

## Black Dragon

### Huge Dragon

**Armor Class** 15

**Hit Points** 126 (12d12 + 48)

**Speed** 60 ft., fly 150 ft., swim 60 ft.

**Str** 23 (+6)      **Dex** 10 (+0)      **Con** 19 (+4)

**Int** 12 (+1)      **Wis** 13 (+1)      **Cha** 12 (+1)

**Alignment** chaotic evil

**Languages** Common, Draconic

### TRAITS

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**Special Senses** blindsight 60 ft., darkvision 120 ft.

**Immunities** acid damage, can't be paralyzed, can't be polymorphed against its will, can't be put to sleep

**Aquatic.** The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

**Frightful Presence.** Any creature with 6 HD or fewer that comes within 100 feet of and can see the dragon must succeed on a DC 14 Wisdom saving throw or become frightened of the dragon. This effect ends 10 minutes after the dragon is out of line of sight for at least 1 round.

A creature that succeeds on this saving throw does not need to make another saving throw against the dragon's Frightful Presence for 24 hours.

**Legendary Resistance.** Four times per day, the dragon automatically succeeds on a saving throw of its choice.

**Magic Resistance.** The dragon has advantage on saving throws against magical effects.

### ACTIONS

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**Multiattack.** The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

**Melee Attack — Bite.** +9 to hit (reach 10 ft.; one creature). *Hit:* 13 (2d6 + 6) piercing damage.

**Melee Attack — Claw.** +9 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d8 + 6) slashing damage.

**Melee Attack — Tail.** +9 to hit (reach 10 ft.; one creature). *Hit:* 10 (1d8 + 6) bludgeoning damage. If the target is Large or smaller, the dragon either pushes it up to 10 feet away or knocks it prone.

**Acid Breath (1/day).** The dragon breathes acid in an 80-foot line. Each creature in the line must succeed on a DC

16 Dexterity saving throw or take 18 (4d6 + 4) acid damage (half as much damage on a successful save).

### LEGENDARY ACTIONS

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The dragon gains four legendary actions at the end of each of its turns. It can use these actions at any time between then and the start of its next turn, when any unused legendary actions are lost.

The dragon can use the actions in the following ways, each of which expends a number of the actions:

2 actions—Regain the use of Acid Breath.

1 action—Move at half speed at the start or end of another creature's turn.

1 action—Make a tail attack at the start or end of another creature's turn.

1 action—Detect all hidden creatures within 50 feet.

### INTERACTIONS

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**Personality — Cruel.** The dragon loves nothing more than to watch its victims beg for mercy, perhaps even offering the illusion of mercy or escape before finishing them off.

The dragon strikes at its weakest enemies first. It seeks out quick victories, even during larger struggles, to bolster its ego and terrify its foes.

If a town or village grovels and pledges annual tribute, the dragon might spare it. Shows of deference appeal to the dragon, to the point of sometimes blinding it to a deadly threat.

**Goal — Dominance.** The dragon seeks to be the most powerful creature in the region of its lair. It will slay anyone that stands in its way.

**Ideal — Might.** The dragon never allows itself to appear weak. If on the verge of defeat, it will do anything to save itself, but it will die before it allows anyone to claim mastery over it.

**Flaw — Arrogance.** In the dragon's mind, it is the strongest creature in any interaction, even when it isn't. Any obvious slights against it provoke vitriol and usually violence.

### ENCOUNTER BUILDING

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**Level 10**      **XP 3,920**

## A Black Dragon's Lair

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A black dragon's lair is typically a cave or ruin located within its territory. The dragon will at least partially flood this place, using a great pool of water as a place to rest and "pickle" the flesh of its victims.

A black dragon uses a hidden, submerged tunnel to come and go from its home, and most keep several pools of water in a lair connected by such passages. The dragon usually has one locked or sealed aboveground entrance to entice and capture adventurers. Such passages are rife with traps and might be guarded by the dragon's servants, such as lizardfolk or dragonborn.

If confronted in its lair, the dragon remains within its pools of water. It swims from one to the next through submerged passages between them, relying on its reach and breath weapon to slay its foes.

Due to the dragon's innate magic, its lair becomes a place of great magical power. The land twists and changes while under the sway of the dragon's influence. When fighting in its lair, the dragon can use its link to the land to draw strength from its surroundings and turn them against invaders.

### LAIR ACTIONS

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When combat erupts in its lair, a black dragon can invoke the ambient magic around it to cause a number of effects. On initiative count 20 (the lair loses all initiative ties), one of the following effects of the dragon's choice takes place. The dragon must pick different effects on consecutive rounds.

- Pools of water in the lair surge outward in a grasping tide. Any Medium or smaller creature on the ground within 20 feet of such a pool must succeed on a DC 10 Strength saving throw or be pulled up to 30 feet into the water and knocked prone.
- A pool of water in the lair churns violently. Any Medium or smaller creature in the pool must succeed on a DC 10 Constitution saving throw or take 2d6 bludgeoning damage.
- The overwhelming evil of the lair manifests as a deep darkness. Until the start of the lair's next turn, the entire lair is shrouded in darkness like that created with a *darkness* spell. The dragon can see in this darkness.

### LEGENDARY LAIR ACTIONS

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While in its lair and submerged in water, the dragon gains additional ways to use its legendary actions.

- 1 action—Regain 20 hit points. The dragon can use this ability only once per round, up to five times per day.
- 1 action—Regain the use of Acid Breath.

### REGIONAL EFFECTS

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A black dragon's lair is found in swamps or near bodies of water in forested areas. The lair amplifies the dragon's magic, which warps and changes the terrain around the lair. If the dragon is slain, these effects fade over the course of 30 days.

- The forest within 10 miles of the lair is difficult terrain, since the trees grow thick and twisted. Their bark takes on a dark color, and the sap is thick, congealed, and foul smelling.
- Water sources within 5 miles of the lair become foul. Creatures that drink such water vomit it back up within minutes. The dragon is unaffected by the foulness and can grant immunity to it.
- Shadowy mist lightly obscures the land within 5 miles of the lair. Further, due to the gloom, the dawn seems to occur 1 hour later and dusk seems to occur 1 hour earlier than normal.

### ENEMIES AND ALLIES

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A black dragon seeks to dominate the creatures near its lair. Such a dragon slays or drives away any creatures that refuse to yield to its power.

- Evil lizardfolk venerate black dragons. They raid settlements for treasure and food for their master. Elite warriors dwell in the dragon's lair as guards and servants.
- The dragon's malevolent influence can cause the spontaneous creation of evil shambling mounds that seek out and slay good creatures within 10 miles of the dragon's lair.
- Evil druids ally with black dragons, although the dragon sees the druids as useful servants rather than true partners.
- Black dragons hate and fear other dragons. A black dragon spies on rivals from afar, and it attempts to slay weaker dragons and avoid stronger ones. If a stronger dragon threatens a black dragon, the black dragon is likely to seek new territory.