

# ANCIENT BLUE DRAGON



ARGANTUAN DRAGON, LAWFUL EVIL

**Armor Class:** 22 (natural armor)

**Hit Points:** 481 (26d20 + 208)

**Speed:** 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	15 (+2)	23 (+6)

**Saving Throws:** Dex +7, Con +15, Wis +9, Cha +13

**Skills:** Perception +16, Stealth +7

**Damage Immunities:** Lightning

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

**Languages:** Common, Draconic

**Challenge:** 23 (50,000 XP)

## Traits

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

**Lightning Absorption.** Whenever the dragon is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

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

## 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:* 21 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 9) 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.

**Lightning Breath (Recharge 5–6).** 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.

## 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 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## Additional Abilities/Features

**1. Stormcaller.** The dragon can cast *control weather* once per day. When the dragon casts this spell, it can only choose to create thunderstorms and has advantage on attack rolls with its lightning breath while within the storm.

**2. Static Field.** As a bonus action, the dragon can generate a static field around itself for 1 minute. During this time, any creature that starts its turn within 10 feet of the dragon takes 10 (3d6) lightning damage.

## 3. Lair Actions:

*On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects:*

- **Electromagnetic Pulse:** The dragon releases a pulse of electromagnetic energy. Each creature within 60 feet of the dragon must succeed on a DC 21 Constitution saving throw or be stunned until the end of its next turn.
- **Lightning Surge:** The dragon causes a bolt of lightning to strike a point it can see within 120 feet. Each creature within 10 feet of that point must make a DC 21 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Charged Ground:** The ground within 30 feet of the dragon becomes charged with electricity. Each creature on the ground in that area must succeed on a DC 21 Dexterity saving throw or take 11 (2d10) lightning damage and be knocked prone.