

# The Deep Dragon

**Climate / Terrain:** Hill and mountain caverns, subterranean  
**Frequency:** Rare  
**Organization:** Solitary or clan  
**Activity Cycle:** Any  
**Diet:** Carnivorous  
**Intelligence:** Exceptional (15-16)  
**Alignment:** Chaotic evil

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**Armor class:** 0 (base)  
**Movement:** 12, Fl 30 (C), Br 6, Sw 9  
**Hit Dice:** 14 (base)  
**Thac0:** 7 (base)  
**No. of Attacks:** 3 + special  
**Damage / Attack:** 3-12 / 3-12 / 3-24  
**Size:** H (24' base)  
**Morale:** Fanatic (17-18)

## 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	Wyrms	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wyrms	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)

### Deep Dragon, Chaotic Evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spell (W/P)	MR
1	1 – 5	1 – 4	3	2d8+1	Nil	Nil
2	5 – 14	4 – 12	2	4d8+2	Nil	Nil
3	14 – 23	12 – 21	1	6d8+3	Nil	Nil
4	23 – 32	21 – 28	0	8d8+4	1	Nil
5	32 – 41	28 – 36	-1	10d8+5	2	25%
6	41 – 50	36 – 45	-2	12d8+6	2 1	30%
7	50 – 59	45 – 54	-3	14d8+7	3 2	35%
8	59 – 68	54 – 62	-4	16d8+8	4 2 1 / 1	40%
9	68 – 77	62 – 70	-5	18d8+9	4 4 4 / 2	45%
10	77 – 86	70 – 78	-6	20d8+10	4 3 2 1 / 2 1	50%
11	86 – 95	78 – 85	-7	22d8+11	4 3 3 2 / 3 2	55%
12	95 – 104	85 – 94	-8	24d8+12	4 3 3 2 1 / 3 3 1	60%

## General Information

Deep dragons are little known on the surface world. They are the hunters of the Underdark. Cunning and patient, they place their survival, followed by their joy of hunting, above all else. Deep dragons carefully amass and hide treasure in various caches, guarded with traps and magic. They are able to use most magical items.

Deep dragons are an iridescent maroon when they hatch, soft-scaled, and unable to change form. They keep to their birth-lair until they have mastered both of their other forms—a giant winged worm or snake and a human (or drow) form.

Deep dragons roam the Underdark and are great explorers. Most often deep dragons are found in well-defended lairs in the Underdark. They often use their powers to reach caverns inaccessible to most creatures. Deep dragons often work with drow.

Deep dragons have been known to eat almost anything, but they particularly prize the flesh of clams, fish, kuo-toa, and aboleth. They view cloaklers and mind flayers as dangerous rivals in the Underdark. Deep dragons avoid confrontations with other dragons and never fight or steal from others of their own kind.

## Special and Innate Abilities

**Special Abilities:** Deep dragons cast spells at 9th level, adjusted by their combat modifiers. They are born with infravision, true seeing, and unerring detect magic abilities, and immunities to charm, sleep, and hold magic. Deep dragons are immune to extremes of heat and cold (-3 on each die of damage taken, to a minimum of 1 hp per die).

**Innate Abilities:** Very Young: assume snakeform 3 times/day; Young: assume "human" form 3 times/day; Juvenile: one more form change/day (each), regen. 1d4 hp/turn; Adult: regenerate 1d4 hp/6 rounds, free action at will; Mature Adult: regenerate 1d4 hp/4 rounds, levitate 3 times/day; Old: transmute rock to mud and telekinesis 3 times/day; Very old: move earth 3 times/day; Venerable: passwall and disintegrate 2 times/day; Wyrmling: one additional use/day of powers gained since old age, stone shape 2 times/day, tongues once/day; Great Wyrmling: repulsion 3 times/day, affecting all except dragons, one additional use/day of stone shape and tongues.

## Dragon Tactics and Attacks

**Typical Tactics:** Deep dragons burrow and fight with powerful, stone-rending claws. They love to fight and hunt prey through the lightless caverns of the Underdark, employing their various forms. In snake form, they are AC 6, MV 9, FI 4(D), Sw 11, losing claw attacks, but gaining a constriction attack (attack roll required, inflicts 3d8 points of damage per round, hampers movement, spellcasting, and causes -1 on attack rolls and a 1-point AC penalty).

In human form, a deep dragon is AC 10, MV 12, Sw 12, and causes damage by spell or weapon type. Armor can be worn, but it is always destroyed (inflicting 2d4 points of damage to the dragon) in any transformation of shape. A deep dragon can alter its features to resemble any humanoid of roughly human size. It is 66% likely to copy a specific being well enough to be mistaken for the actual creature.

**Physical Attacks:** A deep dragon's claws cause 3d4 damage, plus combat modifier. Its bite causes 3d8 damage, plus combat modifier.

**Breath Weapon:** A deep dragon's breath weapon is a cone of flesh-corrosive gas 50 feet long, 40 feet wide, and 30 feet high. Creatures in the cloud can save vs. breath weapon for half damage (if they have dry, exposed skin, they save against the flesh-eating gas at -2). Cloth, metal, and wood are not affected. Leather is treated as dry, exposed skin.

**Base Movement:** 12, FI 30 (C), Br 6, Sw 9

## 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.