

Ancient Green Dragon

Gargantuan, Dragon, Chaotic Evil

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ARMOR CLASS

21

HIT POINTS

385 (22d20 + 154)

CHALLENGE

22 | 41,000 XP

PROFICIENCY

+7

Speed

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

Initiative

+1

Saving Throws

Cha +11, Con +14, Dex +8, Wis +10

Skills

Insight +10, Stealth +8, Deception +11, Perception +17, Persuasion +11

Damage Immunities

Poison

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 cone of poison. Creatures in the area make a saving throw, taking Poison 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

Poison Fog. A low green fog creeps through a chosen area. Creatures within it must resist poison damage and blurred sight.

Twisting Vines. Roots and vines lash from the ground or walls, turning an area into difficult terrain and threatening to restrain intruders.

Whispering Canopy. Leaves and branches hiss with false voices. A creature the dragon can see must resist fear, confusion, or hesitation until the next round.

Regional Effects

Listening Woods. Birds, insects, and leaves seem to carry conversations toward the dragon, making secrets hard to keep outdoors.

Poisoned Plenty. Fruit, mushrooms, and clear pools near the lair look healthy but can sicken the careless.

Paths That Lie. Forest trails bend back on themselves or lead travelers toward places the dragon wants watched.

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