

# Ancient Black Dragon

*Gargantuan, Dragon, Chaotic Evil*

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**ARMOR CLASS**

22

**HIT POINTS**

367 (21d20 + 147)

**CHALLENGE**

21 | 33,000 XP

**PROFICIENCY**

+7

<b>Speed</b>	Fly 80 ft., Swim 40 ft., Walk 40 ft.
<b>Initiative</b>	+2
<b>Saving Throws</b>	Cha +11, Con +14, Dex +9, Wis +9
<b>Skills</b>	Stealth +9, Perception +16
<b>Damage Immunities</b>	Acid
<b>Senses</b>	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
<b>Passive Perception</b>	26
<b>Languages</b>	Draconic

**STR**27  
+8**DEX**14  
+2**CON**25  
+7**INT**16  
+3**WIS**15  
+2**CHA**19  
+4

## 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: +15, reach 10 ft. Hit: 19 (2d10 + 8) Piercing damage plus elemental damage based on the dragon color.

**Claw.** Melee Attack Roll: +15, reach 5 ft. Hit: 15 (2d6 + 8) Slashing damage.

**Tail.** Melee Attack Roll: +15, reach 15 ft. Hit: 17 (2d8 + 8) 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.

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## Legendary Actions

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

**Tail Attack.** The dragon makes one Tail attack with attack bonus +15.

**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.

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## 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.

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## 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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