

# Species, Breed: Wyrms, Pyrran

Type: Not applicable.

Class: Fiend (Reptile).

Align: Evil.

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

Level: 1-D30 +1

Number encountered: 1-D4: Roll % dice: 01-90 = 1, 91-92 = 2 (mates), 93-96 = 3 (mates + 1 young),  
97-00 = 4 (mates + 2 young).

Experience points: 130 x level.

## Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 60

Coordination: 50

Dexterity: 60

Intelligence: 5

Mental-strength: 70

Strength: 300

Wisdom: 5

## Movement:

Flying: Can't

Grounded: 24

Swimming: 12

Luck: 75

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:

01-30: Molten-Breath.

Damage: 1-3 x the level of the Pyrran Wyrn in 2-D6 areas of the body. If the victim is wearing metal armor, heat damage will continue to seer its target for the next 2 turns as follows:

Turn #2: 1-2 x the level of the Pyrran Wyrn in the same areas effected already.

Turn #3: 1 x the level of the Pyrran Wyrn in the same areas effected already.

See: "Special Offenses" for the description and area of effect.

31-00: Bite / Tail-Strike

Attack descriptions

Bite: 1

Damage: 1-D100 +54 (also, the victim of a bite will incur 1-D10 x3 fire burn).

Range: 5 spaces (25')

Attack Type: Sharp

and:

Tail Strike: 1

Damage: 1-D100 +54 in 1-D4 areas of the body.

Range: 4 spaces (20')

Attack Type: Blunt.

Defense: 50

Offense: 60

Damage-Points: Roll 3-D20 +54 x level.

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

Copper: 33+ to have 1-D100 x9

Bronze: 36+ to have 1-D100 x8

Silver: 39+ to have 1-D100 x7

Electrum: 42+ to have 1-D100 x6

White-gold: 45+ to have 1-D100 x5

Yellow-gold: 48+ to have 1-D100 x4

Black-gold: 51+ to have 1-D100 x3

Treasure item(s):

Common: None

UnCommon: 10+ to have 3-D4

Rare: 40+ to have 2-D4

Legendary: 70+ to have 1-D4

Note:

The Pyrran Wyrms 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

5% chance of having 1-D4 Enchanted Armors

5% chance of having 1-D4 Enchanted Weapons

4% chance of having 1-D4 Oracles

40% chance of having 3-D20 random Gems.

10% chance of having 1-D20 random Special Gems.

3% chance of having 1-D4 Relics

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a cross between a snake and a Komodo Dragon. Wyrms have no legs.

**Eye color:** Lava-red.

**Eye shape:** Large and sharply slanted.

**Height:** 3'-0"

**Length:** 60'-0"

**Skin color:** Auburn-red

**Skin texture:** Scaled.

**Posture:** Snake-like.

**Weight:** 12,000 lbs.

**Dislikes:** Water.

**Disposition:** This creature is highly protective of its nest. It always seems to be on the hunt and will attack even a dragon without hesitation.

**Fears:** Water.

**Habitat:** Volcanic (Caves and Labyrinths).

**Immunities:** Fire and lava.

**Life-span:** 3 ages (3,000 years)

**Likes:** Extreme heat. This creature especially likes floating in lava and magma pools.

**Needs:** Unknown.

**Note:** The cured and tanned hide of this creature can fetch around 300 black-gold (if the skin is in prime condition). An adult skin can create approximately 12 full sets of scale-hide quality leather armor (humanoid armor). If master tanned, this leather will retain a 50% of its resistances. For every level it is master tanned, above 1, it will retain an added 2% to its current resistances.

Note: Also look up "Wyrmrol" in the Plants Book.

**Special Abilities:** Night-vision: As the Psychic spell.

**Tracking:** This creature has a 40% chance to pick up and follow a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 2-D12 turns. At the end of 2-D12 turns, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

**Special Defenses:** Resistances: Fire: 100% (this is places here so that you can know the resistance to fire and extreme heat, should this creature's skin be master tanned). Lightning: 35% Magic: 20% Mental-attack: 20%

**Special Offenses:** Molten-Breath: This creature can spew a mist of molten lava into an area, burning all within with severe fire damage.

**Area of effect:** The 2 spaces directly in front of the dragon, then out 10 spaces in a V, or cone-shape, pattern. At the range of 16 spaces out, the Air-breath will cover 11 spaces across.

**Stun-Strike:** If this creature strikes its opponent with a "Tail-strike", scoring +40 above it's victim's defensive-roll, it will be stunned for 1-D4 turns. The stun effects are as follows:

-30 Defense

-30 Offense

**Susceptibilities:** Water: Water will douse the heat of this creature for 1-D4 turns (it would have to be a very intense downpour of water to do this. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a +60 to strike.

**Weapon susceptibility:** Rank-7 (or better) magical weapon to harm.