

# The Black Dragon

## Racial Ability Requirements

|              |        |
|--------------|--------|
| Strength     | 5 / 21 |
| Dexterity    | 3 / 17 |
| Constitution | 3 / 18 |
| Intelligence | 3 / 17 |
| Wisdom       | 3 / 17 |
| Charisma     | 5 / 19 |

## Racial Ability Adjustments

+3 Strength, -1 Dexterity, -1 Intelligence, -1 Wisdom, +1 Charisma

## Dragon Information by Age (General)

| Level | Age Category | Age (In Years) | Hit Dice Modifier | Combat Modifier | Fear Radius | Fears Save Modifier |
|-------|--------------|----------------|-------------------|-----------------|-------------|---------------------|
| 1     | Hatchling    | 0 – 5          | -6                | +1              | Nil         | Nil                 |
| 2     | Very Young   | 6 – 15         | -4                | +2              | Nil         | Nil                 |
| 3     | Young        | 16 – 25        | -2                | +3              | Nil         | Nil                 |
| 4     | Juvenile     | 26 – 50        | Nil               | +4              | Nil         | Nil                 |
| 5     | Young Adult  | 51 – 100       | +1                | +5              | 15 yards    | +3 (+7)             |
| 6     | Adult        | 101 – 200      | +2                | +6              | 20 yards    | +2 (+6)             |
| 7     | Mature Adult | 201 – 400      | +3                | +7              | 25 yards    | +1 (+5)             |
| 8     | Old          | 401 – 600      | +4                | +8              | 30 yards    | 0 (+4)              |
| 9     | Very Old     | 601 – 800      | +5                | +9              | 35 yards    | -1 (+3)             |
| 10    | Venerable    | 801 – 1000     | +6                | +10             | 40 yards    | -2 (+2)             |
| 11    | Wyrm         | 1001 – 1200    | +7                | +11             | 45 yards    | -3 (+1)             |
| 12    | Great Wyrm   | 1200+          | +8                | +12             | 50 yards    | -4 (0)              |

\*Parenthetical values in the Fear Save Modifier column apply to gem dragon only.

## Dragon Information by Age (Type Specific)

### Black Dragon, Chaotic Evil

| Age | Body Lgt. (feet) | Tail Lgt. (feet) | AC | Breath Wpn. | Spell (W/P) | MR  |
|-----|------------------|------------------|----|-------------|-------------|-----|
| 1   | 3 – 6            | 2 – 5            | 4  | 2d4+1       | Nil         | Nil |
| 2   | 6 – 15           | 5 – 12           | 3  | 4d4+2       | Nil         | Nil |
| 3   | 15 – 24          | 12 – 19          | 2  | 6d4+3       | Nil         | Nil |
| 4   | 24 – 33          | 19 – 27          | 1  | 8d4+4       | 1           | Nil |
| 5   | 33 – 42          | 27 – 35          | 0  | 10d4+5      | 2           | 10% |
| 6   | 42 – 51          | 35 – 43          | -1 | 12d4+6      | 3           | 15% |
| 7   | 51 – 60          | 43 – 50          | -2 | 14d4+7      | 4           | 20% |
| 8   | 60 – 69          | 50 – 57          | -3 | 16d4+8      | 5           | 25% |
| 9   | 69 – 78          | 57 – 64          | -4 | 18d4+9      | 6           | 30% |
| 10  | 78 – 87          | 64 – 73          | -5 | 20d4+10     | 7           | 35% |
| 11  | 87 – 96          | 73 – 80          | -6 | 22d4+11     | 8           | 40% |
| 12  | 96 – 105         | 80 – 87          | -7 | 24d4+12     | 9           | 45% |

## General Information

Black dragons control some of the swamps and jungles of the southern islands, adding their own dismal touches to the dismal terrain they prefer. They are abusive and quick to anger, with an instinctive cunning and malevolence that more makes up for their lower intelligence.

Hatchlings have tin, small scales with highly glossy finish. As they age, the scales grow larger and thicker, dulling in process.

These chaotic evil creatures establish lairs in damp caves and subterranean caverns. They love to swim almost as much as they love to fly, taking to the skies at night to take advantage of the natural camouflage that the darkness provides. They line their lairs with their treasure of choice: gold, silver, and platinum.

Black dragons are extremely selfish and resent intrusions. While they will protect their vassals from most treats, they will also leave them to their own devices if the dragon themselves come into jeopardy.

These creatures prefer ambush and surprise attacks to fair fighting. They have no qualms about using any all advantages they can, including fleeing at the first sign of formidable strength.

The black dragon's diet consists mainly of fish, molluscs and other aquatic creatures. When they procure meat from dry land, they like to let it soak in ponds in or near their lairs before consuming it. These specimens of dragonkind prefer the night, for in the darkness they feel more confident and powerful.

### Special and Innate Abilities

**Special Abilities:** Can communicate with any intelligent creature (10% chance at hatchling, 5% increase at each new age category); spell and magical abilities at 5th level plus combat modifier; immune to acid.

**Innate Abilities:** Hatchling: water breathing; Juvenile: darkness three times per day in a 10-foot radius per age category; Adult: corrupt water once per day; Old: plant growth once per day; Venerable: summon insects once per day; Great Wyrms; charm reptiles three times per day.

Corrupt water allows a dragon to stagnate 10 cubic feet of water per age category, making it foul, stagnant, and unable to support animal life. If this ability is used against a potion or elixirs, they become useless if a 15 or better is rolled on 1d20.

Charm reptiles operates like a *charm mammals* spell, except it only work on reptiles.

### Dragon Tactics and Attacks

**Typical Tactics:** Black dragons seek to ambush opponents and gain surprise. They often stalk foes for a time to determine strengths and weaknesses. They employ special abilities first, then strike with their breath weapon before closing with claws and teeth.

**Physical Attacks:** A black dragon's claws cause 1d6 damage, plus its combat modifier. Its bite causes 3d6 damage, plus combat modifier.

**Breath Weapon:** A black dragon's breath weapon is a 5 feet wide stream of acid that leaps 60 feet in straight line from dragon's mouth. Creature in the path of the stream can save vs. breath weapon for half damage.

**Base Movement:** 12, Fl 30 (C), Sw 12.

### Mating

**Chromatic dragons** tend to be greedy and selfish when choosing their mates, sometimes regardless of consequences. Red dragons enjoy the company of strong-willed, lusty dragon partners, though because of their greedy natures they rarely share lairs. They tend to have frequent love affairs of short duration.

Blue dragons, being territorial in nature, do join with a single mate for a time - sometimes for as long as three or four age levels - before moving on to new conquests. Green dragons tend to build intricate living arrangements with multiple partners, whom they move among as desire directs. Their societies tend to be either polygamous or polyandrous, and there is no prevalence of one over the other. Black dragons and white dragons have the least formal arrangements, mating whenever the mood strikes, almost on the level of animals. They have no regard for love, nor do they care (or even understand) the problems inherent with inbreeding.

**Dragons of all type** tend to mate with members of their own type. Gold dragons mate with golds, red dragons mate with reds, and so on. Sometimes they will go against their natural tendencies and mate with dragons of other types.

The mixed-appearance crossbreeds, however, are considered abominations. The chromatic dragons tend to kill these hatchlings immediately. Metallic dragons simply banish them from their domains (rumors abound that these crossbreeds are sent to other worlds, but this has yet to be proven). The gem dragon, however, believe that something as majestic as a dragon can never be an abomination. In the rare instances when a gem dragon produces a mixed hatchling, the newborn is allowed to remain a member of the clan.

### Dragon Experience Levels

#### Black Dragon

| Level | XP        | Hit Dice |
|-------|-----------|----------|
| H     | 0         | 6        |
| 1     | 32,000    | 6        |
| 2     | 125,000   | 8        |
| 3     | 500,000   | 10       |
| 4     | 1,000,000 | 12       |
| 5     | 1,250,000 | 13       |
| 6     | 1,500,000 | 14       |
| 7     | 1,750,000 | 15       |
| 8     | 2,000,000 | 16       |
| 9     | 2,250,000 | 17       |
| 10    | 2,500,000 | 18       |
| 11    | 2,750,000 | 19       |
| 12    | 3,000,000 | 20       |

### Dragon Proficiency Slots

| Dragon | Combat Proficiencies |           |         | Noncombat Proficiencies |           |
|--------|----------------------|-----------|---------|-------------------------|-----------|
|        | Initial              | # / Level | Penalty | Initial                 | # / Level |
| Black  | 4                    | 2 / 3     | -2      | 2                       | 1         |

### Bonus Proficiencies

| Dragon Type | Bonus Proficiency |
|-------------|-------------------|
| Black       | Swimming          |

### Preferred Kindred

|       | Elf | Dwarf | Gnome |
|-------|-----|-------|-------|
| Black | P   | N     | R     |

**P:** Preferred as a kindred; **R:** Rarely selected as a kindred; **N:** Never selected as kindred. However, even demihuman marked N can sometimes be found as kindred to PC dragons, with the DM's permission.