

ANCIENT COPPER DRAGON



ARGANTUAN DRAGON, CHAOTIC GOOD

Armor Class: 22 (Natural Armor)

Hit Points: 481 (26d20+208)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws: Dex +8, Con +14, Wis +10, Cha +11

Skills: Deception +11, Perception +17, Stealth +8

Damage Immunities: Acid

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

Languages: Common, Draconic

Challenge: 21 (33,000 XP)

TRAITS

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.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *identify*
- 3/day each: *stoneskin*, *wall of stone*
- 1/day each: *move earth*, *passwall*

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:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 19 (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.

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

- **Acid Breath.** 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.

- **Slowing Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or be slowed for 1 minute. A slowed 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 23 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

Mirthful Prankster. The dragon can use its action to create a minor illusion or cast *Tasha's Hideous Laughter* at will. The save DC for *Tasha's Hideous Laughter* is 19.

Terrain Mastery. The dragon can move across difficult terrain without expending extra movement and has advantage on saving throws against environmental hazards such as rockslides, quicksand, and lava flows.

Ancient Wisdom. Once per long rest, the dragon can gain advantage on an Intelligence check or saving throw. Additionally, it can impart a fraction of its knowledge to another creature, granting them advantage on their next Intelligence check or saving throw.

Source: *Monster Manual*, with additional custom abilities