

# Species, Breed: Dragon, Serpentine

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil (apathetic).

Gender: 01-50: Female, 51-00: Male.

Level: 31 + 1-D30

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 45% chance of there being 1-D4 eggs in the lair. If there is, there will be a 20% chance of each egg being hatched (check for each egg).

Experience points: 300 x level

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 90

Coordination: 50

Dexterity: 50

Intelligence: 30

Mental-strength: 100

Strength: 600

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 28

Swimming: 14

Luck: 300

Oxygen-points: 300

Blood-points: 270

## Attack descriptions

Bite: 1

Damage: 1-D100 x3 in 1-D4 areas of the body.

Range: 8 spaces (40')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 1-D100 x4 in 1-D4 areas of the body.

Range: 12 spaces (60')

Attack type: Blunt

Defense: 80

Offense: 80

Damage-Points: 1-D100 + 116 x level.

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

Copper: 02+ to have 1-D100 x 1,000

Bronze: 02+ to have 1-D20 x 1,000

Silver: 02+ to have 1-D20 x 1,000

Electrum: 02+ to have 1-D12 x 1,000

White-gold: 02+ to have 1-D10 x 1,000

Yellow-gold: 02+ to have 1-D8 x 1,000

Black-gold: 02+ to have 1-D6 x 1,000

Treasure item(s):

Common: None

UnCommon: None.

Rare: 02+ to have 3-D6

Legendary: 04+ to have 2-D6

Note:

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

80% chance of having 1-D4 Artifacts

60% chance of having 1-D4 Enchanted Armors

60% chance of having 1-D4 Enchanted Weapons

40% chance of having 1-D4 Oracles

90% chance of having 1-D100 +25 x2 random Gems.

25% chance of having 2-D40 random Special Gems.

20% chance of having 1-D4 Relics

# Description:

**Annihilation Strike?:** Yes.

**Description:** This Dragon appears as a Golden-red serpent of massive size.

**Eye color:** Auburn-orange with black vertical cat-like pupil.

**Eye shape:** Large and slanted.

**Height:** 8'-0" This is how thick this creature is. It can rise up 12 spaces (60') off the ground.

**Length:** 120'-0"

**Skin color:** Dark-red.

**Skin texture:** Scaly, like a dragon's scale coat.

**Posture:** Snake-like.

**Weight:** 18,800 lbs.

**Dislikes:** Cowardice.

**Disposition:** Even though this dragon has an evil disposition, it respects any creature that has the heart of courage. This dragon will socialize with another creature if approached. What the Serpentine Dragon will do with that creature once it has finished its conversation may be another thing.

**Fears:** None.

**Habitat:** Farmist. This creature is rarely encountered in other regions.

**Immunities:** Disease, Fear, Gases, Pain, Paralysis, Petrification, Poison (all types), Shock and Sickness.

**Life-span:** 13 ages (13,000 years). The first two ages it will be considered as a Lesser Dragon. The second two ages it will be a Greater, and the third two ages a mighty Ancient. This creature can also gain experience and level into maturity (power) faster by hunting (just as any creature can).

**Likes:** Courage.

**Needs:** None.

**Note:** A Serpentine Dragon egg is valued at 1,000,000 white-gold. A newly hatched Serpentine Dragon is valued at 800,000 white-gold.

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

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

**Special:** If this armor is successfully 10<sup>th</sup> master crafted, it will retain a residue, a shadow, of the power of "Mortality Bond". This armor will give its wearer a 30% chance of being granted "Mortality Bond" when attacked by any creature. This does not apply to the shield.

**Special Abilities:** Night-vision: As the Psychics Level #2 Night-Vision spell.

**Mortality Bond:** This creature can attack and effect any creature which attacks it first (with the exception of mind creatures).

**Special Defenses: Resistances:** This creature has the following resistances:

Acid: 30%

Charm: 30%

Consciousness: 30% vs. strikes to knock it out, not sleep effects.

Enchantment: 30%

Faith: 30%

Fall: 30%

Hurled: 50%

Magic: 30%

Manipulation (mental): 30%

Mental-attack: 30%

Mind Alteration: 30%

Remorse: 30%

Sleep: 30%

Spiritual-attack: 90%

Stun: 90%

**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 in its wrath all creatures must successfully make an avoidance-roll vs. "Fear" (intelligence and wisdom added together  $\div 2$ ) or the following will occur:

1. - 2-D6 movement (not less than 1 movement per turn).
2. - 3-D12 Coordination (not less than 5).
3. - 3-D12 Dexterity (not less than 5).
4. - 30% ability failure chance (when each and every spell is cast, a roll of 81+ will indicate it will fail).
- 5.- 30% spell failure chance (when each and every ability is invoked, a roll of 81+ will indicate it will fail).

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-1 (or better) enchanted weapon to harm.