

Species, Breed: Dragonman, Arctic (lesser)

Type: Not applicable.

Class: Fiend (Reptile).

Align: Evil.

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

Level: 20 + 2-D10

Number encountered: 1-D4 +1

Experience points: 200 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 60

Coordination: 60

Dexterity: 60

Intelligence: 25

Mental-strength: 70

Strength: 80

Wisdom: 25

Movement:

Flying: 45

Grounded: 15

Swimming: 8 Exceptional swimmers.

Luck: 160

Oxygen-points: 210

Blood-points: 180

Attack descriptions

Bites: 1

Damage: 1-D100 + 12

Range: 2 spaces (10')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x3 + 12

Range: 2 spaces (10')

Attack Type: Sharp

or:

Frost-Breath: See: "Special offenses"

Defense: 60 / 90 if 32nd level or higher.

Offense: 60 / 90 if 32nd level or higher.

Damage-Points: Roll 3-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 26+ to have 1-D100 x10

Bronze: 31+ to have 4-D20 x10

Silver: 36+ to have 3-D20 x10

Electrum: 41+ to have 2-D20 x10

White-gold: 46+ to have 1-D20 x10

Yellow-gold: 51+ to have 1-D12 x10

Black-gold: 56+ to have 1-D10 x10

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D4 +1

Legendary: 60+ to have 1-D4

Note:

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

15% chance of having 1-D4 Artifacts

30% chance of having 1-D20 x5 random Gems.

10% chance of having 1-D4 Oracles

8% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be cross between a humanoid creature and a white dragon.

Eye color: Silver, with a black vertical pupil.

Eye shape: Large and slanted.

Height: 8'-0"

Length: 16'-0"

Scale color: Snow-white.

Scale texture: As a dragon.

Posture: Quadruped. This creature can rise up and walk on its hind legs easily.

Weight: 400 lbs.

Wing contour: As a dragon.

Wingspan: 24'-0"

Dislikes: Fire.

Disposition: These creatures are fierce and cruel, yet brilliant. They are well at home in the coldest of weather conditions and take to plotting and scheming at all times. If this creature can better its situation, increase its sway in the factions that be, they will do it.

There will be a 99% chance the Arctic Dragonman will have race types within their lair. Very rarely are race types treated badly, for the Arctic Dragonman is cunning in the way they handle the races they wish conquest and advantage over. Roll on the following chart for basic information on what is happening within the lair of this creature, and then expound upon the situation rolled up to create this encounter to its fullest.

Roll twice on the following chart, keeping both results:

%Roll: Specifics:

01-40: Children:	A group of children have been taken from their homes from very distant civilizations. They are to be raised up in the Arctic Dragons lair, learning their society. They will always be treated well in hopes of creating allies to send forth to infiltrate other civilizations (no death or violence has or will ever be done to these children so as to manipulate an acceptance in them for their captors). These children will be young (1-D4 +3 years old). There will be an Arctic Dragonman that will be their mentor and teacher, training them in the ways of all things and nurturing them in all things the children need. There will be an even amount of male and female children in hopes of, one day, raising up a nation sympathetic to the Arctic Dragonman species. How far this has evolved, or to what degree, will be up to the fancy of the G.M.
41-50: Prince:	A prince of the nearest civilization is being held with the intent of manipulating some political faction to get advantage and gain . . . possibly wealth.
51-60: Princess:	A princess of the nearest civilization is being held with the intent of manipulating some political faction to get advantage and gain . . . possibly wealth.
61-00: Slaves:	5-D6 random race types are being held as slaves to do these creatures bidding (roll on: "Races, Random determination of:" in the R section of the Basic Rules Book). There will be an even amount of males and females in hopes of, one day, raising up a nation sympathetic to the Arctic Dragonman species. How far this has evolved, or to what degree, will be up to the fancy of the G.M.

Fears: Fire.

Habitat: Arctic (Mountains).

Immunities: Cold.

Life-span: 4 ages (4,000 years).

Likes: Treasure and power.

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

Note: The cured and tanned skin of this creature can fetch about 200 black-gold. The cured hides of this creature will retain 50% of its resistances (rounded up). Add an additional +3% will be added to resistances per level a hide is master tanned (yet never to exceed its maximum resistances).

Special Abilities: Modification-points: There will be a 50% chance of each creature having 2-D6 modification-points per level to spend on any adventurer ability (ignore the prerequisites, unless they are an adventurer ability also).

Tracking: This creature can naturally pick up the visual, and/or scent, of a track for 1-D4 +1 hours with a successful avoidance-roll vs. "Awareness".

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

Charm: 10%

Disease: 50%

Fear: 50%

Magic: 30%

Mental-attack: 20%

Sickness: 60%

Spiritual-attack: 25%

Special Offenses: Frost-Breath: 1-D4 x Dragonman's level in all areas of opponent's body.

Area of effect: The 1 space directly in front of the Dragonman, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the frost-breath will cover 7 spaces across.

Susceptibilities: Fire causes x2 damage on this creature.

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