

Dragon (Fire)

Territory & Description:

The fire dragon is a truly powerful and magnificent creature. It does, however, have a cruel disposition and a craving for wealth and power that surpasses all of the other types of dragons. These creatures have thick scales and can fly as well as use magic and their incendiary breath weapon.

Fire dragons are the most populous and widely disbursed of the major dragons in Valhalla. They can be found primarily in Xa'cor dy Yelpheet, but there have been documented sightings of them on every major land mass on the planet. They most often live in caves, but these caves can be either on mountain peaks (normally in Volcanoes) or deep under the earth. They prefer to live near active volcanoes or among the hot water generated from geysers and other geo-thermal activity. They are naturally resistant to all heat sources and often use this to their advantage when choosing a lair. They prefer places where they are comfortable, but would be far too stifling for most other creatures.

Level	17		AGL	18
Size	Giant		CHA	15
Initiative Bonus	-3		CON	19
Grouping	1		END	16
Aggressiveness	9		INT	15
Movement	Air	145' (29)	OBS	19
	Ground	65' (13)	STR	20
Treasure	3d6+5		WIS	15
Defense Bonus		Block	24	
		Dodge	25	
		Perry	22	
		High Pain Threshold	5%	
		Magic Resistance		
		AGL 35%	INT 20%	
		CHA 20%	OBS 40%	
		CON 40%	STR 45%	
		END 25%	WIS 20%	

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Punch / Claw	+15	2d6+5	3	3	1
Kick / Talon		2d6+5			
Bite		3d6+5			
Breath Weapon	+13	See below	1/2	170' (34)	1
Weapon 2	+10	Var.	Var.	Var.	Var.

Special Abilities:

- **Natural Armor:** The creature's thick scales protect it from physical damage.
- **Breath Weapon (Cone of Fire):** A fire dragon can use his breath weapon, identical to the "Cone of Fire" spell, 1d4 times per day. It takes 6 hours to recharge each burst of fire. Every burst takes two combat rounds to use. The first requires the creature to make a large inhale, during which time no additional attacks can be made (though the creature can move). On the following combat round the dragon makes his attack. When the attack is made, the creature determines the area of effect, which stretches out from his mouth in a conical manner. This area extends outward to a maximum length of 170 feet and will be 45' at it's widest point. Everything within this line of attack will be attacked that round. The Dragon makes a single attack roll with +13 to hit and this roll is compared to the defensive abilities of all creatures standing in the area of effect. The farther away from the dragon's head, however, the less damage is done. 1D10hp is subtracted for every 10 feet from the creature's head. Therefore, with the first ten feet, targets will receive 17d10 points of damage. By 170 feet, each character will only receive 1d10 points of damage. Each d10 is rolled to a different full body hit location, but if the same location is hit multiple times then all damage is added together before application.
- **Spell Caster (Fire up to 8PR):** As if these creatures were not ferocious enough, they, are also able to cast all spells within the Elemental Sphere of Fire (PR8 and lower). As with all major dragons they do not require components to cast these spells, but rather make the magic occur through Dragon Magic (described online at <http://ValhallaGame.com>).

Fire Dragon 1		Current CON	20			
		Current END	14			
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	Tail (6)	Appendages (7-9)	
Natural Armor: Absorb: (6/6)	30	30	30	30	Roll 1d6 to determine appendage struck	
Body	22	67	62	24		
Hit Points	R Wing (1)	L Wing (2)	R Front Leg (3)	L Front Leg (4)	R Rear Leg (5)	L Rear Leg (6)
Natural Armor: Absorb: (6/6)			30	30	30	30
Body	11	11	16	16	20	20

Fire Dragon 2		Current CON	20			
		Current END	14			
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	Tail (6)	Appendages (7-9)	
Natural Armor: Absorb: (6/6)	30	30	30	30	Roll 1d6 to determine appendage struck	
Body	22	67	62	24		
Hit Points	R Wing (1)	L Wing (2)	R Front Leg (3)	L Front Leg (4)	R Rear Leg (5)	L Rear Leg (6)
Natural Armor: Absorb: (6/6)			30	30	30	30
Body	11	11	16	16	20	20

Fire Dragon 3						
Current CON		20				
Current END		14				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Tail (6)
Natural Armor: Absorb: (6/ 6)	30	30		30		30
Body	22	67		62		24
Roll 1d6 to determine appendage struck						
Hit Points	R Wing (1)	L Wing (2)	R Front Leg (3)	L Front Leg (4)	R Rear Leg (5)	L Rear Leg (6)
Natural Armor: Absorb: (6/6)			30	30	30	30
Body	11	11	16	16	20	20

Fire Dragon 4						
Current CON		20				
Current END		14				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Tail (6)
Natural Armor: Absorb: (6/ 6)	30	30		30		30
Body	22	67		62		24
Roll 1d6 to determine appendage struck						
Hit Points	R Wing (1)	L Wing (2)	R Front Leg (3)	L Front Leg (4)	R Rear Leg (5)	L Rear Leg (6)
Natural Armor: Absorb: (6/6)			30	30	30	30
Body	11	11	16	16	20	20

Fire Dragon 5						
Current CON		20				
Current END		14				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Tail (6)
Natural Armor: Absorb: (6/ 6)	30	30		30		30
Body	22	67		62		24
Roll 1d6 to determine appendage struck						
Hit Points	R Wing (1)	L Wing (2)	R Front Leg (3)	L Front Leg (4)	R Rear Leg (5)	L Rear Leg (6)
Natural Armor: Absorb: (6/6)			30	30	30	30
Body	11	11	16	16	20	20

Fire Dragon 6						
Current CON		20				
Current END		14				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Tail (6)
Natural Armor: Absorb: (6/ 6)	30	30		30		30
Body	22	67		62		24
Roll 1d6 to determine appendage struck						
Hit Points	R Wing (1)	L Wing (2)	R Front Leg (3)	L Front Leg (4)	R Rear Leg (5)	L Rear Leg (6)
Natural Armor: Absorb: (6/6)			30	30	30	30
Body	11	11	16	16	20	20