

# Species, Breed: Dragon, Sand

Type: Not applicable.

Class: Monster (Reptile).

Align: Evil.

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 20% chance of there being 1-D4 +2 eggs in the lair. If there is, there will be a 10% chance of each egg being hatched (check for each egg).

Experience points: 90 x level.

## Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 50

Dexterity: 50

Intelligence: 2

Mental-strength: 45

Strength: 65

Wisdom: 2

## Movement:

Flying: Can't

Grounded: 27

Swimming: 13

Luck: 50

Oxygen-points: 135

Blood-points: 120

## Attack descriptions

Bite: 1

Damage: 1-D20 x 5 +9 in 1-D4 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x 4 +9 in 1-2 areas of the body.

Range: 1 space (5')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D20 x 9 +9 in 1-D6 areas of the body.

Range: 3 spaces (15')

Attack Type: Blunt

Defense: 50

Offense: 50

Damage-Points: Roll 3-D20 +9 x level.

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

**Copper:** 18+ to have 1-D10 x 500

**Bronze:** 20+ to have 1-D10 x 500

**Silver:** 22+ to have 1-D8 x 500

**Electrum:** 24+ to have 1-D8 x 500

**White-gold:** 26+ to have 1-D8 x 500

**Yellow-gold:** 28+ to have 1-D6 x 50

**Black-gold:** 30+ to have 1-D4 x 25

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 19+ to have 2-D4 +3

**Legendary:** 29+ to have 1-D4 +1

**Note:**

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

14% chance of having 1-D4 Artifacts

37% chance of having 1-D100 +25 random Gems.

14% chance of having 1-D4 Oracles

14% chance of having 1-D4 Relics

47% chance of having 2-D10 random creatures as a food source.

# Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a sand-yellow, wingless, reptile.

Eye color: Yellow with black vertical pupils.

Eye shape: Large and slanted.

Scale color: Sand-yellow.

Height: 11'-0"

Length: 32'-0"

Skin texture: Scaly.

Posture: Quadruped.

Weight: 2,500 lbs.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 96'-0"

**Dislikes:** Cold.

**Disposition:** The Sand Dragon is an ambush predator. It lies beneath the sand for weeks at a time, waiting for its prey to stray too close. This dragon burrows, hollowing out a place deep under the sands, where the earth is more firm, taking all prey down into its lair.

**Fears:** None.

**Habitat:** Crystal Desert.

**Immunities:** Abilities, nature and spells that throw up fine debris that blind.

**Life-span:** 4 ages (4,000 years).

**Likes:** Collecting captives. This dragon is fascinated with race types, taking them deep underground into its lair to keep. It is especially fond of females, and loves to hear them sing. It will never kill a captive, and unless. This dragon will even guard a female with its life, should she befriend this creature (though trust is not easily gained).

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

**Note:** The cured and tanned hide of this dragon can fetch around 200 black-gold.

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

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

**Special Abilities: Tracking:** This creature can pick up and follow a track scent 35% of the time (even in the air, and on water). 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 +12 to defense, and +12 to all offensive strikes for the remainder of the battle.

**Resistances:** Magic-Resistance: 31%, Mental-Resistance: 31%, Spiritual-Resistance: 31%

**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):

½ movement (rounded down).  
-12 defense and offense.

**Susceptibilities:** Cold will slow this creature to half movement and attacks for the duration of the cold effect (1 claw per turn, and 1 bite and tail-strike every other turn).

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.