

# Species, Breed: Dragonman, Air

Type: Not applicable.

Class: Fiend (Reptile).

Align: 01-10 = Evil, 91-00 = Good

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

Level: 30 + 1-D12

Number encountered: 1-D4 +1

Experience points: 200 x level.

## Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 26

Mental-strength: 70

Strength: 110

Wisdom: 27

## Movement:

Flying: 45

Grounded: 15

Swimming: 11 Excellent swimmers.

Luck: 260

Oxygen-points: 210

Blood-points: 150

## Attack descriptions

Bites: 2

Damage: 1-D12 x7 +18

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 4

Damage: 1-D12 x5 +18

Range: 1 space (5')

Attack Type: Sharp.

or:

Tails: 3

Damage: 1-D12 x6 +18

Range: 2 spaces (10')

Attack Type: Sharp.

**Defense:** 50 / 80 if 32nd + level

**Offense:** 50 / 80 if 32nd + level

**Damage-Points:** Roll 1-D20 x2 +18 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 22+ to have 1-D100 x8

Bronze: 27+ to have 1-D100 x7

Silver: 32+ to have 1-D100 x6

Electrum: 37+ to have 1-D100 x5

White-gold: 32+ to have 1-D100 x4

Yellow-gold: 37+ to have 1-D100 x3

Black-gold: 42+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 38+ to have 1-D6 +1

Legendary: 58+ to have 1-D4 +1

# Description:

**Annihilation Strike?:** Yes.

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

**Eye color:** Mirror-like.

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

**Height:** 7'-6"

**Length:** 15'-0"

**Scale color:** Gray-White.

**Scale texture:** Tough and leathery.

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

**Weight:** 380 lbs.

**Wing contour:** As a dragon.

**Wingspan:** 22'-6"

**Dislikes:** Unknown.

**Disposition:** This creature loves the open skies and exploration. It has been sighted in every plane and dimension on multiple accounts. As the cat is drawn to the sound of the mouse, so to is this magnificent creature drawn to the unknown.

**Fears:** Unknown.

**Habitat:** Air Dimension.

**Immunities:** Air (all forms of air have no effect on this creature), Breath abilities that are based upon the element of air. Fear, Pain, Shock and Sickness have no effect.

**Life-span:** 16 ages (16,000 years)

**Likes:** Exploring the unknown.

**Needs:** None.

**Note:** The cured and tanned hide of this dragon can fetch around 160 black-gold. It can be crafted into dragon-hide leather armor with ½ the resistances remaining. For every level the skin is master tanned, it will retain an added 3% to its current resistances.

**Special Abilities: Modification-points:** This creature will have modification-points as follows: 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 that deals with the element of air. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

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

Ability: 13%

Consciousness: 17%

Disease: 47%

Enchantment: 12%

Fall: When grounded, if this creature attacks with a 01-02% roll, an avoidance-roll vs. "Coordination" can be attempted. If successful, this creature will not fall. However, it will lose the remainder of its turn, and cannot use luck to succeed at the avoidance-roll.

Magic: 27%

Mental-attack: 27%

Paralysis: 07%

Petrification: 12%

Poison: 37%

Stun: 47%

**Special Offenses: Air-Strike:** This dragon can omit an incredible burst of air from its mouth upon its enemies. All present within the "Area of Effect" must pit their strength against the Dragonman (single roll check), or be knocked back violently 1-D10 spaces, causing tumbling damage of 1-D2 x the dragons level in 1-D4 areas of the body. If a target strikes something (i.e., a wall, rocks, etc.), x2 damage will be inflicted. **Area of effect:** The space directly in front of this creature, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the Air-breath will cover 6 spaces across.

**Susceptibilities:** None.

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