

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 Die Modifier	Combat Modifier	Fear Radius	Fear 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 dragons only.

Dragon Information by Age (Type Specific)

Black Dragon, Chaotic Evil

Age	Body Length (ft)	Tail Length (ft)	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 than makes up for their lower intelligence.

Hatchlings have thin, 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 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 threats, they will also leave them to their own devices if the dragons themselves come into jeopardy.

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

The black dragon's diet consists mainly of fish, mollusks 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); spells 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 potions 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 works 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 points of 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 the dragon's mouth. Creatures 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 of all 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 types 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 dragons, 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 Race	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.