

# Solar Dragon (Ancient)

Gargantuan, Dragon, Neutral

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**ARMOR CLASS**

22

**HIT POINTS**

425 (23d20 + 184)

**CHALLENGE**

21 | 33,000 XP

**PROFICIENCY**

+7

|                             |  |
|-----------------------------|--|
| <b>Speed</b>                | Fly 100 ft., Walk 50 ft.                                     |
| <b>Initiative</b>           | +5   |
| <b>Saving Throws</b>        | Cha +14, Con +15, Dex +12, Wis +13                           |
| <b>Skills</b>               | Stealth +12, Perception +20                                  |
| <b>Damage Resistances</b>   | Fire, Radiant  |
| <b>Damage Immunities</b>    | Blinded  |
| <b>Condition Immunities</b> | Blinded  |
| <b>Senses</b>               | Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 30 |
| <b>Passive Perception</b>   | 30   |
| <b>Languages</b>            | Common, Draconic, telepathy 120 ft.                          |

**STR**30  
+10**DEX**20  
+5**CON**26  
+8**INT**24  
+7**WIS**22  
+6**CHA**24  
+7

## Traits

**Solar Corona.** A hostile creature that starts its turn within 15 feet of the dragon takes 10 (3d6) Fire or Radiant damage, dragon's choice.

**Starfire Sovereign.** The dragon has Advantage on saving throws against being Blinded, Charmed, or Frightened.

## Actions

**Multiattack.** The dragon makes three attacks: Bite and two Claws.

**Bite.** Melee Attack Roll: +17, reach 20 ft. Hit: 29 (3d12 + 10) Piercing damage plus 31 (7d8) Fire or Radiant damage, dragon's choice.

**Claw.** Melee Attack Roll: +17, reach 15 ft. Hit: 20 (3d6 + 10) Slashing damage.

**Solar Flare Breath (Recharge 5-6).** Dexterity Saving Throw: creatures in a 90-foot Cone. Failure: 117 (26d8) Fire or Radiant damage, dragon's choice, and the target is Blinded until the end of its next turn. Success: Half damage.

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## Reactions

**Radiant Reprisal.** When a creature within 60 feet damages the dragon, that creature takes 18 (4d8) Radiant damage.

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