

# LASER DRAGON



**CLIMATE/TERRAIN:** Temperate or tropical jungle

**FREQUENCY:** Very Rare

**ORGANIZATION:** Solitary

**ACTIVITY CYCLE:** Day

**DIET:** Carnivore

**INTELLIGENCE:** Average to Very

**TREASURE:** See Below

**ALIGNMENT:** Neutral Good

**NO. APPEARING:** 1 or 1-3

**ARMOR CLASS:** 3 (base)

**MOVEMENT:** 12, Fl 24 (B)

**HIT DICE:** 9 (base)

**THAC0:** 11 (base)

**NO. OF ATTACKS:** 3

**DAMAGE/ATTACK:** 1-4/1-4/1-10

**SPECIAL ATTACKS:** Laser eyes and tail, breath weapon

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** 30% (base)

**SIZE:** L (25' base)

**MORALE:** 14-15

**XP VALUE:** 4,000 (base)

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**Appearance:** Laser dragons are large winged reptilians, slightly smaller in stature than most dragons. They have very short forearms and very powerful hindlegs, good for taking flight very quickly. They have much smoother scaled skin than their cousins, and they range in wide variety of colors. Laser dragons have very large, slitted eyes.

**Combat:** Laser dragons prefer to deal with their opponents from a distance, but they are not slouches in melee combat, able to inflict decent damage with two swipes with claws from their forearms and a bite with sharp, pointed teeth.

However, laser dragons inflict the most damage with their eyes and tail. They can emit beams of intense light energy with their eyes and tail. The beams that emanate from their eyes converge on their target, inflicting 3-30 points of damage on a successful attack roll, with the victim receiving a saving throw vs. breath weapon to receive only half damage. The beam that emits from their tail inflicts 2-20 damage as well, with the target receiving a saving throw for half damage as well. These beams basically ignore armor, as they can burn through leather and metal quite quickly. Therefore, a target is treated as Armor Class 10, only subtracting for any magical pluses the armor may have and any Dexterity bonuses. These beams have a line-of-sight range of 200 feet.

One of the favorite tactics of laser dragons is to fly high above their intending target, and then dive towards it and use both their eye beams and their tail beam on it. When used in conjunction, the dragon inflicts 6-60 damage on its target, and the target receives a -2 penalty to his saving throw to suffer half damage.

They also have a breath weapon, a cone of fire similar to a red dragon's, though nowhere as powerful as a red dragon of similar size and age. It inflicts 3-36 damage with a saving throw vs. breath weapon for half damage. They usually will use this if an opponent is in melee range.

**Habitat/Society:** Laser dragons are actually relatively friendly, if solitary creatures. Although they are very rarely seen or encountered, it's possible for a young laser dragon to attach him or herself to a being of good alignment. They are empathic in nature, and communicate with each other through a complex language of shrieks, screams, and hisses.

Laser dragons usually live alone, with females rising to mate once every three years. If young are hatched, the male and female reside together for a time until their offspring is old enough to survive on its own, and then the parents and young part ways to begin or continue their lives in solitude.

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Laser dragons usually reside in mountains, though they may be encountered in any non-cold climate. If they reside in an area occupied by a good dragon, usually they will co-exist with that dragon, but if an evil dragon resides in the same area, they will almost immediately contest with that dragon for control of that region. If the laser dragon wins the contest (usually ending with the evil dragon's death), they take its treasure hoard. Any treasure found in a laser dragon's lair has been amassed in this way.

**Ecology:** Laser dragons are carnivores, and while they can eat anything, they usually feed upon wild livestock and animals such as horses, oxen, goats, and rams. Only great hunger and need will force them to raid civilized beings' livestock, though they do so with great regret and remorse.

