

ANCIENT BRONZE DRAGON



ARGANTUAN DRAGON, LAWFUL GOOD

Armor Class 22 (natural armor)

Hit Points 444 (24d20 + 192)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Insight +10, Perception +17, Stealth +7

Damage Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

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.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *Detect Magic, Detect Thoughts*
- **3/day each:** *Control Water, Control Weather*
- **1/day each:** *Plane Shift, Telekinesis*

ACTIONS

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:* +16 to hit, reach 15 ft., one target. *Hit:* 23 (2d10 + 12) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (2d6 + 12) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 21 (2d8 + 12) 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 20 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.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Lightning Breath.** The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw or be pushed 60 feet away from the dragon.

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 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADDITIONAL ABILITIES/FEATURES

1. Electromagnetic Aura. The dragon emits an electromagnetic field in a 30-foot radius. Any creature within this area at the start of its turn must succeed on a DC 20 Constitution saving throw or be paralyzed until the start of its next turn. Metallic objects within this area become magnetized and may adhere to each other or to the dragon.

2. Arcane Pulse. As a bonus action, the dragon can release a pulse of arcane energy. All creatures within 60 feet of the dragon must make a DC 20 Wisdom saving throw or be stunned until the end of the dragon's next turn. This ability can be used once per short or long rest.

3. Elemental Adaptation. The dragon can use a bonus action to adapt its scales to provide resistance against one type of damage: fire, cold, acid, or poison. This resistance lasts until the dragon uses this feature again or finishes a short or long rest.