

Ancient Red Dragon

Gargantuan, Dragon, Chaotic Evil

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ARMOR CLASS

22

HIT POINTS

546 (28d20 + 252)

CHALLENGE

24 | 62,000 XP

PROFICIENCY

+7

Speed	Fly 80 ft., Walk 40 ft., Climb 40 ft.
Initiative	+0
Saving Throws	Cha +13, Con +16, Dex +7, Wis +9
Skills	Stealth +7, Perception +16
Damage Immunities	Fire
Senses	Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
Passive Perception	26
Languages	Draconic

STR30
+10**DEX**10
+0**CON**29
+9**INT**18
+4**WIS**15
+2**CHA**23
+6

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: +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. Creatures in the area make a saving throw, taking Fire 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 +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

Magma Vent. A fissure splits open and vents heat in a chosen area. Creatures there must resist fire damage.

Volcanic Tremor. The lair bucks with a violent tremor. Loose stone falls, and creatures on unstable ground must resist falling prone.

Suffocating Smoke. A choking cloud rolls through a chosen area, obscuring sight and forcing creatures to resist coughing and lost momentum.

Regional Effects

Scorched Sky. The sky near the lair glows red at dusk and dawn, and ash drifts even when no fire is visible.

Hot Stone. Rock faces, coins, weapons, and ruins near the lair grow warm to the touch and may burn exposed skin.

Predator Silence. Natural animals avoid the region, leaving an unnatural quiet broken by distant cracks of stone and flame.

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