 x3 points of damage. This can be done 3 times/24 hours.

The invoking of Reap is only disrupted if this creature is wounded and fails to make a successful avoidance-roll vs.

"Mental-Attack" (check its "Special Defenses" first).

Note: This ability will not work in sunlight.

Special Defenses: Affliction: Any who take part in the successful slaying of this creature must successfully make an avoidance-roll vs. "Faith". An Afflicted creature will attract darkness to him or her, effecting him or her and all around them. All encounter checks, whether they be creatures or even a phenomenon like "Secret in the January 31, 2007 Wilderness", will have a 20% chance of being related to darkness, misery and woe.

If this happens, roll on the following chart:

%Roll: Affliction type:

- 01-80: Encounter will be Undead.
- 81-98: Encounter will be UnHoly. G.M.: There are UnHoly creatures in the game, but you can make something up on this ruling if you like. Be creative.
- 99-00: Ryagg has taken special interest in the Afflicted. Read upon on the abilities and purposes of Ryagg, and then effect the Afflicted to Ryagg's will and pleasure.

G.M.: Remember that encounters are not necessarily designed to destroy the Afflicted, but to bring upon the Afflicted misery and woe. There are things worse than death, especially if the Afflicted sees that this curse is also afflicting allies and loved ones, or ruining the Afflicted's plans and dreams.

Notes:

1. If luck is used to avoid being Afflicted, it is drained forever.
2. If raised from the dead, Affliction will yet remain.
3. Affliction must be countered by an ability or spell designed to relieve a curse, or it will endure in the life of the Afflicted forever.

Resistances: Death: 90%, Magic: 40%, Magic item: 50%, Mental-attack: 40%.

Special Offenses: Eclipse: A flash of darkness will engulf all within 10 spaces (50') of this creature. All caught within the "Area of Effect" must make a successful avoidance-roll vs. "Annihilation Strike" or incur the following adjustments:

1. Awareness drain: Awareness will permanently be reduced by 1-D4.
2. Fear: Affected creatures will be chronically paranoid.
3. Intelligence drain: Intelligence will permanently be reduced by 1-D4.
4. Wisdom drain: Wisdom will permanently be reduced by 1-D4.

Time to invoke: 3 turns (15 seconds).

Eclipse is only disrupted if the creature is wounded and fails to make a successful avoidance-roll vs. "Mental-attack" (check its "Special defenses" first). The terrible effects of Eclipse can be cured, or removed, by only the following: Slaying the Dragon Wraith, or a Wish is invoked.

Soul Reap: The Dragon Wraith will spread its wings out fully. A darkness will shoot out 20 spaces (100") from the point the Dragon Wraith stands. The width of this darkness will be from wing tip to wing tip (21 spaces wide).

All caught within this darkness must make a successful avoidance-roll vs. "Faith" or be allied with the Dragon Wraith for 1-D4 turns.

Time to invoke: 3 turns (15 seconds).

Soul Reap is only disrupted if the Dragon Wraith is wounded and fails to make a successful avoidance-roll vs. "Mental-Attack" (check its "Special defenses" first).

Susceptibilities: Real sunlight weakens the Dragon Wraith by 50%, thus its movement, attacks and the damage it causes will be reduced by 50% (rounded down).

Weapon susceptibility: Rank-6 (or better) enchanted weapon to harm.