

Ancient Copper Dragon

Gargantuan, Dragon, Good or Neutral

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ARMOR CLASS

21

HIT POINTS

350 (20d20 + 140)

CHALLENGE

21 | 33,000 XP

PROFICIENCY

+7

Speed	Fly 80 ft., Walk 40 ft., Climb 40 ft.
Initiative	+1
Saving Throws	Cha +11, Con +14, Dex +8, Wis +10
Skills	Stealth +8, Deception +11, Perception +17
Damage Immunities	Acid
Senses	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Passive Perception	27
Languages	Draconic

STR27
+8**DEX**12
+1**CON**25
+7**INT**20
+5**WIS**17
+3**CHA**19
+4

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: +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 or slowing breath. Creatures in the area make a saving throw, taking Acid 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 +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.

Lair Actions

Mocking Echo. A burst of echoing laughter or false sound distracts creatures in a chosen area, interfering with focus and perception.

Stone Snare. Rocky ground buckles into sudden ridges and pits, creating difficult terrain and threatening to restrain or slow intruders.

Acidic Drip. Caustic droplets fall from ceiling cracks or stone faces in a chosen area, dealing acid damage to exposed creatures.

Regional Effects

Trickster Caves. Echoes answer questions, exaggerate insults, and occasionally reveal hidden paths with riddling sounds.

Playful Stone. Small stones shift, balance impossibly, or tumble into patterns that resemble jokes, warnings, or maps.

Hidden Hollows. The region contains more secret ledges, crawlways, and dry shelters than its terrain should naturally allow.

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