

## True Dragon

### Dragons

(These are the major forms of true Dragons that can be encountered in the game).

True Dragon (Male)				Alignment – Varies			
<b>AHP</b>	75	<b>OCV</b>	22	<b>DCV</b>	6(11)	<b>NWI</b>	-6
<b>S</b>	90(+4)	<b>St</b>	60(+3)	<b>D</b>	11	<b>A</b>	12
<b>MR</b>	8(32)	<b>NAV</b>	7	<b>C</b>	150(+6)	<b>NF</b>	1
<b>EnL</b>	231	<b>DTV</b>	-11*	<b>CDF</b>	12	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	25	<b>INT</b>	9
<b>MEL</b>	8	<b>PR</b>	18	<b>SIZE</b>	8	<b>HC</b>	105%
True Dragon (Female)				Alignment – Varies			
<b>AHP</b>	73	<b>OCV</b>	22	<b>DCV</b>	6(11)	<b>NWI</b>	-6
<b>S</b>	80(+4)	<b>St</b>	54(+3)	<b>D</b>	15	<b>A</b>	16(+1)
<b>MR</b>	9(34)	<b>NAV</b>	5	<b>C</b>	158(+6)	<b>NF</b>	1
<b>EnL</b>	239	<b>DTV</b>	-11*	<b>CDF</b>	12	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	25	<b>INT</b>	9
<b>MEL</b>	8	<b>PR</b>	18	<b>SIZE</b>	8	<b>HC</b>	105%

**Appearance** –A heavily scaled creature of variable color. It is physically immense, reaching a length of more than 65 feet, and mentally brilliant. At its most powerful, the Dragon approaches Godhood.

In general dragons have a heavy reptilian head, powerful tail, long body and nearly impenetrable body armor. Beyond these shared characteristics, no two dragons are identical. Each is a unique individual.

NOTE – If desired the length of the dragon can be determined by divided AHP/3 (RU) and adding the result to 1D10. Thus the average dragon's length is 26-35 feet long. The largest Upper World dragon is 101-110 feet long.

**Special** – The Dragon has the following basic abilities:

A) Dragons breathe fire. MEL and EL equal AHP/10 (RU) (MEL8/EL8 for the average dragon). The effect is as for Fireball. The mana cost to use the power equals (EL+1). The Dragon can use this power at any EL up to his Max EL (vary EL).

B) All are natural magicians. If they are not aligned, they do not use this talent. If they are they may (see C below).

C) There is a 75% chance a Dragon is aligned. If so roll 1D10 on the table below:

Roll	Alignment	Roll	Alignment
1-3	Chaos	8	Shamanic
4+5	Law	9	Balance
6	Neutral	10	Shadow

7	Elder		
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Aligned Dragons use any magic of their alignment. Their MEL equals AHP/10 (RU). Their EL is 50% of their MEL (RU). They never use any magic other than that of their alignment. If the Dragon uses magic his casting ability equals the Energy Level listed above. In general, they only use magic against a creature that uses magic on them or is immune to fire. Finally, add the determined MEL to the dragon's MDV.

D) Dragons understand any language they hear.

E) Aligned Dragons let creatures of their alignment that show deference survive. In some cases they may aid them if the proper bait is offered. Any influence attempt that fails, or is inappropriate for the Dragon being dealt with, results in the Dragon attacking.

The basic tendencies of aligned Dragons are:

**Chaos** A Chaos dragon is motivated by greed. It attacks any creature that threatens its hoard or fails to show proper respect and deference. It revels in power and the destruction/ domination of lesser lifeforms.

**Law** From his viewpoint the dragon is fair in its dealings with its lessers. He kills them if they disturb him unnecessarily, irritate him or attempt to steal his property. He may aid them if their need is desperate and the enemy is something he hates. Any aid given, generally an item from the dragon's hoard, must be returned when the need ends. If it is not the dragon reclaims it and punishes the liar he gave it to.

**Neutral** Such dragons are neutral or "good" elder in orientation. They prefer to have little to do with others but defend decent beings from powers it dislikes, generally Chaos and the Kotothi (this can vary with the individual). It greatly prefers to help lesser creatures provide such aid rather than take an active hand.

**Elder** See Elder Dragon

**Shamanic** The dragon is interested in protecting its territory. It is a guardian. Any creature that damages the area, or needlessly disturbs its tranquility, answers to the dragon. It can be influenced to give aid, as for the Law dragon, when the common enemy threatens its territory.

**Balance** This dragon is unpredictable. He will aid the weak against the strong when he thinks such aid is appropriate. He can easily aid the Character one time and destroy him the next. The more powerful the enemy to be fought, compared to the people asking for the favor, the more likely the favor is granted.

**Shadow** The dragon dislikes both light and darkness. It is a bane to law and chaos. It is likely to aid those who seek to damage either. It is also prone to do as it wills with anyone. Selfish interest is its life.

**Unaligned** An unaligned dragon is a recluse. He cares nothing for the affairs of lesser creatures. His preference is to have nothing to do with them. He will defend what is his and never aid another creature.

F) All Dragons have immunity to Fire Powers. If they are magic-users they have immunity to all spells of their alignment also.

G) Dragons are solitary, territorial beings. Except when breeding or rearing young (for females) they will never be encountered with another dragon. If the Referee wishes to simulate this there is a 10% chance that such a situation exists when a dragon is encountered. If so, roll 1D2\*. If the result is 1 two dragons are together to breed. On a 2 the dragon encountered is female and has 1D3+1 fledglings in her cave.

NOTE - Dragons cast magic innately. Shamanic dragons are not required to use other somatic tools to cast Shamanic magic. The power is with them always.

<b>Lun</b>				<b>Alignment - Varies</b>			
<b>AHP</b>	70	<b>OCV</b>	21	<b>DCV</b>	7(13)	<b>NWI</b>	-4
<b>S</b>	50(+2)	<b>St</b>	110(+5)	<b>D</b>	20(+1)	<b>A</b>	35(+2)
<b>MR</b>	9(40)	<b>NAV</b>	4	<b>C</b>	120(+5)	<b>NF</b>	1
<b>EnL</b>	231	<b>DTV</b>	-11*	<b>CDF</b>	13	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	20	<b>INT</b>	9
<b>MEL</b>	12	<b>PR</b>	20	<b>SIZE</b>	9	<b>HC</b>	115%

**Appearance** - Lun have large reptilian heads that are somewhat leonid in appearance. Their bodies are long and serpentine. Each has four short limbs with heavily clawed hands and is not winged.

**SPECIAL** - Lun dwell in wild areas, mountains and ravines. They are dragons that control fertility and weather. All are able to use Storm and Aerial powers at MEL12/EL7. Each rules the weather in a set territory. He or she expects deference and respect from lesser creatures that depend on his gifts. If it is not forthcoming, he withholds them. He may also actively work against their efforts to survive (destroy fields, kill livestock, etc).

When angered Lun can use powers of Sterility and Desiccation in addition to withholding the rain. They are MEL12/EL12 with both. Sterility is used to take fertility away from animals. Their use of Desiccation is for plants. It dries them out making it impossible for the plant to bear fruit of any kind.

These spirits do not breathe fire. The only powers they use are those specified above. They fly at MR40 through their tie to the air and the storm. They do not need to cast mana to do so.

In many lands, especially Katai, the farmers who depend on them worship Lun. Gifts are left for them regularly. They also retain the best of anything possessed by those they must kill

(to protect themselves or to punish). These items are the only treasure a Lun bothers to keep. Its hoard is not as massive as that of other dragons.

Determine the basic alignment of the Lun as specified for True Dragons. The worship it will insist on from lessers will depend on that factor to a great degree.

EXAMPLE - A Lun who is Elder or Chaotic requires the periodic sacrifice of delectable young humans. If Elder, they must be virgin and female. One who is Law punishes any immoral behaviour in its territory. Lewd felons can find themselves trussed up awaiting the dragon to deflect its ire from everyone. Fit the alignment descriptions to the spirit's alignment and power.

Fantil Devil				Alignment - Chaos*			
<b>AHP</b>	53	<b>OCV</b>	19	<b>DCV</b>	11	<b>NWI</b>	-9
<b>S</b>	92(+4)	<b>St</b>	76(+4)	<b>D</b>	51(+3)	<b>A</b>	14
<b>MR</b>	24	<b>NAV</b>	5	<b>C</b>	44(+2)	<b>NF</b>	1
<b>EnL</b>	125**	<b>DTV</b>	-7*	<b>CDF</b>	12	<b>CL</b>	3***
<b>SS</b>	Mental Parasite			<b>MDV</b>	20**	<b>INT</b>	9
		<b>PR</b>	18	<b>SIZE</b>	4	<b>HC</b>	

\* These devils do not serve the current gods or goddesses of Chaos. Their vow to a master and self interest is all that matters to them.

\*\* These are average values. The MDV varies with the age and experience of the devil. The more he has consumed, the higher his MDV and EnL.

\*\*\* It is 3 if the wizard can somehow ascertain where their home plane is located. No one other than the original Count Fantil millennia ago has done so. He told no one.

**APPEARANCE** - These devils are nine foot tall reddish beings with resistant, abrasive hides. Their facial features are the definition of hideous. When their mouth lolls open in a smile, their appearance is even worse. The Referee may ask players who encounter one to take a W\*2 roll. If they fail it, they react negatively to the creature's looks. (A weak C character might even vomit)

**SPECIAL** - The only devil of this type known to exist in the Middle World serves the Count Fantil in the Rogizini Empire. His name is Serge. He has been their retainer since the reign of Maoud the First. The original Count chanced upon the home plane of the devils while seeking a weapon to help his friend Maoud build his empire. He found one. He, and every heir since, has become a part of Serge.

These devils subsist on light meals of meat, fruit and wine. Their true food is knowledge. It is consumed by eating the brains of those they slay. Knowledge is the only payment they accept for any service. If they do not get it from the enemy

they are sent after, they take it from the person who sent them. The sender must agree to this before the devil will serve him.

In battle Fantil devils are legion. The average devil creates four smaller replicas of himself at will. As their power increases, the number of replicas they can create increases exponentially. A double normal size devil can make 16 copies of himself. Triple makes 64. Quadruple can create 256.

Each copy has half the strength and size of the maker. Their creation does NOT diminish the might of the maker. If one is killed, a certain amount of time must pass before the maker can create it again. This is determined by dividing 52 weeks by the maximum number of copies. If the devil makes four, thirteen weeks must pass before he can make one's who are slain. If he makes 30, 12 days must pass.

The devils are not hostile to other forms of life, i.e. they can be bargained with. If a person is willing to feed them, and offers something worthwhile, they serve. The end of any service must increase the devil's knowledge.

<b>Fantil Devil Copy</b>				<b>Alignment - Chaos*</b>			
<b>AHP</b>	27	<b>OCV</b>	10	<b>DCV</b>	10	<b>NWI</b>	-5
<b>S</b>	46(+2)	<b>St</b>	38(+2)	<b>D</b>	51(+3)	<b>A</b>	14
<b>MR</b>	24	<b>NAV</b>	3	<b>C</b>	22(+1)	<b>NF</b>	1-4
<b>EnL</b>	42*	<b>DTV</b>	-4*	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Mental Parasite			<b>MDV</b>	10	<b>INT</b>	9
		<b>PR</b>	9	<b>SIZE</b>	2	<b>HC</b>	30%

\* A copy's EnL = 1/3 of the original devil's EnL (RU). His MDV is 50% of the original (RU).

The devil is capable of using any knowledge possessed by those he consumes. If one of his victims was a magic-user, the devil can cast any magic he knew. If he was a great swordsman, the devil is also. They do not gain physically based natural abilities.

EXAMPLE - In millennia of service Serge has consumed every Fantil Count (all wizards), more than 200 humans and no less than eighty demons and other supernatural beings. The power he wields is a bit more than immense.

<b>Serge</b>				<b>Alignment - Chaos*</b>			
<b>AHP</b>	132	<b>OCV</b>	42	<b>DCV</b>	16	<b>NWI</b>	-24
<b>S</b>	225(+8)	<b>St</b>	190(+7)	<b>D</b>	51(+3)	<b>A</b>	20(+1)
<b>MR</b>	30	<b>NAV</b>	12	<b>C</b>	110(+5)	<b>NF</b>	1
<b>EnL</b>	300	<b>DTV</b>	-13*	<b>CDF</b>	29	<b>CL</b>	3
<b>SS</b>	Mental Parasite			<b>MDV</b>	50	<b>INT</b>	10
		<b>PR</b>	36	<b>SIZE</b>	4	<b>HC</b>	<b>Copies - 32</b>

NOTE - In their native realm these devils feed on each other, knowledgeable native fauna and any visitor who is unable to make a deal. It is a completely chaotic realm where every devil

serves himself. The one exclusion from predation is their females. No devil consumes one except in self defense. They also rarely consume the young. There is little knowledge to be gained from doing so.

Once every century this state of affairs relaxes for one year. During this year, the devils breed. Only the strongest succeed in this endeavor. Their females are rarely taken easily. Impregnation requires that the devil and every copy he can create mount the female. Unless the female is strong, being taken by a great devil of her race can be fatal. (She loses 1D6+2 energy with each act of intercourse. For a devil of Serge's rank, that is 33D6+70 for an average loss of 153 energy).

<b>Fantil Devil (FEMALE)</b>				<b>Alignment - Chaos*</b>			
<b>AHP</b>	35	<b>OCV</b>	12	<b>DCV</b>	12	<b>NWI</b>	-6
<b>S</b>	40(+2)	<b>St</b>	60(+3)	<b>D</b>	68(+3)	<b>A</b>	21(+1)
<b>MR</b>	28	<b>NAV</b>	3	<b>C</b>	40(+2)	<b>NF</b>	1D3
<b>EnL</b>	121	<b>DTV</b>	-5*	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Mental Parasite			<b>MDV</b>	15	<b>INT</b>	9
		<b>PR</b>	12	<b>SIZE</b>	3	<b>HC</b>	

NOTE- Females do not make copies like males. All have EL4 Mental Invulnerability and EL2 Immunity to all magic. When they give birth it is to one child. The gestation period is twenty months. They only care for it until it can walk well. She kills it if it cannot leave within five years. Females never accept male advances willingly. They must be overpowered. They are not summonable. The only way to get one to the Middle World is to go to their plane and bring her back with you.

IMPORTANT - If you choose to use this being in your game use it with extreme care. As the example of Serge shows, they can be overwhelming.