

ANCIENT BLACK DRAGON

GARGANTUAN DRAGON, CHAOTIC EVIL

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

ABILITIES AND ACTIONS

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the dragon is within line of sight, ending the effect on itself on a success.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADDITIONAL ABILITIES/FEATURES

Corrosive Aura. The dragon emits an aura of acid in a 20-foot radius. Any creature that starts its turn within the aura takes 10 (3d6) acid damage. Objects within the aura take double damage from acid.

Dark Dominion. The dragon can cast the *Darkness* spell at will, without requiring concentration. This darkness is magical and cannot be dispelled by non-magical means.

Dreadful Roar (Recharge 6). The dragon can unleash a terrifying roar. Each creature of the dragon's choice within 60 feet and able to hear the roar must make a DC 22 Constitution saving throw or be stunned until the end of its next turn.