

Species, Breed: Dragon, Electricity (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil (Apathetic).

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

Level: 1-D30 +1

Number encountered: 1 There will be a 10% 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 30% chance of each egg being hatched (check for each egg).

Experience points: 100 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 60

Coordination: 40

Dexterity: 40

Intelligence: 17

Mental-strength: 70

Strength: 180

Wisdom: 23

Movement:

Flying: 75

Grounded: 25

Swimming: 13 See: "Susceptibilities". This dragon avoids water like a deadly plague.

Luck: 100

Oxygen-points: 210

Blood-points: 180

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: Electricity-Breath.

Attack descriptions

Bite: 1

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

Range: 4 spaces (20')

Attack type: Sharp

and:

Claws: 2

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

Range: 3 spaces (15')

Attack type: Sharp

and:

Tail Strike: 1

Damage: 2-D100 in 1-D8 areas of the body.

Range: 6 spaces (30')

Attack type: Blunt

or:

Electricity-Breath: 1

Damage: 2-D4 x dragon's level in all areas of opponent's body.

Range: The 2 spaces directly in front of the dragon, then out 10 spaces in a column pattern. At the range of 10 spaces out, the Electricity-breath will cover 2 spaces across from beginning to end.

Attack type: Electricity.

Defense: 40

Offense: 40

Damage-Points: Roll 4-D20 +32 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D4 x 10,000

Bronze: 03+ to have 1-D6 x 10,000

Silver: 04+ to have 1-D8 x 10,000

Electrum: 05+ to have 1-D10 x 10,000

White-gold: 06+ to have 1-D12 x 10,000

Yellow-gold: 07+ to have 1-D20 x 1,000

Black-gold: 08+ to have 1-D30 x 500

Treasure item(s):

Common: None.

UnCommon: 10+ to have 1-D12 +3

Rare: 15+ to have 1-D10 +3

Legendary: 20+ to have 1-D4 +3

Note:

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

70% chance of having 1-D12 +2 Artifacts

95% chance of having 1-D100 +25 random Gems.

70% chance of having 1-D20 +5 random Special Gems.

50% chance of having 1-D4 +1 Oracles

50% chance of having 1-D4 +1 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a sun-yellow winged reptile.

Eye color: White with vertical cat-like pupils of flaming orange.

Eye shape: Large and slanted.

Scale color: Brilliant sun-yellow.

Height: 11'-6"

Length: 34'-6"

Skin texture: Scaly.

Posture: Avian/Quadruped (like an animal with four feet that can fly).

Weight: 2,250 lbs.

Wing contour: Bat wing contour, thick and leathery.

Wingspan: 103'-6"



Dislikes: Water. If water covers more than 25% of this dragons scaly hide, it will of itself be shocked, causing the same electricity damage it can cause. It hates water, and loathes the time when it must drink; for it must drink to sustain itself with moisture, all the while risking pain.

The Electricity Dragon hates a coward and will crush any who waver before it.

Disposition: Even though this dragon has an evil disposition, it respects any creature that has the heart of courage. This dragon hoards treasure greedily, especially gems. If one would gain favor with this dragon, the gift of special gems would be the most successful chance.

Often times, this dragon will be found sleeping upon the heaps of treasure it so highly covets. If encountered in its lair, there will be a 30% chance this dragon will be asleep upon its treasure.

Fears: Water.

Habitat: Mountains. This dragon can also be found in a few other regions.

Immunities: Electricity, Fear, Pain, Poison (excluding Toxin Poison) and Shock.

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

Likes: Bravery and honor.

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

Note: A Electricity Dragon egg is valued at 125,000 white-gold. A newly hatched Electricity Dragon is valued at 62,500 white-gold.

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

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

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

Special Abilities: Modification-points: The Electricity Dragon will have a 20% 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 Psychics spell.

Tracking: This creature can pick up and follow a track scent on a roll of 25+. 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: Damage-Reduction: 10

Resistances: This creature has the following resistances:

Acid: 15%

Blunt: 26%

Fire: 29%

Magic: 70%

Mental-attack: 70%

Needle attacks: 54%

Sharp weapon attacks: 29%

Spiritual-attack: 70%

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 all creatures must successfully make an avoidance-roll vs. "Fear" (intelligence and wisdom added together ÷2) or the following will occur:

1-D6 movement reduction (not less than 1 movement per turn).

2-D10 Coordination reduction (not less than 5).

2-D10 Dexterity reduction (not less than 5).

20% ability failure chance.

20% spell failure chance.

Susceptibilities: Water-based attacks will cause x2 damage on this creature.

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