

Species, Breed: Dragon, Water (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Good (Apathetic).

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

Level: 1-D30 +1

Number encountered: 1 There will be a 90% chance of encountering another if encountered within their watery lair. If so, this will be its mate. If a second dragon is encountered, there will be a 60% chance of there being 1-D12 +3 eggs in the lair. If there is, there will be a 35% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 100

Coordination: 50

Dexterity: 30

Intelligence: 8

Mental-strength: 45

Strength: 160

Wisdom: 7

Movement:

Flying: Can't

Grounded: 20

Swimming: 40

Luck: 100

Oxygen-points: 135

Blood-points: 270

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

% Roll: Type of attack:

01-70: Bite / Claws / Tail-Strike

71-00: Water-Strike.

Attack descriptions

Bite: 1

Damage: 1-D12 x 9 in 1-D4 areas of the body.

Range: 3 spaces (15')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D12 x 8 in 1-D4 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D100 x2 in 1-D6 areas of the body (+ possible stun). See: "Special Offenses".

Range: 6 spaces (30')

Attack Type: Blunt

or:

Water-Strike: 1 This type of attack will violently throw a creature back 2-D10 spaces. A creature must pit its strength against the dragon's (single roll check) in order to resist being thrown back.

Damage: If on a hard surface, tumbling damage of 1-D12 x5 in 1-D6 areas of the body will occur.

If slammed into a hard surface, damage of 1-D12 x8 in 1-D4 areas of the body will occur.

Range: The 2 spaces directly in front of the dragon, then out 4 spaces in a column pattern. At the range of 4 spaces out, the water-strike will cover 2 spaces across.

Attack Type: Water.

Defense: 45

Offense: 45

Damage-Points: Roll 1-D100 +28 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 08+ to have 1-D100 x 280

Bronze: 10+ to have 1-D100 x 240

Silver: 12+ to have 1-D100 x 200

Electrum: 14+ to have 1-D100 x 160

White-gold: 16+ to have 1-D100 x 120

Yellow-gold: 18+ to have 1-D100 x 80

Black-gold: 20+ to have 1-D100 x 40

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 3-D6

Legendary: 20+ to have 2-D4

Note:

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

25% chance of having 1-D4 Artifacts

70% chance of having 1-D100 +25 random Gems.

70% chance of having 6-D6 random Special Gems.

25% chance of having 1-D4 Oracles

25% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a Blue-green, wingless, reptile.

Eye color: Aqua marine with vertical cat-like pupils of deep-blue-green

Eye shape: Large and slanted.

Scale color: Blue-green.

Height: 10'-6"

Length: 31'-6"

Skin texture: Scaley.

Posture: Quadruped (like an animal with four feet)

Weight: 2,100 lbs.

Dislikes: Electricity and Fire.

Disposition: The Water Dragon does not simply attack unless it feels threatened. They are more playful than anything else and will quickly make friends with those they do feel threatened from. Like the dolphins of the open seas, these dragons are very smart, using echo location to help them maneuver and spot things, especially treasure and gems they so covet.

Fears: Electricity and electricity using creatures, lightning storms.

Habitat: Large water sources.

Immunities: Water based spells and abilities.

Life-span: 6 ages (6,000 years).

Likes: Other playful creatures. The Water Dragon especially loves the sight of gems, and seems to be mesmerized by the beautiful colors that radiate from them, especially as they set beneath the water, glinting in the light of the sun.

If this creature sees another creature with eyes the color of emerald-green or amethyst, it will instantly call any other dragons in the area to gather and stare into the creature's eyes. If the creature is friendly, they will adopt it for life (not capture).

Needs: Water. Water Dragons cannot be without water for long periods of time. From the time they leave the water, in the best of climate conditions in their favor, they will lose 1 point of constitution every 24 hours unless they are drenched in some form of water. If constitution reaches zero they will die.

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

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

Special Abilities: Modification-points: The Water Dragon will have a 40% 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 Psychic's spell.

Tracking: This creature can pick up and follow a track scent 80% of the time (in water or on land). A track can be followed for 1-D8 hours. After the 1-D8 hours has expired, a tracking check must, again, be rolled for to see if the dragon can keep the trail.

Even up a current, this remarkable tracking ability of the Hunter Dragon will still give it a 50% chance to track a creature.

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 +30 to offensive strikes for the remainder of the battle.

Resistances: This creature has the following resistances:

Magic-Resistance: 30%

Mental-Resistance: 30%

Spiritual-Resistance: 30%

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).

-20 Defense / Offense.

Tail strike: An offensive attack-roll of +40 over an opponent's defensive-roll will cause a stun effect unless a successful avoidance-roll vs. "Stun" is successful. Stun effect: -30 Offense / Defense. Duration: 1-D4 turns.

Whirlpool: This dragon will swim in a circle around its opponent creating a whirlpool that will drag them down into a watery grave if it feels threatened. If the water is too shallow it will attack physically.

Susceptibilities: Electricity causes x2 damage (maximum strike). Fire will always do the best of three damaging rolls.

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