```html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Dragon Generator</title>
  <style>
    body {
      background-color: #121212;
      color: #ffffff;
      font-family: 'Georgia', serif;
      padding: 30px;
      max-width: 800px;
      margin: auto;
      line-height: 1.6;
    }

    h1 {
      text-align: center;
      color: #ff5555;
      margin-bottom: 20px;
    }

    button {
      background-color: #2e2e2e;
      color: #fff;
      padding: 10px 20px;
      font-size: 16px;
      border: none;
      border-radius: 6px;
      cursor: pointer;
      display: block;
      margin: 0 auto 30px;
      transition: background-color 0.3s ease;
    }

    button:hover {
      background-color: #444;
    }

    .output {
      background-color: #1a1a1a;
      border-radius: 10px;
      padding: 20px;
      border: 1px solid #333;
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      white-space: pre-line;
    }
  </style>
</head>
<body>

  <h1>Dragon Generator</h1>
  <button onclick="generateDragon()">Generate Dragon</button>

  <div class="output" id="dragonOutput">Click the button to summon your dragon...</div>

  <script>
    function pick(list) {
      const weighted = list.flatMap(item => {
        if (typeof item === 'string') return [item];
        const [value, weight] = item;
        return Array(weight).fill(value);
      });
      return weighted[Math.floor(Math.random() * weighted.length)];
    }

    function generateDragon() {
      const colors = ['red', 'black', 'white', 'gold', 'silver', 'blue', 'green', 'purple', 'bronze', 'pink',
'grey', 'midnight', 'opal', 'rust', 'turquoise', 'emerald', 'charcoal', 'cream', 'lavender', 'indigo', 'ash',
'neon', 'obsidian', 'icy teal'];

      const dragon = {
        eyes: {
          shape: pick(['wide', 'narrow', 'almond', 'sunken', 'slit', ['multi-eyed', 1], ['glowing', 2]]),
          pupil: pick(['slit', 'round', 'void', ['star-shaped', 1], ['hourglass', 1]]),
          color: pick(['gold', 'blue', 'green', 'amber', 'silver', 'violet', ['mismatched', 1], ['opal', 2]])
        },
        horns: {
          count: pick(['none', '2', '3', ['6 small', 2], ['crown of horns', 1], ['halo ring', 1]]),
          placement: pick(['forehead', 'temples', 'jawline', 'neck crest', ['scattered', 1], ['cheeks', 1]]),
          shape: pick(['straight', 'curled', 'twisted', 'spiral', 'flat-blade', ['gem-tipped', 1], ['branch-like',
1]]),
          length: pick(['short', 'medium', 'long', ['towering', 1], ['shattered tips', 1]])
        },
        head: {
          shape: pick(['slim', 'broad', 'triangular', 'long-snouted', 'boxy', ['beaked', 1], ['serpent-like',
1]]),
          nose: pick(['flat', 'hooked', 'snub', 'wide-flared', ['double nostrils', 1], ['vented', 1]]),
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        teeth: pick(['fangs', 'tusks', 'grinding plates', 'rows of fangs', ['crystal teeth', 1], ['venomous
fangs', 1]]),
        tongue: pick(['forked', 'barbed', 'long', 'smooth', ['tentacle-like', 1], ['glowing', 1]]),
        detail: pick(['frills', 'ear tufts', 'bone ridges', 'extra eyes', 'beard', 'none', ['jewels', 1]]),
        scars: pick(['none', 'scar over eye', 'burned snout', 'cracked horn base', 'stitched jaw',
'jawline claw marks'])
    },
    body: {
        build: pick(['lithe', 'bulky', 'lean', 'low-set', 'muscular', ['floating', 1]]),
        length: pick(['short', 'medium', 'long', ['serpentine', 1], ['coiled', 1]]),
        limbs: pick(['2', '4', ['6', 2], ['none (serpentine)', 1], ['8 (arachnid style)', 1]]),
        wings: pick(['0', '2', ['4', 2], ['tentacles instead of wings', 1], ['webbed fins', 1]]),
        skin: pick(['scaled', 'furred', 'smooth', 'plated', ['feathered', 1], ['crystalline', 1], ['mossy', 1]]),
        back: pick(['mane', 'spines', 'quills', 'frills', 'none', ['lava ridges', 1], ['glowing runes', 1]]),
        colors: [pick(colors), pick(colors), pick(colors)],
        pattern: pick(['none', 'stripes', 'spots', 'blotches', ['runes', 1], ['nebula streaks', 1], ['glowing
veins', 1]]),
        scars: pick(['none', 'clawed ribcage', 'lash marks', 'burned side', 'bite marks', 'missing scale
patch'])
    },
    wings: {
        design: pick(['bat-like', 'feathered', 'moth-like', 'beetle-carapace', 'jellyfish-veiled', ['split
gliders', 1]]),
        type: pick(['wyvern-style', 'eastern long-winged', 'european broad', 'moth-hawk hybrid',
'sea ray fins']),
        joints: pick(['pawed', 'horned', 'clawed', 'webbed', 'taloned', ['soft-fingered', 1]]),
        scars: pick(['none', 'torn membrane', 'burned edge', 'pierced joint', 'ragged tips'])
    },
    tail: {
        length: pick(['stub', 'short', 'medium', 'long', ['absurdly long', 1], ['none (cut off)', 1]]),
        end: pick(['finned', 'furred', 'spiked', 'clubbed', 'leaf-like', 'flame-tip', ['crystal shard', 1]]),
        style: pick(['lion-like', 'eel-like', 'fox-like', 'stingray tail', 'rat tail', ['serpent coil', 1]]),
        scars: pick(['none', 'cut tip', 'burned', 'healed fracture', 'segment scarring'])
    },
    legs: {
        webbed: pick(['yes', 'no', 'only back legs']),
        toes: pick(['2', '3', '4', '5', '6', ['clustered digits', 1]]),
        thumbs: pick(['yes', 'no', 'semi-opposable']),
        pads: pick(['yes', 'no', 'calloused', ['glowing', 1], ['gem-like', 1]]),
        style: pick(['raptor', 'frog', 'lizard', 'bear', 'goat', 'gryphon', 'crab', 'insect'])
    },
    other: {
        decor: pick(['runes', 'chains', 'scars', 'floating crystals', 'bone mask', 'glowing bands',
'none']),
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      cape: pick(['yes', 'no', 'tattered cloth', ['magic veil', 1]]),
      missing: pick(['none', 'horn', 'tail tip', 'wing', 'limb', 'eye', 'lower jaw', ['half-face mask', 1]])
    }
  };

  const output = `
== Eyes ==
• Shape: ${dragon.eyes.shape}
• Pupil: ${dragon.eyes.pupil}
• Color: ${dragon.eyes.color}

== Horns ==
• Count: ${dragon.horns.count}
• Placement: ${dragon.horns.placement}
• Shape: ${dragon.horns.shape}
• Length: ${dragon.horns.length}

== Head ==
• Shape: ${dragon.head.shape}
• Nose: ${dragon.head.nose}
• Teeth: ${dragon.head.teeth}
• Tongue: ${dragon.head.tongue}
• Details: ${dragon.head.detail}
• Scars: ${dragon.head.scars}

== Body ==
• Build: ${dragon.body.build}
• Length: ${dragon.body.length}
• Limbs: ${dragon.body.limbs}
• Wings: ${dragon.body.wings}
• Skin: ${dragon.body.skin}
• Back Decor: ${dragon.body.back}
• Colors: ${dragon.body.colors.join(', ')}
• Pattern: ${dragon.body.pattern}
• Scars: ${dragon.body.scars}

== Wings ==
• Design: ${dragon.wings.design}
• Type: ${dragon.wings.type}
• Joints: ${dragon.wings.joints}
• Scars: ${dragon.wings.scars}

== Tail ==
• Length: ${dragon.tail.length}
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• End Feature: ${dragon.tail.end}
• Style: ${dragon.tail.style}
• Scars: ${dragon.tail.scars}

== Legs ==
• Webbed: ${dragon.legs.webbed}
• Toes: ${dragon.legs.toes}
• Thumbs: ${dragon.legs.thumbs}
• Toe Pads: ${dragon.legs.pads}
• Style: ${dragon.legs.style}

== Other ==
• Decor: ${dragon.other.decor}
• Cape: ${dragon.other.cape}
• Missing Parts: ${dragon.other.missing}
    `.trim();

    document.getElementById('dragonOutput').textContent = output;
  }
 </script>

</body>
</html>