Dragon, Black

written by CresthavenRPG Guru | January 23, 2020



Very Rare | Gargantuan | Chaotic evil | Dragon

Black dragons are the embodiment of cold, calculating evil. Their midnight blue or jet black scales blend perfectly into the shadows of their swampy or forested lairs, while their glowing red eyes pierce through the gloom. These volatile creatures are quick to anger and will attack any who dare to trespass. Despite lacking the raw intelligence of some dragons, black dragons are cunning and enjoy manipulating their foes through deceit and ambushes. They are a constant threat, lurking in the darkness, ready to unleash their fury on unsuspecting prey.

Armor Class	Hit Points	Move
19	44 *(11 Hit Dice)*	walk 60 ft fly 150 ft

Appearing	1d4+1
Habitat	Any Warm, Swamp, Underground
Negotiation	yes
Morale DC	18
Challenge	9.1 (2,730 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
6	2	3	2	1	1

Combat

Has 3 attacks. Hit Bonus +6. Damage: Claws (2) 1d6 +6, Bite 3d6 +6

Special Attacks

Breath Weapon. A black dragon’s breath weapon is a 5′ wide stream of acid that extends 60′ in a straight line for 8d4 +6 damage. Dexterity DC 15 for half damage.

Special Defense

Spell Caster. Black dragons can cast the following spells once per day: darkness 10 ft, corrupt water and charm reptiles

Black Dragon Tactics in Combat

1. **Blinded and Drowned in Acid:** The Black Dragon, using its impressive **Fly** speed (150ft per round), shrouds the battlefield in magical darkness with its **Darkness** spell (10ft radius). Blinded and panicking, enemies huddle together within the darkness. The cunning Dragon unleashes its **Acid Breath Weapon**, aiming to fill the entire 10ft area and catch as many foes as possible. The acid inflicts maximum damage (8d4+6) on any unfortunate soul caught within, potentially taking out the weakest and most vulnerable targets instantly. The Dragon then swiftly retreats into the shadows to recharge its breath weapon.

2. **Crippling Breath and Divide:** The Black Dragon opens the fight with a strategic **Acid Breath Weapon**, targeting the weakest and most vulnerable member of the party. This acidic assault aims to cripple their movement and potentially melt any light armor or equipment. The Dragon then swoops down, using its claws to grapple the weakened foe and lift them into the air. Blinding them with the magical darkness spell, the Dragon delivers a savage **Bite** (3d6+6 damage) before dropping the victim and

retreating to safety, creating fear and panic amongst the remaining party members.

3. **Corrupt and Conquer:** Black Dragons can cast "**Corrupt Water**" to turn nearby water sources hazardous, forcing enemies to either fight at a disadvantage (avoiding the water) or risk being poisoned. This can be particularly effective near swamps or forests, where water might be plentiful.
4. **Charmed Minions:** Black Dragons can use "**Charm Reptiles**" to turn nearby creatures like snakes, lizards, or even giant crocodiles into temporary allies. These charmed creatures can flank the party or harass spell casters.
5. **Cunning Escape:** While Black Dragons are fierce, they are also wary. If the fight turns against them, they might use their remaining actions to cast Darkness again and make a flying escape into the shadows, waiting for another opportunity to ambush the party.

6. **Lure and Trap with Darkness:** The Black Dragon utilizes its environment to its advantage. It might lure enemies close to hidden pitfalls or areas of difficult terrain. Just before they reach the danger zone, the Dragon unleashes the magical darkness spell, blinding them and causing them to stumble into the trap. The Dragon then uses its **Breath Weapon** and superior mobility to harass the weakened and disoriented party from the safety of the shadows.

Treasure

Individual: None

Lair: 5d6×1,000 cp (25%), 1d100×1,000 sp (40%), 1d6×10,000 gp (55%), 5d10×100 pp (25%), 1d100 gems (50%), 1d4×10 jewelry (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%)