

ANCIENT RED DRAGON



ARGANTUAN DRAGON, CHAOTIC EVIL

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Immunities Fire

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

Languages Common, Draconic

Challenge 24 (62,000 XP)

Proficiency Bonus +7

TRAITS

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

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Fire Aura. At the start of each of the dragon's turns, each creature within 10 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it takes 10 (3d6) fire damage.

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 plus 14 (4d6) fire 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 21 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. If a target's saving throw is successful or the effect ends for it, the target is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire

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 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/FEATURES

Molten Scales. The dragon's scales radiate intense heat. Any creature that touches the dragon or hits it with a melee attack while within 5 feet takes 14 (4d6) fire damage.

Volcanic Fury (Recharge 6). The dragon can cause a volcanic eruption in a 60-foot radius centered on a point the dragon can see within 120 feet. Each creature in that area must make a DC 24 Dexterity saving throw, taking 52 (15d6) fire damage and 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute.

Infernal Command. The dragon can use an action to summon 1d4 fire elementals. Summoned elementals appear in unoccupied spaces within 60 feet of the dragon and act as allies to it. They obey any verbal commands that the dragon issues to them (no action required by the dragon). The elementals remain for 1 hour, until the dragon dies, or until the dragon dismisses them as a bonus action.