

# The Shadow Dragon

**Climate / Terrain:** Non-arctic / Ruins, subterranean, and plane of Shadow  
**Frequency:** Very rare  
**Organization:** Solitary or clan  
**Activity Cycle:** Nocturnal (any on the plane of Shadow)  
**Diet:** Special  
**Intelligence:** Genius (17-18)  
**Alignment:** Chaotic evil

---

**Armor class:** -4 (base)  
**Movement:** 18, Fl 30 (D), Jp 3  
**Hit Dice:** 12 (base)  
**Thac0:** 9 (base)  
**No. of Attacks:** 3 + special  
**Damage / Attack:** 1-6 / 1-6 / 3-18  
**Size:** H (21' base)  
**Morale:** Champion (16)

## 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)

### Shadow Dragon, Chaotic Evil

Age	Body Lgt. (feet)	Tail Lgt. (feet)	AC	Breath Wpn.	Spell (W/P)	MR
1	1 – 4	1 – 3	-1	1d4+1	Nil	5%
2	4 – 11	3 – 8	-2	1d4+2	Nil	10%
3	11 – 18	8 – 13	-3	2d4+1	Nil	15%
4	18 – 23	13 – 18	-4	2d4+2	2	20%
5	23 – 29	18 – 23	-5	3d4+1	2 2	25%
6	29 – 36	23 – 28	-6	3d4+2	2 2 2	30%
7	36 – 42	28 – 33	-7	4d4+1	2 2 2 2 / 1	35%
8	42 – 48	33 – 38	-8	4d4+2	2 2 2 2 2 / 2	40%
9	48 – 55	38 – 43	-9	5d4+1	2 2 2 2 2 2 / 3	45%
10	55 – 61	43 – 48	-10	5d4+2	4 2 2 2 2 2 / 3 1	50%
11	61 – 67	48 – 53	-11	6d4+1	4 4 2 2 2 2 / 3 2	55%
12	67 – 74	53 – 58	-12	6d4+2	4 4 4 2 2 2 / 3 3	60%

## General Information

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks.

At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.

Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

## Special and Innate Abilities

**Special Abilities:** Shadow dragons speak their own tongue and a tongue common to all evil dragons. Also, 17% of hatchling shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category. A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier. Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%.

**Innate Abilities:** Juvenile: mirror image three times a day (1d4+1 images); Adult: dimension door twice a day; Old: non-detection three times a day; Venerable: shadow walk once a day; Great Wyrms: create shadows three times a day. (This ability creates a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical {and normal} light and darkness sources are negated for as long as they remain in the radius. Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful dispel magic spell banishes the shadows.)

## Dragon Tactics and Attacks

**Typical Tactics:** Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

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

**Breath Weapon:** A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose  $\frac{3}{4}$  (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to  $\frac{1}{2}$  (round up). The life energy loss persists for a variable number of turns, shown on the table above. Negative plane protection spells prevent this life energy loss. A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.

**Base Movement:** 18, Fl 30 (D), Jp 3

## 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.