

Adult Black Dragon

Huge, Dragon, Chaotic Evil

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ARMOR CLASS

19

HIT POINTS

195 (17d12 + 85)

CHALLENGE

14 | 11,500 XP

PROFICIENCY

+5

Speed Fly 80 ft., Swim 40 ft., Walk 40 ft.

Initiative +2

Saving Throws Cha +8, Con +10, Dex +7, Wis +6

Skills Stealth +7, Perception +11

Damage Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21

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Languages Draconic

STR**23**
+6**DEX****14**
+2**CON****21**
+5**INT****14**
+2**WIS****13**
+1**CHA****17**
+3

Traits

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Amphibious. The dragon can breathe air and water.

Draconic Senses. The dragon has blindsight, darkvision, and keen awareness.

Actions

Multiattack. The dragon can use Frightful Presence. It then makes three attacks: one Bite and two Claw attacks.

Bite. Melee Attack Roll: +11, reach 10 ft. Hit: 17 (2d10 + 6) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +11, reach 5 ft. Hit: 13 (2d6 + 6) Slashing damage.

Tail. Melee Attack Roll: +11, reach 15 ft. Hit: 15 (2d8 + 6) Bludgeoning damage.

Frightful Presence. Wisdom Saving Throw: each creature of the dragon choice within 120 feet. Failure: The target has the Frightened condition for 1 minute.

Breath Weapon (Recharge 5-6). The dragon exhales a line of acid. Creatures in the area make a saving throw, taking Acid damage on a failure or half as much on a success.

Legendary Actions

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes one Tail attack with attack bonus +11.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Nearby creatures must make a Dexterity saving throw or take Bludgeoning damage and fall Prone. The dragon can then fly up to half its flying speed.

Lair Actions

Acidic Mire. A pool, puddle, or stretch of wet ground within the lair churns with caustic slime until the next round. Creatures that enter it or start there take acid damage.

Grasping Bog. Roots, reeds, and sucking mud writhe in a chosen area. The area becomes difficult terrain, and creatures there must resist being restrained until the effect ends.

Rotting Miasma. A cloud of swamp gas blooms from cracks, water, or corpses. Creatures in the area must resist poison and obscured vision until the haze thins.

Regional Effects

Sour Water. Water within several miles tastes bitter, stains metal, and leaves an acidic film on stone and wood.

Drowned Paths. Trails sink, bridges rot early, and familiar routes through the swamp subtly shift toward the dragon's lair.

Vermin Chorus. Insects, leeches, frogs, and carrion birds gather in unnatural numbers and fall silent when the dragon is near.

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