

WHITE DRAGON, ‘Draco Rigidus Frigidus’

Str	30	Spd	14	Int	13	Mob	140
End	73	Eye	22	Aur	19	Dge	30
Dex	5	Hrg	19	Wil	19	Ini	65
Agl	08	Smt	17			FR	2

Bite: 120/38Hb Claw: 110/24Lt Tail: 110/12Lb plus E2 poison. Unbalancing attack: S2
Trample/Stomp: 110/12Lb

Armour:

	B	E	P	F	S	T
White						
Scales	30	30	24	28	12	38
Hide	20	14	10	18	6	18
Skin	12	6	4	12	2	10
Eyes/Mouth	10	2	2	6	2	6

Flyer: 40’’

Chance of: Speaking: 20%, Magic Use: 5%, Sleeping: 60%

White dragons favour chilly or cold regions in which to dwell. They lair in icy caves or deep subterranean places. Although not as intelligent as most other dragons, they are as evil and greedy as any.

The white dragon is able to attack with a claw/claw/bite or with its breath weapon - a cone of cold (frost) 15d6 – range (squares) with a base diameter of 2’’.

Rare magic-using white dragons are able to employ most Odivshe spells up to and including **VII** level, gaining one levels worth of spells at each age bracket after very young.

Dragons pass through eight ages in their lives. These growth stages are:

1. Very young – 1-5 years
2. Young – 6-15 years
3. Sub-adult – 16-25 years
4. Young adult – 26-50 years
5. Adult – 51-100 years
6. Old – 101-200 years
7. Very Old – 201-400 years
8. Ancient – 401+ years

All dragons see equally well in daylight or darkness (Infravision, 60’). They have excellent sight, smell, and hearing. Because of these keen senses, all dragons are able to detect hidden or invisible creatures within 1’’ per age level. Dragons also develop the power to panic enemies as they mature. At adult age and older they radiate a powerful aura which causes a fear reaction, when a dragon flies overhead or charges.

A considerable percentage of dragons have the ability to speak one or more human languages in addition to the language of their species. Similarly, a fair number of dragons that can speak are able to employ magical spells. The chances for either of these abilities occurring in any given individual dragon are shown above under the specific treatment by species. The chances that any given dragon will be asleep likewise shown above.

Description: Red dragons can grow as large as 41’ long and weight up to 5 tons. A full-grown red dragon stands 8’ at the shoulder.

WYVERN

Str	17	Spd	10	Int		Mob	50
End	25	Eye	19	Aur	3	Dge	40
Dex	7	Hrg	15	Wil	13	Ini	65
Agl	11	Smt	17			FR	2

Bite: 75/19Lb **Claw:** 65/12t **Tail:** 80/17Lp plus E2 poison.

Armour:

	B	E	P	F	S	T
Wyvern						
Scales	15	15	12	14	6	19
Hide	10	7	5	9	3	9
Skin	6	3	2	6	1	3
Eyes/Mouth	5	1	1	3	1	3

Flyer: 30"

Wyverns are distantly related to dragons. These monsters also inhabit places favoured by dragons – tangles forests, great caverns, and the like. They are rather stupid but very aggressive. Wyverns will always attack.

The Wyvern bites and lashes with its sting-equipped tail at one or two opponents. Any creature struck by this tail must 75%, save versus an E2 poison or die. After Wyvern poisoning convulsions seize the sufferer so that the body is arched backwards with arms and legs extended. Face muscles contract to produce a characteristic sardonic grin. At the same time as this painful wave of convulsions is taking place the senses are sharpened. The contraction of the diaphragm and related muscles prevent breathing while convulsions last. Typically, convulsions persist for a minute or two with ten or fifteen minutes between them. Death occurs usually after the second to fifth seizure. Asphyxiation is brought about by the effect the poison on the respiratory muscles. A massive overdose of Wyvern poison can kill suddenly without convulsions. About 100mg of Wyvern poison represents the fatal dose, the minimum lethal dose being about 36mg. It should be noted however that a single strike of a Wyvern tail on a man-sized opponent will deliver between 100 and 10,000mg of poison. Note that the tail is very long and mobile easily striking over the back of the Wyvern to hit an opponent before its front.

Description: Wyverns can grow as large as 35' long and weight up to 1 ton. A full-grown Wyvern can stand up to 12' fully erect. They range in colour from dark brown to grey or black. Their eyes are orange or red.

RED DRAGON, ‘Draco Conflagratio Horribilis’

Str	45	Spd	14	Int	16	Mob	175
End	90	Eye	22	Aur	19	Dge	30
Dex	5	Hrg	19	Wil	19	Ini	65
Agl	08	Smt	17			FR	2

Bite: 140/57Hb Claw: 130/36Lt Tail: 160/17Hb. Unbalancing attack: S4 Trample/Stomp: 160/17Lb
Horn: 75/12p

Armour:

	B	E	P	F	S	T
Red						
Scales	45	45	36	42	18	57
Hide	30	21	15	27	9	27
Skin	18	9	6	18	3	15
Eyes/Mouth	15	3	3	9	3	9

Flyer: 60”

Chance of: Speaking: 75%, Magic Use: 40%, Sleeping: 20%

The red dragon is usually found dwelling in great hills or mountainous regions. As with most others of this species, they make their lairs in subterranean caves and similar places. They are very greedy and avaricious. Of all evil dragons, this sort is the worst.

The red dragon is able to attack with a claw/claw/bite or with its breath weapon - a cone of fire 18d6 – range (squares) with a base diameter of 3”.

Magic-using red dragons are able to employ most Peleahn spells up to and including **VII** level, gaining one levels worth of spells at each age bracket after very young.

Dragons pass through eight ages in their lives. These growth stages are:

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|-------------------------------|------------------------------|
| 9. Very young – 1-5 years | 13. Adult – 51-100 years |
| 10. Young – 6-15 years | 14. Old – 101-200 years |
| 11. Sub-adult – 16-25 years | 15. Very Old – 201-400 years |
| 12. Young adult – 26-50 years | 16. Ancient – 401+ years |

All dragons see equally well in daylight or darkness (Infravision, 60’). They have excellent sight, smell, and hearing. Because of these keen senses, all dragons are able to detect hidden or invisible creatures within 1” per age level. Dragons also develop the power to panic enemies as they mature. At adult age and older they radiate a powerful aura which causes a fear reaction, when a dragon flies overhead or charges.

A considerable percentage of dragons have the ability to speak one or more human languages in addition to the language of their species. Similarly, a fair number of dragons that can speak are able to employ magical spells. The chances for either of these abilities occurring in any given individual dragon are shown above under the specific treatment by species. The chances that any given dragon will be asleep likewise shown above.

Description: Red dragons can grow as large as 64’ long and weight up to 10 tons. A full-grown red dragon stands 12’ at the shoulder.