

Species, Breed: Dragon, Lizard (Lesser)

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil (Apathetic).

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 40% chance of there being 1-D8 +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: 80 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 40

Coordination: 45

Dexterity: 45

Intelligence: 4

Mental-strength: 40

Strength: 60

Wisdom: 8

Movement:

Flying: Can't

Grounded: 24

Swimming: 12

Luck: 60

Oxygen-points: 120

Blood-points: 120

Attack descriptions

Bite: 1

Damage: 1-D20 x 4 +8 in 1-D4 areas of the body.

Range: 2 spaces (10')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x 3 +8 in 1-2 areas of the body.

Range: 1 space (5')

Attack Type: Sharp

and:

Tail-Strike: 1

Damage: 1-D20 x 7 +8 in 1-D6 areas of the body.

Range: 3 spaces (15')

Attack Type: Blunt

Defense: 45

Offense: 45

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

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D10 x 500

Bronze: 22+ to have 1-D10 x 500

Silver: 24+ to have 1-D8 x 500

Electrum: 26+ to have 1-D8 x 500

White-gold: 28+ to have 1-D8 x 500

Yellow-gold: 30+ to have 1-D6 x 50

Black-gold: 32+ to have 1-D4 x 25

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 21+ to have 2-D4 +2

Legendary: 31+ to have 1-D4

Note:

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

12% chance of having 1-D4 Artifacts

35% chance of having 1-D100 +25 random Gems.

12% chance of having 1-D4 Oracles

12% chance of having 1-D4 Relics

45% chance of having 2-D10 random creatures as a food source.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a solid-gray, wingless, reptile.

Eye color: Pink with white vertical pupils.

Eye shape: Large and slanted.

Scale color: Gray.

Height: 10'-0"

Length: 30'-0"

Skin texture: Scaly.

Posture: Quadruped.

Weight: 1,800 lbs.



Dislikes: Mankind. Closed in places. Water (like a cat dislikes water, but is not afraid of it).

Disposition: These cunning creatures are expert trackers by sense of smell. Once a creature escapes from them that doesn't mean their escape is permanent. Hunter Dragons remember a scent for life, once it has learned it.

Most often the Hunter will let a creature escape, letting it think it is doing good in getting away. Then, when the creature has thought its escape has been secure, the Hunter Dragon will spoil the victim's hope and begin the chase again. The Hunter Dragon loves this game, and will play it over and over until the creature it is having fun with gives up. Then it will snatch it up and take it back to its lair to either play with at a later time, or devour it when hungry.

Until a baby Hunter Dragon is one month old, it is relatively harmless. At one month old, a Hunter Dragon is considered level #1, and will be kicked out of the lair to go and fend for itself.

Fears: None.

Habitat: Cliffs and Desert (Savanna).

Immunities: None.

Life-span: 2 ages (2,000 years).

Likes: The thrill of the hunt.

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

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

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

Special Abilities: Tracking: This creature can pick up and follow a track scent 75% of the time (even in the air, and on water). 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.

Even upwind, this remarkable tracking ability of the Hunter Dragon will still give it a 25% chance to follow a creature without err.

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 +10 to defense, and +10 to all 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).
-10 defense and offense.

Susceptibilities: Cold will slow this creature to half movement and attacks (1 claw per turn, and 1 bite and tail-strike every other turn).

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