

ANCIENT GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 40 ft., fly 80 ft., swim 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, Insight +10, Perception +17, Stealth +8

Damage Immunities Poison

Condition Immunities Poisoned

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

Languages Common, Draconic

Challenge 22 (41,000 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.

Regeneration. The dragon regains 20 hit points at the start of its turn if it has at least 1 hit point remaining.

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:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison 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.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison 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

1. Toxic Terrain. The dragon can use a bonus action to corrupt the ground in a 30-foot radius around it. The area becomes difficult terrain, and any creature other than the dragon that starts its turn there takes 10 (3d6) poison damage.

2. Camouflage. When the dragon is in a forest or jungle environment, it can use a bonus action to become invisible until the start of its next turn.

3. Ensnaring Vines. The dragon can summon vines to entangle enemies. As an action, the dragon targets a point on the ground that it can see within 60 feet of it. Vines sprout in a 20-foot radius centered on that point. Each creature in that area must succeed on a DC 19 Strength saving throw or become restrained. A restrained creature can use its action to make a DC 19 Strength check, freeing itself on a success. The vines wither away after 1 minute.