

Species, Breed: Dragon, Acid (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1 There will be a 5% 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 20% chance of each egg being hatched (check for each egg).

Experience points: 180 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 70

Coordination: 60

Dexterity: 60

Intelligence: 25

Mental-strength: 80

Strength: 180

Wisdom: 23

Movement:

Flying: 90

Grounded: 30

Swimming: Will not voluntarily swim. See: "Susceptibilities"

Luck: 200

Oxygen-points: 240

Blood-points: 210

The following roll will determine the type of attack this dragon will attempt per turn:

% Roll: Type of attack:

01-30: Acid-Breath. Damage: 1-D4 x the level of the dragon in all areas of the body.

See: "Special Offenses"

31-00: Bite / Claws / Tail-Strike

Attack descriptions

Bite: 1

Damage: 1-D20 x 5 +28 in 1-D4 areas of the body.

Range: 3 spaces (15')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x 4 +28 in 1-2 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D20 x 9 +28 in 1-D6 areas of the body.

Range: 4 spaces (20')

Attack Type: Blunt

Defense: 60

Offense: 60

Damage-Points: Roll 3-D20 +28 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 14+ to have 1-D10 x 2,000

Bronze: 16+ to have 1-D10 x 2,000

Silver: 18+ to have 1-D10 x 2,000

Electrum: 20+ to have 1-D10 x 2,000

White-gold: 22+ to have 1-D10 x 2,000

Yellow-gold: 24+ to have 1-D10 x 200

Black-gold: 26+ to have 1-D10 x 100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 4-D6 +4

Legendary: 30+ to have 2-D4 +2

Notes:

Check for treasure one time only (not for each creature encountered).

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

27% chance of having 1-D4 Artifacts

72% 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 as a snow-white winged reptile.

Eye color: White with pink vertical pupils.

Eye shape: Large and slanted.

Scale color: White.

Height: 11'-6"

Length: 34'-6"

Skin texture: Scaly.

Posture: Avian-Quadruped (four legged flyer).

Weight: 8,250 lbs.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 103'-6"

Dislikes: Water. See: "Susceptibilities"

Disposition: This dragon is not kind-hearted in the least. Those who encounter this creature will never forget its wrath. Those who are spared this creature's wrath, count themselves lucky, for this creature is quick to anger and slow to listen to reason.

If two dragons are encountered this will mean they are life time mates. There will be a 20% chance of 1-D4 young being present in the lair. These young will be level #1 (no higher). If no young are present there will be a 10% that each will have yet to hatch. These eggs will be in a nest in some secluded part of the lair.

Dragons, levels 1st to 5th are of the most reckless and dangerous of the breed as they roam far from their lair and hunt at random, often taking captives back to their lair to make slaves of (or a later meal). At this stage in their lives they will ban together in a group, for strength. Slaves that obey the dragons without question are rarely eaten. If a slave can gain the trust of this dragon, he or she can co-exist with them.

Fears: Water. See: "Susceptibilities"

Habitat: Acid Dimension. This dragon is known to appear in other regions and settings, but is not overly common.

Immunities: Acid-based abilities and spells.

Life-span: 13 ages (13,000 years).

Likes: Slaves that do their bidding. These dragons find great pleasure those who openly give themselves as a slave to do the bidding and will of the clan.

Needs: None.

Note: An Acid Dragon egg is valued at 80,000 white-gold. A newly hatched Acid Dragon is valued at 60,000 white-gold.

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

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

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

Special Abilities: Tracking: This creature can pick up and follow a track scent on a roll of 45+ (only on land or in the air (if down wind)). 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: Berserker's Rage: When this dragon is wounded in the flesh it will become enraged going berserk. When this happens it will gain a +20 to defense, and +20 to all offensive strikes for the remainder of the battle.

Resistances: Magic-Resistance: 30%, Mental-Resistance: 30%, Spiritual-Resistance: 30%

Special Offenses: Acid-Strike: This dragon can spew a heavy mist of acid saliva from its mouth upon its enemies. All present within the "Area of Effect" must attempt to defend against a thrown attack (+20 to strike), or be burned by searing acid in 2-D6 areas of the body. **Area of effect:** The 2 spaces directly in front of the dragon, then out 10 spaces in a V, or cone-shape, pattern. At the range of 16 spaces out, the Air-breath will cover 11 spaces across.

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)

-20 defense and offense.

Susceptibilities: Water: Water will inflict 3-D10 damage for 1-D4 turns upon this creature (this much damage would be considered as if a sudden, heavy, downpour of rain struck it. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a +60 to strike.

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