

Ancient Gold Dragon

Gargantuan, Dragon, Good or Neutral

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ARMOR CLASS

22

HIT POINTS

546 (28d20 + 252)

CHALLENGE

24 | 62,000 XP

PROFICIENCY

+7

Speed	Fly 80 ft., Swim 40 ft., Walk 40 ft.
Initiative	+2
Saving Throws	Cha +16, Con +16, Dex +9, Wis +10
Skills	Insight +10, Stealth +9, Perception +17, Persuasion +16
Damage Immunities	Fire
Senses	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Passive Perception	27
Languages	Draconic

STR30
+10**DEX**14
+2**CON**29
+9**INT**18
+4**WIS**17
+3**CHA**28
+9

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: +17, reach 10 ft. Hit: 21 (2d10 + 10) Piercing damage plus elemental damage based on the dragon color.

Claw. Melee Attack Roll: +17, reach 5 ft. Hit: 17 (2d6 + 10) Slashing damage.

Tail. Melee Attack Roll: +17, reach 15 ft. Hit: 19 (2d8 + 10) 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 cone of fire or weakening breath. Creatures in the area make a saving throw, taking Fire 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 +17.

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

Radiant Rebuke. Golden light flares in a chosen area. Hostile creatures there must resist radiant damage or momentary awe.

Commanding Presence. The lair itself seems to demand order. A creature the dragon can see must resist being compelled to halt, kneel, or hesitate.

Restorative Warmth. A chosen ally of the dragon is wrapped in gentle heat, ending a minor condition or restoring a small measure of vitality.

Regional Effects

Clear Waters. Water within miles of the lair becomes unusually pure, reflective, and difficult to corrupt.

Dreams of Judgment. Wrongdoers sleeping near the lair dream of scales, fire, and impossible courts of moral reckoning.

Noble Growth. Crops, reeds, and flowering plants grow in balanced abundance where the dragon's protection is strongest.

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