

ANCIENT GOLD DRAGON

Gargantuan Dragon, Lawful Good

Armor Class: 22 (natural armor)

Hit Points: 546 (28d20 + 252)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws: Dex +9, Con +16, Wis +10, Cha +16

Skills: Insight +17, Perception +24, Persuasion +16, Stealth +9

Damage Immunities: Fire

Senses: Blindsight 60 ft., Darkvision 120 ft., Passive Perception 34

Languages: Common, Draconic

Challenge: 24 (62,000 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 24). The dragon can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *detect thoughts*
- 3/day each: *bless*, *cure wounds*, *daylight*
- 1/day each: *commune*, *control weather*

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:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) 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 24 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:

- **Fire Breath.** The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one.

- **Weakening Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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 25 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

1. Draconic Majesty. The dragon can project an aura of awe and command within a 60-foot radius. All creatures of the dragon's choice within this aura must succeed on a DC 24 Charisma saving throw or be charmed for 1 minute. A charmed creature regards the dragon as a trusted friend to be heeded and protected. Although the target isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can. Each time the dragon or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success.

2. Golden Scales. The dragon's golden scales reflect light in a dazzling display. When in bright light, the dragon has advantage on all saving throws against spells and other magical effects.

3. Divine Radiance. As a bonus action, the dragon can emit a blinding light in a 30-foot radius. Each creature within the area must succeed on a DC 24 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.