

DRAGON, MATURE ADULT BLACK

CR14

CE Huge Dragon (Water)

Init +4; **Senses** Blindsense 60ft, Darkvision 120ft, Keen Senses; Listen +29, Spot +29

Aura Frightful Presence (210ft, Will DC 23)

Languages Draconic

AC 29, Touch 8, Flat-footed 29; Blind-Fight (-2 Size, +21 Natural)

HP 253 (22HD); **DR** 10/magic

SR 21

Immune acid, frightful presence of dragons, paralysis, poison

Fort +18 **Ref** +13 **Will** +15

Speed 60ft (12sq), fly 150ft (poor, 30sq), swim 60ft (12sq); Hover

Melee Bite +28 (2d8+8) and

2 Claws +23 (2d6+4) and

2 Wings +23 (1d8+4) and

Tail Slap +23 (2d6+12)

Space 15ft; **Reach** 10ft/15ft with bite

Base Atk +22; **Grapple** +34

Atk Options Blind-Fight, Flyby Attack, Power Attack, Snatch (bite, claw)

Special Actions Breath Weapon (100ft-line, 14d4 acid, Ref DC 26), Corrupt Water 1/day, Crush (2d8+12, Ref DC 26), Darkness (70ft-radius, shadowy illumination) 3/day, Hover

Sorcerer Spells (CL 5, +28 melee touch, +21 ranged touch)

2nd (5/day) – *invisibility*, see *invisibility*

1st (7/day) – *burning hands* (DC 13), *grease* (DC 13), *magic missile*, *ray of enfeeblement* (DC 13)

0th (6/day) – *arcane mark*, *detect magic*, *ghost sound*, *prestidigitation*, *resistance*, *touch of fatigue*

Abilities Str 27 Dex 10 Con 21 Int 14 Wis 15 Cha 14

SQ Water Breathing

Feats Alertness, Blind-Fight, Eschew Materials, Flyby Attack, Hover, Improved Initiative, Power Attack, Snatch

Skills Concentration +30 Hide +17 Intimidate +27 Jump +20 Knowledge (arcana) +27 Listen +29 Move Silently +25 Search +27 Spot +29 Survival +2 (+4 following tracks) Swim +16

Breath Weapon (Su) Once every 1d4 rounds, with a save for half damage. Con-based.

Corrupt Water (Sp) A black dragon can stagnate up to 10 gallons of water within 210ft, making it unable to support life and spoiling liquids containing water. Magical items or items in another creature's possession are allowed a Will DC 23 save to avoid the effect. CL 7, 1st. Cha-based.

Crush (Ex) As a full round action when flying or jumping, a black dragon can crush Small or smaller creatures that fit under its space. Affected creatures that fail their save are pinned and take damage each round until they are no longer pinned. The dragon can continue pinning all affected creatures as a single grapple attack in subsequent rounds. Con-based.

Darkness (Sp) Magical darkness radiates from object touched for 70 minutes. CL 7, 1st.

Frightful Presence (Ex) Whenever a black dragon attacks, charges or flies overhead, creatures in the area who fail their save are panicked if they have 4 or less HD, or shaken if they have 5 to 21 HD. The effect remains for 4d6 rounds, and a creature that succeeds on its save is immune to that particular dragon's frightful presence for 24 hours. Cha-based.

Keen Senses (Ex) A black dragon sees four times as well as a human in shadowy illumination, and twice as well in brightly lit conditions.

Water Breathing (Ex) A black dragon can breathe underwater, and use its breath weapon and other abilities freely while submerged.