

The Lost Isles 1 - Exile

Over-Guardian
Kershtusyr

Over-Guardian Kershtusyr

Kershtusyr enjoys her role as Guardian, though sometimes balks at the restrictions placed upon her by the Wardens. Nonetheless, she has seen enough of the punishment meted out to others to hold her tongue and obey. Though she will seldom talk with those trying to escape, she finds being assigned a title as part of the Warden's hierarchy extremely amusing and will spit it out if challenged before warning powerful absconders to return: 'You wouldn't want to meet the Chief Over-Guardian, now, would you?'

This petty bullying masquerading as enforcement is key to an insight into her character. In her past she was humiliated, an act with which many dragons struggle to cope.

Kershtusyr's age is unknown, though most assume she is several hundred years older than Kershtusyr. She has scars still visible on her flanks from the time when, as a youngster, she took part in the last rebellion of the dragons against the Wardens. After the failure of that rebellion it is known she went to ground for years, then begged forgiveness from the Wardens. Most who know of her or who have performed any research on her history have reason to doubt she will ever rise up against them again.

Perhaps they underestimate her wish for revenge.

Kershtusyr, Darkwater Dragon Over-Guardian

STR 78, CON 35, DEX 13, SIZ 78, INT 15, POW 23, CHA 17

CA: 3(+1)* DM: +4d10 SR: +16 (14+2) Move: 6m/10m flying MP: 23+29

Integrated Runes: Darkness 105%, Disorder 120%, Magic 132%, Water 130%, Truth 95%

Rune Spells: *Darkness (105%)*: Darkwall (2/105%);

Disorder (120%): Demoralise (2);

Magic (132%): Countermagic 6, Dispel Magic 6;

Truth (95%): Detect Agent of the Wardens (1), Detect Enemies (1), Detect Gold(1), Detect Human (1), Detect Magic (1), Detect Silver (1);

Water (95%): Water Breath 3;

Legendary Abilities: Disease Immunity, Poison Immunity (natural)

Traits: Buffet of Wind, Deadly Spit, Dark Sight, Flight, Formidable Natural Weapons, Night Sight

Key Skills: Athletics 120% (170% swim), Evaluate 100%, Influence 120%, Lore (World) 70%, Lore (Lost Isles) 80%, Lore(Theology) 84%, Lore(Philosophy) 120%, Lore(History) 94%, Perception 105%, Persistence 136%, Resilience 140%, Stealth 30%, Tracking 90%

Attack: Bite 151% 1d10 + 4d10

2 x Claws 141% 1d8+4d10 / AP 6

Tail 131% 1d20+4d10 / AP 8

Acid Spit 105% Special Range 19m

Buffet of Wind 78% Special 5m

Base Attacks: Close = 91%, Ranged = 13%

Armour: Dragon scale & hide (AP 12, no Skill Penalty)

* Plus 2 natural weapons at -20% cumulative penalty. Claws and tail can also be used for parrying. Tail can be used in addition to the extra natural weapon.

She has a 13-point, a 10-point and a 6-point *Crystal of the Dead* in her chest and and shoulder scales as well as a *Spell Enhancer 3* crystal.

Kershtusyr Hit Locations

D20	Hit location	AP/HP
1-2	Tail	12/22
3-4	Right Hind Leg	12/22
5-6	Left Hind Leg	12/22
7-8	Hindquarters	12/26
9-10	Forequarters	12/26
11-12	Right Wing	12/20
13-14	Left Wing	12/20
15-16	Right Front Leg	12/22
17-18	Left Front Leg	12/22
19-20	Head	12/22