

# Adult Blue Dragon

March 8, 2023



Huge dragon, lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 225 (18d12 + 108)

**Speed** 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

**Saving Throws** Dex +5, Con +11, Wis +7, Cha +9

**Skills** Perception +12, Stealth +5

**Damage Resistances**

**Damage Immunities** lightning

**Condition Immunities**

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 16 (15000 XP)

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

# 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: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

**Claw.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

**Tail.** Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) 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 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Lightning Breath (Recharge 5–6).** The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) 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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.