



Am'nara "Nara"

Young Black Dragon - She/Her

STR 19 <small>+4</small>	DEX 14 <small>+2</small>	CON 17 <small>+3</small>	INT 12 <small>+1</small>	WIS 11 <small>+0</small>	CHA 16 <small>+3</small>
Initiative +2	Speed 30ft.	Max HP 86	AC 14		



Spell Modifier: +3 Spell Attack: +7 Save DC: 15

Proficiencies: Perception + 6, Stealth +5
Saves: Constitution +5, Charisma +9 Immune to Acid
 Darkvision 120ft, Blindsight 30ft
 Can breathe water and air.
Languages: Common, Draconic, Elven

Innate Spell Casting: Nara uses Charisma as her casting ability and can cast the following spells:
At Will: Acid Splash, Create or Destroy Water, Identify
1/day each: Blindness/Deafness, Water Walk

Dragon Form
 As a Bonus Action, Nara changes to her true form, a Young Black Dragon; Large sized Dragon, AC of 18 (Natural Armour) HP of 127, Speed 40ft/80ft flying

While in Dragon form she has **Multitattack**, one bite and 2 claw attacks per turn.

Bite: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. 2d10 + 4 piercing damage plus 1d8 acid damage.

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. 2d6 + 4 slashing damage.

Acid Breath (Recharge 5–6). As an Action, the dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 11d8 acid damage on a failed save, or half as much damage on a successful one.

A Young Black Dragon who just learned out how to disguise herself as a humanoid (She forgets about the horns sometimes)
 She's been cooped up in various caves most of her life and is now taking her first adventure into the world, looking for some friends who used to visit but recently stopped. She "hoards" friends and if the party becomes her friend, she'll protect them as such.

She is likely to be found along the road, napping in a shady spot. If not attacked, will converse with the party and ask if they've seen her friend. This can be anyone you need/want it to be. Nara will say she is part Tiefling if asked about her horns, a DC 15 Insight check will see past this lie. She'll get flustered if pressed but will avoid battle if at all possible.

Alignment Suggestion: Chaotic Neutral
 Consider her as a Level 9-10 Sorcerer

Equipment/Inventory:

- Studded Leather Armour (Common)
- Staff of Charming (Rare) - Taken from her Mother's Horde
- Dragon Scale Necklace (Trinket) - Her own scale.
- 500 Platinum, 500 Gold
- A Diamond, Emerald, Ruby, and Sapphire, value at GM's Discretion.

Backstory

Born to the Great Dragon Amnemis, Amnara knew she was destined for greatness, but after spending nearly a century moving from cave to cave to "stay safe" and "stop the other dragons from finding her" Nara wanted to have an adventure that didn't involve finding a new home to be trapped in all alone. Well, mother visited once every few months to check in, she kept busy with her humans and, at some point Nara started making friends.

At 75(ish) years old, Nara was living in an underwater cavern when a sea-elf found their way into her living space and, contrary to the stories she'd been told by Mother, did not attack. The sea-elf was curious as to why there was a dragon now living in her "secret hideaway" and, after a bit of tense conversation, the two agreed to share the space for awhile, as long as Amnemis never caught them. So for the next 10 years Nara had a friend for the first time, and she REALLY liked it, often letting the elf stay the night, curled up against her warm underbelly. This was too good to last though, as Mother did return one day with a "new home" to move to.

Nara argued but couldn't convince her Mother to let them stay, leaving that night without even a chance to say goodbye to her first and only friend

Their next "home" was in a lakeside forest, tucked deep in the woods where most never dared travel...but with enough intrigue, perhaps from mysterious noises, maybe someone will come to investigate. This was the new game, Nara would lure people into the forest with a mystery too good to pass up, and if they seemed like they wouldn't attack on site, Nara would reveal herself, offering bits of her Mother's treasure to entice them to come back....most didn't but some would return to visit including a fearless Dwarf who would play catch with her, a scholar with great interest in Dragons and tea, and a Changeling Druid who after years of visits, taught Nara how to change her form to that of a human.

Over the years Amnemis returned home less and less frequently, eventually being gone for a full year; Nara took this as a sign. She was her own Dragon now and could make her own decisions....including leaving the cave for good. Packing up a few items from her Mother's horde, Nara set off in her "human" form, now searching for her own horde....her friends.



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