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Ancient black dragon 5e

Ancient Black Dragon Dragon Gargantuan dragon, evil Armor Class 22 (natural armor) Hit Points 367 (21d20 + 147) Speed 40 ft., fly 80 ft., swim 40 ft. STR DEX CON INT WIS CHA 27 (+8) 14 (+2) 25 (+7) 16 (+3) 15 (+2) 19 (+4) Save Dex Throw +9, Con +14, Wis +9, Cha +11 Perception Skills +16, Stealth +9 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 26 Languages Common, Draconic Challenge 21 (27,500 XP) Amphibious. Dragons can breathe air and water. Legendary Resistance (3/Day). If the dragon fails to save the throw, it can choose to succeed instead. Multiattack action. The dragon can use its Fearsome Presence. Then make three attacks: one with his bite and two with his paws. Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10+8) stab damage plus 9 (2d8) acid damage. Claws. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Press: 15 (2d6 + 8) cut damage. Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Press: 17 (2d8 + 8) bludgeoning damage. A frightening presence. Each dragon's chosen creature is within 120 feet of the dragon and realizes it must succeed on dc's 19th wisdom rescue throw or become frightened for 1 minute. The creature can repeat the rescue throw at the end of each turn, ending the effect on itself on success. If the creature's rescue throw is successful or the effect is over for it, it is immune to the Presence of the Fearsome Dragon over the next 24 hours. Acid Breath (Refill 5-6). The dragon blows fire in a 90-foot-wide line that's 10 feet wide. Every creature on that line had to make a DC 22 Dexterity saving throw, take 67 (15d8) acid damage on a failed rescue, or half the damage on a successful one. Legendary Dragon Action can take 3 legendary actions, choose from the options below. Only one legendary action option can be used at one time and only at the end of another creature's turn. The dragon again finishes the legendary action at the beginning of its turn. Detect. Dragons make a check of Wisdom (Perception). Tail Attack. Dragons make tail attacks. Wing Attack (Cost of 2 Actions). The dragon defeats its wings. Any creature within 15 feet of a dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be hit prone. The dragon can then fly up to half its flying speed. Dragon Dragon Black Adult Big Dragon, Armor evil Class of 19 (natural armor) Hit Points 195 (17d12 + 85) Speed 40 ft., fly 80 ft., swim 40 ft. STR DEX CON INT WIS CHA 23 (+6) 14 (+2) 21 (+5) 14 (+2) 13 (+1) 17 (+3) Save Dex Throw +7, Con +10, Wis +6, Cha +8 Perception +11, Stealth +7 Damage Immunities acid Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21 Languages Common, Draconic Challenge 14 (11,500 XP) Amphibious. Naga bisa menghirup udara dan air. air. Resistance (3/Day). If the dragon fails to save the throw, it can choose to succeed instead. Multiattack action. The dragon can use its Fearsome Presence. Then make three attacks: one with his bite and two with his paws. Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10+6) stab damage plus 4 (1d8) acid damage. Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Press: 13 (2d6 + 6) cut the damage. Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Press: 15 (2d8 + 6) bludgeoning damage. A frightening presence. Each dragon's chosen creature within 120 feet of the dragon and realizes it must succeed on the DC 16 Wisdom rescue throw or become frightened for 1 minute. The creature can repeat the rescue throw at the end of each turn, ending the effect on itself on success. If the creature's rescue throw is successful or the effect is over for it, it is immune to the Presence of the Fearsome Dragon over the next 24 hours. Acid Breath (Refill 5-6). The dragon blows fire in a 60-foot-wide, 5-foot line. Every creature on that line should make a DC 18 Dexterity saving throw, take 54 (12d8) acid damage on a failed rescue, or half the damage on a successful one. Legendary Dragon Action can take 3 legendary actions, choose from the options below. Only one legendary action option can be used at one time and only at the end of another creature's turn. The dragon again finishes the legendary action at the beginning of its turn. Detect. Dragons make a check of Wisdom (Perception). Tail Attack. Dragons make tail attacks. Wing Attack (Cost of 2 Actions). The dragon defeats its wings. Any creature within 10 feet of a dragon must succeed on a DC 19 Dexterity saving throw or take a 13 (2d6+6) bludgeoning malfunction and be hit prone. The dragon can then fly up to half its flying speed. Dragon Big Dark Dragon Young, Armor Evil Class of 18 (natural armor) Hit Points 127 (15d10 + 45) Speed 40 ft., fly 80 ft., swim 40 ft. STR DEX CON INT WIS CHA 19 (+4) 14 (+2) 17 (+3) 12 (+1) 11 (+0) 15 (+2) Save Dex Throw +5, Con +6, Wis +3, Cha +5 Perception Skills +6, Stealth +5 Acid Immunity Damage Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 16 Common Language, Draconic Challenge 7 (2,900 XP) Amphibian. Dragons can breathe air and water. Multiattack action. The dragon makes three attacks: one with its bite and two with its paws. Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) stab damage plus 4 (1d8) acid damage. Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Press: 11 (2d6 + 4) Damage. Acid Breath (Refill 5-6). The dragon blows fire in a 30-foot-wide, 5-foot line. Every creature in that line should make a DC 14 Dexterity saving throw, take 49 (11d8) acid damage on a failed rescue, or as much damage as it works. Wyrmling Black Dragon Medium dragon, evil Armor Class 17 (natural armor) Hit Points 33 (6d8 + 6) Speed 30 ft., fly 60 ft., swim 30 feet. STR DEX CON INT WIS CHA 15 (+2) 14 (+2) 13 (+1) 10 (+0) 11 (+0) 13 (+1) Saving Throws Dex +4, Con +3, Wis +2, Cha +3 Perception Skills +4, Stealth +4 Damage Immunities acid Sensessight 10 , darkvision 60 ft., Passive Perception 14 Common Language, Draconic Challenge 2 (450 XP) Amphibian. Dragons can breathe air and water. The act of biting. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) stab damage plus 2 (1d4) acid damage. Acid Breath (Refill 5-6). The dragon blows fire in a 15-foot-wide, 5-foot line. Every creature on that line should make a DC 11 Dexterity saving throw, take 22 (5d8) acid damage on a failed rescue, or half the damage on a successful one. The most evil and vile chromatic dragons, black dragons collect debris and treasure the fallen people. These dragons hate to see weak prosperity and revel in the collapse of the humanoid kingdom. They made their home in fetid swamps and crumbling ruins where the kingdom once stood. With deep eyes and wide nasal openings, the face of the black dragon resembles a skull. Curving, segmented horns are bone-colored near the base and dark to dead black at the ends. As the black dragon ages, the flesh around its horns and cheekbones deteriorates as if eaten by acid, leaving a thin layer of skin that enhances the appearance of its skeleton. The head of a black dragon is marked with nails and horns. His tongue is flat with acahuan tip, mucus dripping saliva whose acidic aroma adds to the dragon's smell of rotting vegetation and foul water. When hatched, the black dragon has a shiny black scale. With age, the scales become thicker and duller, helping them blend in with the swamps and blown-up ruins that are his home. Brutal and cruel. All chromatic dragons are evil, but black dragons stand apart because of their sadistic nature. Black dragons live to watch their prey beg for mercy, and will often offer the illusion of rest or escape before snuffing out their enemies. The black dragon attacks its weakest enemy first, ensuring a quick and brutal victory, which strengthens its ego as it frightens its remaining enemies. On the brink of defeat, the black dragon does anything to save itself, but accepts death before allowing other creatures to claim mastery over it. Enemies and servants. Black dragons hate and fear other dragons. They spy on draconic rivals from afar, looking for opportunities to kill weaker dragons and avoid stronger. If stronger threatens him, the black dragon leaves its nest and searches for new territory. Evil lizards glorify and present black dragons, invade humanoid settlements for treasure and food to give as tribute and build crude oil statues along the border of their dragon master domain. The evil influence of the black dragon may also lead to the spontaneous creation of evil mounds that seek and kill good creatures approaching the dragon's lair. Kobolds infect the nests of many black dragons like fleas. They become just as cruel as their dark masters, often torturing and weakening captives with centipede bites and scorpion stings before giving them to satisfy the dragon's hunger. The treasures of the black Dragon's families hoarded treasures and magical items from the kingdom to remind themselves of their greatness. The more civilizations the dragon outlasts, the more entitled to claim the wealth of the current civilization for itself. Black dragons live in swamps on the edge of a messy civilization. Black dragon nests are caves, caves, caves, or gloomy ruins that are at least partially flooded, providing a pond where the dragon is located, and where its victims can fr mrent. The nest is filled with bones pitted against the previous victim's QF acid and the fly-ridden carcasses of fresh-blooded killings, watched over by crumbling statues. Centipedes, scorpions and snakes infect nests, which are filled with the smell of death and decay. Action Nest On the initiative of calculating 20 (losing the bonds of the initiative), the dragon takes action of the nest to cause one of the following effects: dragons cannot use the same effect two rounds in a row: The pool of water that the dragon can see within 120 feet of it soars out in a grasping tide. Any creature on the ground within 20 feet of such a pond must succeed on D.C. 15 Power rescue throws or is pulled up to 20 feet into the water and knocked prone. A swarming cloud of insects fills a 20-foot radius ball centered on the dragon's chosen point within 120 feet of it. The cloud spreads in the corners and remains until the dragon rejects it as an action, uses the action of this nest again, or dies. Light clouds obscured. Every creature in the cloud when it appears must make it on D.C. 15 Constitution save the toss, take 10 (3d6) stab damage on a failed rescue, or half the damage on a successful one. The creature that ends its turn in the cloud requires 10 (3d6) piercing damage. The magical darkness spreads from the dragon's chosen point within 60 feet, filling the 15-foot radius ball until the dragon rejects it as an act, uses this nest action again, or dies. Darkness spreads in the corners. Creatures with darkvision cannot see through this darkness, and nonmagical light cannot illuminate it. If one area of effect overlaps with the area of light created by a spell level 2 or lower, the spell that creates the light is eliminated. Effect The territory containing the nest of the legendary black dragon is warped by dragon magic, which creates one or more of the following effects: The soil within 6 miles of the nest nest twice as long as normal to cross, because the plants grow thick and twisted, and the marshes are thick with smelling mud. Water sources within 1.6 km of the nest were supernaturally damaged. Dragon enemies who drink such water spew it out within minutes. Fog obscures the soil within 10 km of the nest. If the dragon dies, vegetation remains as it has grown, but other effects fade over 1d10 days. Source: Monsters Manual, p. 87 87

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