

DRAGONS

Dragons are powerful magical creatures who live on mountains and in caves, generally in remote areas. They come down from the mountains to hunt (animals, people, ships, demonic monstrosities, etc.). Drakes are juvenile green-skinned dragons, newly reincarnated from dragon kin, who have not yet reached their adult form (at which point they differentiate into different types based on their personality and innate nature).

Black and copper dragons are usually aligned with Marduk, and generally are honorable and trustworthy. They are the only types of dragons that will work together with each other. Black dragons are territorial and can be aggressive, while copper dragons are fairly friendly and helpful, especially in an honorable cause.

Silver dragons are usually unaligned, and are highly intelligent and refined. They can use arcane magic and often mingle among lesser races in shapeshifted form, often appearing to be a mage. They spend much of their time plotting to acquire as many magical items as possible.

Gold and red dragons are usually aligned with Tiamat, and mainly care about their own power and possessions. Gold dragons are reclusive, contemplative, and "collect" unique stories, art, and performances (and/or performers). Red dragons are extremely aggressive and enjoy pure destruction and displays of power. They are not cruel, just destructive, remorseless, and like to hoard precious metals and gems.

DRAKE (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D10	D6	D10	D12	D8
MOVE	ATT	DEF	AP	MP	HP
FLY	D12	D12	3	3	15

ATTACKS AND ABILITIES

BITE: D12

CLAWS: D10, Minor

DARKSIGHT, DRACONIC

BLACK DRAGON (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D12	D8	D12	D16	D10
MOVE	ATT	DEF	AP	MP	HP
FLY	D16	D16	4	4	24

ATTACKS AND ABILITIES

BITE: D16

CLAWS: D12, Minor

DARKSIGHT, FEAR IMMUNITY, ROAR, DRACONIC

COPPER DRAGON (6TH RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D12	D12	D12	D16	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D16	D16	4	6	28

ATTACKS AND ABILITIES

BITE: D16

CLAWS: D12, Minor

BREATHE ACID: D12 vs. FOR, Acidic, AE1+ (all regions moved to), R1, Cooldown, 1 MP

DARKSIGHT, ACID IMMUNITY, ROAR, DRACONIC

ROAR (MAJOR)

Dragons have an intimidating roar that prevents anyone in the same region from attacking or moving towards them. Roll PRE vs. PRE, with the effect lasting one turn for each success. Adjacent regions are affected as well, but the roll is disadvantaged.

SILVER DRAGON (7TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D16	D20	D16	D12	D20
MOVE	ATT	DEF	AP	MP	HP
FLY	D12	D12	5	10	24

ATTACKS AND ABILITIES

BITE: D12

CLAWS: D10, Minor

BREATHE FROST: D16 vs. FOR, AE1+ (all regions moved to), R1, Cooldown, 1 MP

DARKSIGHT, FROST IMMUNITY, ROAR, INVISIBILITY, ILLUSIONS, COUNTERSPELL, SHAPESHIFT, DRACONIC, RUNIC

GOLD DRAGON (8TH RANK)

STR	DEX	INT	PRE	FOR	REF
D20	D12	D16	D16	D20	D16
MOVE	ATT	DEF	AP	MP	HP
FLY	D20	D20	4	8	40

ATTACKS AND ABILITIES

BITE: D20

CLAWS: D16, Minor

BREATHE SLEEPING GAS: D16 vs. FOR, Stunning, AE1+ (all regions moved to), R1, Cooldown, 1 MP

DARKSIGHT, POISON IMMUNITY, ROAR, DRACONIC

RED DRAGON (9TH RANK)

STR	DEX	INT	PRE	FOR	REF
D24	D12	D10	D20	D24	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D24	D24	3	5	48

ATTACKS AND ABILITIES

BITE: D24

CLAWS: D20, Minor

BREATHE FLAME: D20 vs. FOR, AE1+ (all regions moved to), R3, Cooldown, 1 MP

DARKSIGHT, FIRE IMMUNITY, ROAR, DRACONIC