

Ancient Blue Dragon

Gargantuan, Dragon, Chaotic Evil

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ARMOR CLASS

22

HIT POINTS

481 (26d20 + 208)

CHALLENGE

23 | 50,000 XP

PROFICIENCY

+7

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

Initiative +0

Saving Throws Cha +12, Con +15, Dex +7, Wis +10

Skills Stealth +7, Perception +17

Damage Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27

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Languages Draconic

STR29
+9**DEX**10
+0**CON**27
+8**INT**18
+4**WIS**17
+3**CHA**21
+5

Traits

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

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: +16, reach 10 ft. Hit: 20 (2d10 + 9) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +16, reach 5 ft. Hit: 16 (2d6 + 9) Slashing damage.

Tail. Melee Attack Roll: +16, reach 15 ft. Hit: 18 (2d8 + 9) 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 lightning. Creatures in the area make a saving throw, taking Lightning damage on a failure or half as much on a success.

Legendary Actions

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

Tail Attack. The dragon makes one Tail attack with attack bonus +16.

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

Static Discharge. Lightning crawls across stone, sand, or metal in a chosen area. Creatures there must resist lightning damage or lose their reactions briefly.

Thunder Tremor. The lair shudders with a buried peal of thunder. Creatures on the ground must resist being knocked prone.

Blinding Dust. A coil of dust and grit erupts in a chosen area, obscuring it and making ranged attacks through it unreliable.

Regional Effects

Stormless Thunder. Distant thunder rolls even under clear skies, and dry lightning crawls along high ridges and buried ruins.

Glass Scars. Sand near the lair fuses into jagged glassy veins where the dragon's power has bled into the ground.

False Oases. Travelers see shimmering water or shelter that vanishes as they approach, often drawing them closer to the lair.

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